



THE WHISPERING WEAVE

Welcome to **Faerûn**, a vast continent where high magic is omnipresent, terrifying monsters lurk, ancient ruins hold hidden wonders, and sinister citadels cast long shadows.

Complexity Rating: ●●●

THE PITCH

Read this section to your players to introduce them to the Campaign.

From shining kingdoms to monster-infested wastes and endless caverns, Faerûn is the most comprehensively described fantasy world. In this campaign, you will play heroes deeply connected to this land, where your homeland, training, and background forge your identity more than mere abilities. Prepare to face **dark perils and achieve great deeds** in a world steeped in mystery, myth, and legend.

TONE & FEEL

Adventurous, Epic, Heroic, Mysterious, Ominous, Thrilling, High Magic, Dangerous, Ancient

THEMES

Exploration, Ancient Secrets, Power and Corruption, Balance of Nature and Civilization, Divine Influence, Personal Identity vs. Destiny, Unseen Forces (Weave/Shadow Weave).

TOUCHSTONES

Baldur's Gate 1, 2 and 3, Eye of the Beholder, Neverwinter Nights, Avatar Trilogy, Azure Bonds, The Legend of Drizzt



OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

Faerûn is a continent on the planet **Toril**, a place where **magic is ever-present**, terrifying monsters roam, and ancient ruins hold hidden wonders. It encompasses diverse shining kingdoms, monster-infested wastes, endless caverns, and sinister citadels. The history of Faerûn spans millennia, from the creation of the world and the First Flowering, through the Crown Wars of the elves, the rise and fall of great human empires like Netheril, and various conflicts like the Orcgate Wars and the Time of Troubles.

The continent is home to **hundreds of intelligent races** and disparate cultures. Society is often a patchwork of cities, realms, and frontiers, with tiny states often remaining free due to the influence of a powerful individual, a dangerous guild, or an interested deity. **Deities are deeply enmeshed** in the functioning of the world's magical ecology and the lives of mortals, with Faerûnian characters nearly always having a patron deity. Magic, drawing from the **Weave**, is a fundamental force, with ancient dweomers and portals connecting various parts of the world, and even other planes. The **Shadow Weave** offers an alternative, dangerous source of magical energy.

Organizations like the **Harpers** work for good, often through covert action, while sinister groups like the **Cult of the Dragon** and the **Zhentarim** seek power and control. Adventures can range from exploring monster-infested dungeons to navigating political intrigues in bustling cities. The world is vast, with major regions like the Dalelands, the Silver Marches, Cormyr, Sembia, Waterdeep, and the Underdark offering diverse settings for campaigns.

COMMUNITIES

All communities are available, but some have unique aspects within a Forgotten Realms Campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

Duneborne

Your community has made its home among the shifting sands and arid climates of Faerûn's great deserts. You are accustomed to scorching days, frigid nights, and the constant search for water and resources. The nomadic tribes of the Anauroch Desert, the

proud city-states of Calimshan, or a hidden oasis community in the Raurin Desert.

- What secret of the sands—be it a lost ruin, a powerful djinn, or a hidden water source—is your character sworn to protect?
- How does the harsh reality of desert life shape your community's code of hospitality and justice?

Freeborne

You are from a collective that lived under tyrannical rule but is now liberated. Your people might be former slaves who overthrew their masters, citizens of a city that cast out a despotic ruler, or a region that won its independence from an oppressive empire. The people from Calimshan liberated by the Triad or any settlement along the Moonsea that has recently pushed back the Zhentarim.

- What symbols or traditions from your time of oppression does your community now hold sacred as a reminder of their freedom?
- Now that you are free, what is the greatest threat to your community's continued liberty: the return of your old masters or internal conflict over your new future?

Frostborne

You come from a place of unforgiving snow and ice. Life here is a constant struggle against the cold, and your people are defined by their resilience, resourcefulness, and ability to endure the harshest of winters. The hardy folk of Ten-Towns in Icewind Dale, the dwarven clans of the Spine of the World, or the kingdom of Damara, which borders the Great Glacier.

- What monstrous beast of the tundra or ancient white dragon is the great nemesis of your people?
- What crucial resource does your community depend upon to survive the long winter, and what has recently threatened that supply?

Hearthborne

You come from humble origins, having lived in a small village or the quiet countryside. Your community is close-knit, grounded in simple traditions, and often overlooked by the great powers of the world. The peaceful farming communities of the Dalelands, a halfling village in the Greenfields near the Sword Coast, or the unassuming lumber folk of the High Forest's edge.

- What local legend or piece of seemingly simple folklore from your hometown have you discovered might be profoundly and dangerously true?
- Why did you leave the relative safety and comfort of your home to undertake the perilous life of an adventurer?

Highborne

Connected to the noble families of Cormyr, Tethyr, or the wealthy merchant princes of Sembia. Also, the ruling class of Waterdeep or the ancient, declining noble lines of the Old Empires (Chessenta, Mulhorand, Unther).

- What ancient family secret does your character guard that relates to Faerûn's history or magic?
- How does your character's noble heritage conflict with their adventuring life?

Loreborne

Prominent in places like **Candlekeep** (renowned for its knowledge), Silverymoon (foremost center of learning), or among the various churches and monastic orders across Faerûn that preserve history and knowledge.

- What lost magical secret or piece of Faerûnian history does your character obsessively seek?
- How does the vast and often contradictory lore of Faerûn shape your character's worldview??

Orderborne

Common in militaristic nations like Cormyr (Purple Dragons), or Impiltur, Tethyr, and Waterdeep (various knightly orders or city guards). Also, the rigidly structured Red Wizards of Thay.

- What oath or duty does your character uphold that puts them at odds with common perceptions of their order?
- How has your character's discipline been tested by the chaotic nature of Faerûn?

Reborne

You were once a member of another community, but you can no longer remember it. Your past is a mystery, and your identity is now shaped by the "found family" of allies you travel with. Perhaps you awoke with amnesia on the shores of the Sea of Swords, were the sole survivor of a tragedy you can't recall, or were the subject of a powerful spell that wiped your memory.

- What single, strange item did you possess when you were found that you believe is a clue to your past?
- Do you actively seek the truth of your history, or do you fear what you might uncover about the person you used to be?

Ridgeborne

Found in mountainous regions like the Spine of the World, the Graypeak Mountains, or the Earthfast Mountains, and among dwarven strongholds like Citadel Adbar or the Great Rift.

- What ancient dwarven secret or lost mountain pass does your character know?
- How does the isolation of your mountain home impact your character's view of surface dwellers?

Seaborne

Communities along coastlines like the Sword Coast, Dragon Coast, or the Moonshae Isles, involved in fishing, trade, or piracy. The seafaring Northlanders or island kingdoms like Lantan and Evermeet fit.

- What strange phenomenon or ancient sea monster does your character know tales of, or has encountered?
- How does the vastness of the seas influence your character's sense of freedom or their fear of the unknown?

Slyborne

Common in cities with strong criminal underworlds like Waterdeep (Xanathar Guild), Baldur's Gate (thieves' guild), Westgate (Night Masks), or among organizations like the Zhentarim. Smugglers and spies in Sembia or the Dragon Coast also fit.

- What information or secret has your character uncovered that could destabilize a major power in Faerûn?
- How does your character's reliance on stealth and deception conflict with their sense of morality in a world of open heroes?

Underborne

Inhabitants of the **Underdark**, such as drow, duergar (gray dwarves) or svirfneblin (deep gnomes). Dwarves also have extensive underground kingdoms.

- What ancient threat from the Underdark does your character fear will surface, or what forgotten knowledge lies deep beneath Faerûn?
- How does the oppressive, dangerous environment of the Underdark shape your character's personality and their view of the surface world?

Wanderborne

Nomadic groups like the Bedine of Anauroch, the Uthgardt barbarians of the North, or the lightfoot halflings who value travel. Also, adventurers who travel Faerûn extensively.

- What historical event or ongoing threat forces your community to remain transient?
- How has your constant travel given you unique insights into the diverse cultures and hidden dangers of Faerûn?

Warborne

You come from a place that is, or was, ravaged by war. The constant threat of conflict has shaped your worldview, your skills, and the very landscape of your home. The city of Elturel, the contested lands of the Moonsea, or a border village that has endured countless orc hordes from the Spine of the World.

- How does the ever-present reality of war and loss impact your character's ability to trust others and form bonds?
- What crucial battle or tragic loss defined your community's struggle and set you on your current path?

Wildborne

Inhabit vast forests like the High Forest, Cormanthor, or the Chondalwood, often including elves, wild elves, or druids. Communities that live symbiotically with nature, sometimes reclusive.

- What ancient grove or sacred site does your character protect from encroaching civilization or corruption?
- How does your deep connection to the wild clash with the conflicts and politics of Faerûn's cities?

ANCESTRIES

Only traditional ancestries are available in this *Forgotten Realms* campaign. Provide the following information to your players.

Humans

The most common and diverse, divided into innumerable competing nations, states, sects, religions, bandit kingdoms, and tribes across Faerûn. Their home region adds significant detail.

Dwarves

Include **shield dwarves** (standard), **gold dwarves** (stout, tough), and **gray dwarves** (duergar, from enslavement by mind flayers).

Elves

Include **moon elves** (standard), **sun elves**, **wood elves**, **wild elves**, **sea elves**, and **drow** (evil).

Gnomes

Include **rock gnomes** (standard), and **deep gnomes** (svirfneblin). Often reclusive, but some are adventurous and followers of Gond.

Halflings

Include **lightfoot halflings** (standard, value travel), **strongheart halflings** (more organized, industrious), and **ghostwise halflings** (reclusive forest dwellers).

Planetouched

Infernis, and the following Ancestries from *The Void*: Aetheris, Earthkin, Tidekin, Emberkin or Skykin. Born from interaction with other planes, include **aasimar** (celestial blood, usually good-aligned) and **tieflings** (infernal blood) for characters. **Genasi** are also planetouched.

Half-Elves & Half-Orcs

Half-Elves and half-orcs do not have specific subraces in Faerûn, but their choice of home region adds a new level of detail. Use Humans for Daggerheart.



REGION

Selecting where your character is from unlocks equipment and defines your access to languages. Your character knows how to speak all Automatic Languages, and can select one of the Bonus Languages per Knowledge traits.

You can also choose one equipment option for your character. Work with your GM to find an equivalent piece of equipment for Daggerheart. Some suggestions for reference are listed below.



Region	Automatic Languages	Bonus Languages	Equipment Options (Tier 1 Equivalents)
Aglarond	Aglarondan	Chessentan, Damaran, Goblin, Halfling, Orc, Turmic	(A) Quilted Clothing (Flexible: +1 to Evasion) and Arrows OR (B) Longbow, Shortspear, or Walking Staff OR (C) Minor Health Potion (Clear 1d4 Hit Points)
Amn	Chondathan	Alzhedo, Chessentan, Draconic, Elven, Illuskan, Midani, Orc	(A) Rapier or Light Crossbow OR (B) Quilted Clothing (Flexible: +1 to Evasion) OR (C) No direct equivalent for potion of invisibility; consider Morphing Clay (altering face for disguise)
Anauroch	Midani	Alzhedo, Chondathan, Draconic, Illuskan,	(A) Mount (horse) with bit and bridle, military saddle, and Quilted Clothing barding OR (B) Longbow, Arrows, and Cutlass OR (C) No direct

Region	Automatic Languages	Bonus Languages	Equipment Options (Tier 1 Equivalents)
		Mulhorandi, Tashalan, Tuigan, Untheric	equivalent for potion of <i>cat's grace</i> or antitoxin; consider a Gem of Alacrity (+Agility)
Calimshan	Alzhedo	Chessentan, Chondathan, Draconic, Mulhorandi, Tashalan, Untheric	(A) Baking Tray Breastplate (Very Heavy: -2 to Evasion; -1 to Agility) or Salvage Mail Armor (Tier 2) OR (B) Cutlass or Falchion OR (C) No direct equivalent for potion of <i>lesser restoration</i> ; consider a Health Potion (Clear 1d4+1 Hit Points)
Chessenta	Chessentan	Aglarondan, Chondathan, Draconic, Mulhorandi, Shaaran, Tuigan, Untheric	(A) Baking Tray Breastplate or Salvage Mail Armor (Tier 2) OR (B) Longsword or Cutlass OR (C) No direct equivalent for potion of <i>bull's strength</i> or antitoxin; consider a Gem of Might (+Strength)
Chondalwood	Chondathan	Chessentan, Elven, Gnoll, Halfling, Shaaran, Sylvan	(A) Longbow or Shortbow OR (B) Basic Supplies, Arrows OR (C) No direct equivalent for potion of <i>endure elements</i>
Chult	Chultan	Alzhedo, Draconic, Shaaran, Tashalan	(A) Crop Scythe, Battleaxe, or Greataxe OR (B) Tree Bark Armor, Round Shield, and 2 Shortswords OR (C) No direct equivalent for potion of <i>endure elements</i>
Cormyr	Chondathan	Draconic, Dwarven, Elven, Giant, Goblin, Illuskan, Orc, Sylvan	(A) Quilted Clothing (Flexible: +1 to Evasion) or Spiked Plate Armor (Tier 3) OR (B) Longsword, Greatsword, or Mace OR (C) No direct equivalent for potion of <i>protection from evil</i> or holy water
Dalelands	Chondathan	Chessentan, Damaran, Discipline, (A) Studded leather armor and 20 arrows	(A) Quilted Clothing (Flexible: +1 to Evasion) and Arrows OR (B) Longbow, Shortsword, or Walking Staff OR (C) Minor Health Potion (Clear 1d4 Hit Points)
Damara	Damaran	Chondathan, Dwarven, Giant, Goblin, Orc, Uluik	(A) Bastard Sword or Battleaxe OR (B) 2 Minor Health Potions (Clear 1d4 Hit Points) OR (C) Bloodstone (attaches to weapon for Brutal feature)
Dragon Coast	Chondathan	Aglarondan, Chessentan, Damaran, Goblin, Halfling, Orc, Turmic	(A) Rapier or Light Crossbow OR (B) No direct equivalent for potions of <i>protection from arrows</i> or <i>blur</i> ; consider Armor Stitcher (clear Armor Slots) OR (C) Hand Crossbow and 2 doses of Grindletooth Venom (add d6 physical damage)
Dwarf, gold	Dwarven	Giant, Gnome, Goblin, Shaaran, Terran, Untheric	(A) Gem of Might (+Strength) and 5 Unstable Arcane Shards (deal 1d20 magic damage) OR (B) Mace or Warhammer OR (C) Gems (general wealth/special items)
Evermeet	Elven	Aquan, Auran, Celestial, Chondathan, Illuskan, Sylvan	(A) No direct equivalent for scroll of <i>knock</i> or <i>Quaal's feather token</i> ; consider Pick and Pull (advantage on lockpicking) OR (B) Quilted Clothing, 3 Minor Health Potions OR (C) Longsword or Longbow
Gnome, deep	Gnome, Common, Undercommon	Draconic, Dwarven, Elven, Illuskan, Terran	(A) Dagger or Pick OR (B) Quilted Clothing and Bolts
Gnome, rock	Gnome	Chondathan, Draconic, Dwarven, Goblin, Illuskan, Sylvan, Terran	(A) Revolver (from <i>Colossus of the Drylands</i> ruleset) or Hand Crossbow OR (B) Quilted Clothing, 3 Blinding Orbs (targets become Vulnerable) OR (C) No direct equivalent for scrolls of <i>invisibility</i> or <i>minor image</i> ; consider Minor Illusion or Morphing Clay (disguise)

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Region	Automatic Languages	Bonus Languages	Equipment Options (Tier 1 Equivalents)
Great Dale	Damaran	Giant, Goblin, Mulhorandi, Rashemi, Shou	(A) Longbow or Shortbow OR (B) Basic Supplies, Arrows
Half-elf	Elven, Common, home region	Any (except secret ones)	(A) By chosen Ancestry Community (reflecting either human or elven upbringing)
Halfling, ghostwise	Halfling, Common, home region	Chondathan, Elven, Gnoll, Shaaran, Sylvan	(A) Tree Bark Armor and Shortspear or Hand Sling OR (B) 3 Minor Health Potions (Clear 1d4 Hit Points) OR (C) Shortsword or Spear
Halfling, lightfoot	Halfling, Common, home region	Chessentan, Chondathan, Damaran, Dwarven, Elven, Illuskan, Goblin	(A) Dagger or Light Crossbow OR (B) Forgery Tools and Quilted Clothing OR (C) 2 Minor Health Potions (Clear 1d4 Hit Points)
Halfling, strongheart	Halfling, Common, home region	Dwarven, Gnoll, Goblin, Halruaan, Shaaran	(A) Shortsword or Mace OR (B) Quilted Clothing OR (C) No direct equivalent for potion of <i>endure elements</i> or antitoxin
Hordelands	Tuigan	Damaran, Goblin, Mulhorandi, Rashemi, Shou	(A) Shortbow OR (B) Mount (light warhorse) with bit and bridle, military saddle, and Quilted Clothing barding
Human	Home region	Any (except secret ones)	Always by region
Impiltur	Damaran	Aglarondan, Chessentan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, Turmic	(A) Forgery Tools and Quilted Clothing OR (B) No direct equivalent for potion of Charisma; consider a Gem of Audacity (+Presence) OR (C) Bastard Sword or Greatsword
Lake of Steam	Chondathan	Alzhedo, Chessentan, Chultan, Damaran, Draconic, Shaaran, Tashalan, Turmic, Untheric	(A) Rapier or Dagger OR (B) Quilted Clothing and Bolts OR (C) No direct equivalent for potions of hiding and sneaking; consider Uncanny Disguise (advantage on Presence Rolls to avoid scrutiny)
Lantan	Lantanese	Alzhedo, Common, Draconic, Elven, Illuskan, Mulhorandi, Orc, Shaaran, Turmic, Untheric	(A) Revolver (from <i>Colossus of the Drylands</i> ruleset) or Hand Crossbow OR (B) Light Crossbow or Heavy Crossbow OR (C) No direct equivalent for potions of <i>bull's strength</i> and <i>endure elements</i> ; consider a Gem of Might (+Strength)
Moonsea	Damaran	Chondathan, Chessentan, Draconic, Giant, Goblin, Midani, Orc	(A) Shortsword or Two-bladed Sword OR (B) Light Crossbow OR (C) Hand Crossbow and 2 doses of Grindletooth Venom (add d6 physical damage)
Moonshae Isles	Illuskan	Aquan, Chondathan, Elven, Giant, Orc, Sylvan	(A) Quilted Clothing and Arrows OR (B) Longbow OR (C) Handaxe , Battleaxe , or Greataxe

Region	Automatic Languages	Bonus Languages	Equipment Options (Tier 1 Equivalents)
Mulhorand	Mulhorandi	Aglarondan, Chessentan, Draconic, Durpari, Goblin, Tuigan, Untheric	(A) Sickle, Crop Scythe , or Falchion OR (B) No direct equivalent for 2nd-level divine scrolls; consider 2 Channelstones (use vault spell once) OR (C) No direct equivalent for potion of <i>lesser restoration</i> ; consider a Health Potion (Clear 1d4+1 Hit Points)
Narfell	Damaran	Goblin, Orc, Rashemi, Tuigan, Uluik	(A) Mount (light warhorse) with bit and bridle, military saddle, and Quilted Clothing barding OR (B) Light Lance, Longspear , or Kukri
Nelanther Isles	Chondathan	Alzhedo, Goblin, Illuskan, Lantanese, Orc, Shaaran	(A) Cutlass or Dagger OR (B) Revolver (from <i>Colossus of the Drylands</i> ruleset) or Hand Crossbow OR (C) 3 Minor Health Potions (Clear 1d4 Hit Points) and 15 Handfuls of Gold
The North	Chondathan, Illuskan	Dwarven, Elven, Giant, Goblin, Midani, Orc	(A) Quilted Clothing and no direct equivalent for potion of hiding; consider Uncanny Disguise OR (B) Battleaxe, Mace , or Longsword
Orc	Orc	Damaran, Giant, Gnoll, Goblin, Illuskan, Undercommon	(A) Gem of Might (+Strength) and Minor Health Potion (Clear 1d4 Hit Points) OR (B) Quilted Clothing with "Sharp" feature (from Spiked Plate Armor) OR (C) Flail, Greataxe , or Double Axe
Rashemen	Rashemi	Damaran, Draconic, Giant, Goblin, Mulhorandi, Orc, Shou	(A) Greatsword or Greataxe OR (B) No direct equivalent for potion of <i>barkskin</i> ; consider Tree Bark Armor OR (C) No direct equivalent for scrolls of <i>shield of faith</i> ; consider Rune Ward (reduce incoming damage)
Sembia	Chondathan	Aglarondan, Chessentan, Dwarven, Elven, Impilturan, Midani, Mulhorandi, Orc, Turmic	(A) Rapier or Shortsword OR (B) No direct equivalent for potion of Charisma; consider a Gem of Audacity (+Presence) OR (C) 2 Minor Health Potions (Clear 1d4 Hit Points) and 10 Handfuls of Gold
Shaar	Shaaran	Alzhedo, Chondathan, Durpari, Dwarven, Gnoll, Halruaan, Mulhorandi, Tashalan, Untheric	(A) Cutlass or Shortspear OR (B) Mount (light warhorse) with bit and bridle, military saddle, and Quilted Clothing barding OR (C) 2 Gems of Might (+Strength)
Silverymoon	Chondathan, Illuskan	Dwarven, Elven, Giant, Illuskan, Midani, Orc, Sylvan	(A) Longsword, Rapier , or Longbow OR (B) Quilted Clothing OR (C) Quilted Clothing and no direct equivalent for 2nd-level scroll; consider a Channelstone (use vault spell once)
Tashalar	Tashalan	Alzhedo, Chultan, Draconic, Illuskan, Orc, Shaaran, Sylvan	(A) Hand Crossbow and 2 doses of Grindletooth Venom (add d6 physical damage) OR (B) Light Crossbow OR (C) Tree Bark Armor and Round Shield
Tethyr	Chondathan	Alzhedo, Draconic, Elven, Illuskan, Midani, Orc, Shaaran, Tashalan, Untheric	(A) Rapier or Longsword OR (B) Quilted Clothing OR (C) Minor Health Potion (Clear 1d4 Hit Points)
Thay	Rashemi	Aglarondan, Chessentan, Mulhorandi, Orc, Turmic	(A) Dagger or Walking Staff OR (B) Arcane Barrage (conjure throwing blades) or Tava's Armor (+1 bonus to Armor Score) OR (C) No direct equivalent for potions of hiding and sneaking; consider Uncanny Disguise

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Region	Automatic Languages	Bonus Languages	Equipment Options (Tier 1 Equivalents)
Unther	Untheric	Chessentan, Draconic, Mulhorandi, Orc, Shaaran	(A) Baking Tray Breastplate OR (B) Quilted Clothing and Arrows OR (C) No direct equivalent for scrolls of <i>detect thoughts</i> or <i>misdirection</i> ; consider Telepathy (read surface thoughts)
Vaasa	Damaran	Abyssal, Giant, Goblin, Orc, Uluik	(A) Quilted Clothing OR (B) Mace OR (C) No direct equivalent for potion of <i>shadow mask</i> ; consider Uncanny Disguise
The Vast	Damaran	Aglarondan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, Orc, Rashemi, Tuigan, Turmic, Shou	(A) 3 Minor Health Potions (Clear 1d4 Hit Points) and Arrows OR (B) Quilted Clothing with "Sharp" feature (from Spiked Plate Armor)
Vilhon Reach	Chondathan, Shaaran**, Turmic**	Chessentan, Damaran, Draconic, Elven, Goblin, Shaaran, Turmic	(A) Rapier or Dagger OR (B) Quilted Clothing and Bolts OR (C) No direct equivalent for potions of hiding and sneaking; consider Uncanny Disguise
Waterdeep	Chondathan	Dwarven, Elven, Giant, Goblin, Illuskan, Orc	(A) Longsword , Rapier , or Shortsword OR (B) 2 Channelstones (use vault spell once) OR (C) 30 Handfuls of Gold
Western Heartlands	Chondathan	Elven, Giant, Goblin, Illuskan, Midani, Orc	(A) Bastard Sword or Greatsword OR (B) Baking Tray Breastplate OR (C) No direct equivalent for potion of <i>lesser restoration</i> ; consider a Health Potion (Clear 1d4+1 Hit Points)



CLASSES

All classes are available, but some have unique aspects within a *Forgotten Realms* campaign. As needed, provide the following information to your players.

BARD

Faerûnian bards might utilize unique Faerûnian instruments. The "Grace" aspect of a Daggerheart Bard aligns well with social skills common among *Forgotten Realms* characters who might engage in diplomacy, bluffing, or other forms of persuasion. For instance, the **Harpers Organization**, which many bards join, is a secret society dedicated to preserving knowledge and maintaining balance, often through espionage and manipulating others. This aligns with the Daggerheart Bard's Grace domain, which governs "charming spells, or a shroud of lies". The "Codex" domain's focus on magical study and knowledge could be embodied by Harpers accumulating written lore. Notable figures like Storm Silverhand are explicitly listed as having levels in both Bard and Harper.

DRUID

Druids in Faerûn are tied to a patron deity, always a nature deity, and often belong to specific **Druid Circles**. The Sage domain's focus on the natural world aligns perfectly with the lore and work of druid circles in Faerûn, which are noted for their knowledge of herbs and plant medicines. The Arcana domain for a Daggerheart Druid could represent a deeper, more primal connection to the land's magic, distinct from the scholarly magic of wizards. Often tied to nature deities like Mielikki or Silvanus. Can be found protecting ancient forests like Cormanthor or the High Forest. Some may turn to darker nature deities like Malar.

GUARDIAN

The **Purple Dragon Knights**, associated with Cormyr's army, epitomizes the Guardian's role, focusing on coordinating and leading soldiers, using "Rallying Cry" and "Heroic Shield" to protect allies. These roles directly embody the "Valor" and "Blade" domains, emphasizing physical strength, combat skills, and protective abilities.

RANGER

Faerûnian rangers are often found in wild and untamed lands like the High Forest or the North. The "Sage" domain perfectly mirrors the ranger's connection to nature and wilderness lore. The "Bone" domain's emphasis on physical agility and combat maneuvers reflects the ranger's proficiency with weapons and ability to move stealthily through terrain. Some rangers in the Drylands are described as "lone riders" who are defenders of the weak, riding between outposts and resisting local law enforcement.

ROGUE

Thrive in cities with thieves' guilds like Baldur's Gate or Westgate. The "Midnight" domain is well-represented by characters who employ stealth and shadows, such as the ****Shadow Adept****, who delves into dangerous lore of the Shadow Weave, or figures like Jezz the Lamé, a drow rogue/sorcerer skilled in hiding and moving silently.

SERAPH

All divine spellcasters in Faerûn have a patron deity. The "Splendor" domain aligns with clerical healing and protective spells, while "Valor" mirrors the paladin's commitment to

protecting the innocent and leading with bravery. Seraphs might come from holy orders or knightly orders, such as the Champions Vigilant (worshiping Helm) or the Knights Kuldar (worshiping the Triad of Ilmater, Torm, and Tyr).

SORCERER

The "Arcana" domain is a natural fit for this inherent magical talent, allowing for direct, powerful magical effects. The "Midnight" domain can be represented by sorcerers who gravitate towards darker or more subtle uses of their power, who explore the dangerous Shadow Weave to tap into magical energy. Powerful sorcerers like *The Simbul* (a Chosen of Mystra) demonstrate immense innate magical power.

WARRIOR

Many regions in Faerûn are known for their fighters, such as Cormyr, Calimshan, and the Western Heartlands. The "Blade" domain embodies the fighter's proficiency with all weapons and the ability to deal significant damage. The "Bone" domain corresponds to the fighter's focus on physical conditioning, tactical movement, and resilience in combat, which allows for powerful maneuvers.

WIZARD

The "Codex" domain aligns perfectly with the wizard's practice of learning spells from written forms and their pursuit of arcane knowledge. The **Red Wizards of Thay** exemplify the intense specialization and focus on specific schools of magic. The "Splendor" domain could reflect the authority and protective influence of powerful wizards who hold positions of power, such as Khelben "Blackstaff" Arunsun, the Lord Mage of Waterdeep, or those who use their magic to shield and bolster allies.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Embrace Your Faith

Faerûn is a world where **deities are real and actively involved** in the lives of mortals. Your character's choice of patron deity (or lack thereof) has significant consequences, affecting not only their abilities but their destiny in the afterlife. Explore how your character's faith guides their actions, fears, and hopes.

Seek Ancient Knowledge

Faerûn is littered with the **ruins of fallen empires and lost civilizations**, holding forgotten magic, historical truths, and powerful artifacts. Your character's journey can involve delving into these ancient places to uncover secrets, perhaps even altering the course of history.

Navigate the Web of Power

Numerous powerful organizations, from heroic **Harpers** to sinister **Zhentarim** and **Red Wizards**, vie for influence across Faerûn. Your character's allegiances, or opposition, to these groups will define their challenges and opportunities. Consider how your actions will draw the attention of these factions.

Define Your Homeland's Influence

Your character's **native region profoundly shapes their personality**, outlook, and abilities. Whether from a bustling city, a

secluded forest, or a harsh frontier, your homeland provides context for your character's skills, fears, and motivations.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

Emphasize the Presence of Magic

Faerûn is a world permeated by magic, from the fundamental **Weave** to the powerful spells, magic items, and **portals** that shape the landscape. Describe how magic manifests in everyday life, from enchanted items in markets to lingering effects of ancient dweomers in ruins.

Showcase Faerûn's Scale and Diversity

Highlight the **vastness of Faerûn**, its diverse geography, and the unique cultures within its many regions. Ensure characters encounter a range of peoples, monsters, and environments that reflect the richness of the setting.

Integrate Divine Influence

Deities are not distant beings; they are active forces whose actions, rivalries, and portfolios directly affect the world and its inhabitants. Use divine interventions, prophecies, and the presence of churches and holy sites to underscore the gods' impact.

Weave Historical Threads

Faerûn has a **long, detailed history** with many empires rising and falling, and ancient conflicts still resonate. Connect current events to the past, reveal forgotten lore, and show how historical grudges or alliances continue to shape the present.

Offer Moral Complexity

The world is not simply good versus evil. Characters and factions often have **complex motivations**, and "good" actions can have unforeseen negative consequences, while "evil" characters might occasionally act for understandable reasons. Present players with choices that challenge their assumptions and loyalties.

DISTINCTIONS

Use this information to prepare your campaign.

The Weave and Magic

All known worlds and planes swarm with ever-present energies, the "stuff of life itself," forming **the Weave**, which most spellcasters tap into. Mystra is the goddess of magic and protects powerful spellcasters, punishing misuse of runes with the "Curse of Mystra". The **Shadow Weave** is a dangerous alternative source of magical energy, wielded by shadow adepts, often at a cost to their Wisdom score, and tied to Shar.

Active Deities and Pantheons

Faerûn is home to numerous deities, organized into pantheons (Faerûnian, Mulhorandi, Drow, Dwarven, Elven, Gnome, Halfling, Orc). These gods are often active and their portfolios directly influence the world. Mortals typically choose a patron deity, and dying without one means eternity in the **Wall of the Faithless**.

Ancient Ruins and Hidden Portals

The continent is covered with ancient ruins from fallen empires, often holding hidden treasures, monsters, and magical secrets. **Portals**, both natural and constructed, can lead to distant parts of

Faerûn, other worlds, or even other planes, but can also malfunction with unpredictable effects.

Campaign Mechanics

The following mechanics are unique to this campaign.

Patron Deities and Domains

When creating a character, you **must choose a patron deity** from the expansive Faerûnian pantheon. If your character is a Cleric or another divine spellcaster, you gain powers and spells from your deity's domains. Loyalty to a deity is paramount; switching patrons is possible but not taken lightly and has consequences, including potential loss of abilities.

SESSION ZERO QUESTIONS

Ask any of these questions to your players, or make your own.

- What region of Faerûn does your character call home, and how does that influence their personality and skills?
- Which patron deity (or philosophical belief) does your character follow, and how does that faith (or lack thereof) guide their actions and moral compass?
- What ancient mystery or lost secret from Faerûn's past does your character hope to uncover or protect?
- What major organization (e.g., Harpers, Zhentarim, Cult of the Dragon, Red Wizards) has your character had a significant encounter with, and how does that shape their view of power in Faerûn?
- What is your character's relationship with magic? Do they see it as a tool, a sacred gift, a dangerous force (like the Shadow Weave), or something else entirely?

Rumors in Bezentil

You can use the rumors below to inspire your character creation.

1. **The Fading Flames of the East:** "They say the **Ring of Gray Flames**, those ancient Raumathari ruins three days' ride east of Mulptan, have been flickering more strangely than usual. Old Man Grimbley, who once saw them on a trading run, swore the **flickering gray flame** now takes on monstrous shapes."
2. **Missing Livestock, Unusual Scars:** "Farmer Tildar's prize pig went missing near the **Rawlinswood** last night, and what's worse, his goat was found torn apart with strange, deep claw marks unlike any bear or wolf. He's muttering about the '**Rotting Man**' again, saying it's back in the woods."
3. **The Newcomers' Curse:** "One of the **newcomers** from Thesk, a family of spirit folk, tried to cultivate a new patch of land near the forest's edge. Now, their newly tilled soil is black and lifeless, and they say a strange **virulent overgrowth** is creeping from the woods."
4. **Strick's Strange Orders:** "Strick's Trading Post, the biggest shop in town, is asking for rare, **bioluminescent flowers** that only blossom at night. Abrihondo Strick says a merchant from Thay wants them for 'magical experiments,' but it sounds like something only a mad wizard would need."
5. **Whispers of Buried Knowledge:** "Old Mistress Elara, the local storyteller, claims that the ruins scattered throughout the Great Dale hold '**buried knowledge**' from civilizations long past. She swears she saw ancient texts or engravings on a piece of stone brought in by a lumberjack."
6. **The Druids' Silence:** "The **powerful druids** who usually watch over our forests have been strangely quiet. No one's seen them in weeks. Some say they're gathering for a secret purpose; others fear they've been... changed by something in the deeper woods."
7. **Unsettling Discoveries:** "A trapper who ventured deeper into the **Forest of Lethyr** reported finding a site where the very ground seemed to be melting, and he heard crackling sounds from beneath the earth. He quickly turned back."
8. **Rival Party in Town:** "Watch out for that group of 'adventurers' who passed through yesterday. They seemed too interested in local maps and asking about the **Ruins of Clymph Tower**. I heard them boasting about being a '**rival party**' looking for easy treasure."
9. **The Rotting Man's Reach:** "The **Rotting Man** that appeared in the **Rawlinswood** a few years back is said to be getting bolder. A few children playing too close to the woods swore they smelled decay, and saw strange, shadowy forms lurking just beyond the trees."
10. **The Weaver's Weird Fabric:** "Tulba the Weaver has been making some peculiar new cloths lately, with strange patterns that shift under different light. She claims the threads are spun from 'fairy silk' found in the woods, but I heard a **Faint Divinity** was seen near her cottage just last week."
11. **An Oracle's Warning:** "A wanderborne from the far west, claiming to be from **Thay**, spoke of strange visions of a long-lasting peace between Thay and Aglarond".
12. **The Mysterious Stranger:** "There's a **mysterious stranger** who's been lurking in the shadows of Strick's Post for days. They don't buy anything, just listen to the gossip and watch who comes and goes. Some say they're a spy for the Red Wizards of Thay."
13. **Unnatural Blooms:** "My aunt, who lives further into the Dale, brought back a strange plant that glowed faintly. She said it was part of a sudden, excessive bloom of 'sun rose vines' that sprung up and withered within a week. It's not normal for our region."
14. **The Collector of Oddities:** "Mimor Katan, the butcher, is paying very well for exotic monster parts, not just meat. He's asking for 'Diregazelle skull marrow' and other strange things from the Plover Caves, though how he gets them here, no one knows."
15. **Dreams of Sinking Cities:** "I had a terrible dream last night of a grand, ancient city sinking into a swamp, with strange, almost fish-like people swimming through its ruins. The dream felt so real, almost like a warning."
16. **Tainted Water Source:** "Some of the local springs, especially those fed by runoff from the Firward Mountains, taste metallic lately. It makes me wonder if that tainted magic from the **Ring of Gray Flames** is finally reaching our water supply."
17. **Refugee Health Crisis:** "The families of **newcomers** from Bezentil are having a hard time. Many of them are suffering from a strange illness that stiffens their movements, what they call '**Serpent's Sickness**'. They say it's incurable, but they desperately seek a healer or a powerful remedy."
18. **Ancient Elven Secrets:** "An old hunter from the **Rawlinswood** claimed he stumbled upon a glade where ancient elven words seemed to hum in the air, revealing snippets of history about the lost **city of Myth Drannor**. He left quickly, but not before hearing of 'powerful old magic' hidden there."
19. **The Black Network's Reach:** "Be wary of unfamiliar faces on the Great Road. Whispers say agents of the **Black Network**, the Zhentarim, have been seen further west, trying to extend their influence or establish new trade routes, perhaps even through the Great Dale."
20. **Prophet of Strife:** "A few weeks ago, a zealous orator passed through, claiming to be a prophet of Gruumsh. He spoke of 'orcs getting restless' in Thesk and a coming conflict. He even had a small group of half-orcs following him, stirring up trouble."

