

WYRMS OF THE REALMS

KLAUTH

USING “OLD SNARL” IN YOUR D&D GAME

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WYRMS OF THE REALMS

KLAUTH

“OLD SNARL”

Enormous, arrogant, and powerful, Klauth – known as Old Snarl because of a jagged mouth scar – has long been a staple of gossip and rumors in the taprooms and taverns all along the northern stretches of the Sword Coast. The red dragon is ancient, perhaps older than any other red dragon on Faerun, and has moved erratically from lair to lair for centuries, rarely settling in one place for long, at least until recently. This movement kept Klauth ahead of would-be dragonslayers, powerful archmages, and others who would seek to put an end to his wantonly destructive appetites.

Klauth's chief concern has been other dragons, however. He earned a reputation for aggressively attacking rival dragons and showing barbaric ferocity in his attacks. When Klauth senses a potential threat, he pounces – in his youth this was physical, but now that he has aged, he takes more deliberate and calculated actions that are no less lethal and precise.

Klauth is a potent force in the background of the Sword Coast, where he uses his potent magical abilities to watch over those in positions of power to gain not only knowledge but wisdom over their actions. Combined with his impressive spellcasting abilities, tactical planning, and appetite for destruction, Klauth is a true terror to face. However, those that align their motivations with Old Snarl can find an ally with considerable resources and influence – assuming those motivations remain aligned.

LEGENDS AND STORIES

Klauth is over 1,000 years old, and has flown over the Sword Coast North for most of that time. The following are stories and legends that pertain to Old Snarl that a party of adventurers could hear or learn about with research and rumormongering. How much of the stories are true is left for history to judge.

THE GREAT RED THIEF

Stories of Klauth's fierce rage and physical brutality are common in the North, but lesser known are the tales of his stealth and cunning when it comes to robbing other dragons of their eggs. Klauth has always been an intelligent hunter, and he has the patience of a stalking panther when he finds a target.

The first story of Klauth's dragon egg stealing dates back several centuries. Pyrokrayseth was a large female red dragon who laired in the Nether Mountains. She served the archmages of Netheril long before the fall of that magical empire, and she escaped the wrath of the phaerimm with a good deal of magical knowledge. Pyrokrayseth courted several younger red dragons, and the impetuous and violent Klauth was among them.

Pyrokrayseth chose another as her mate, but the courtship wasn't Klauth's true purpose. He learned the layout of the older dragon's domain in the Nether Mountains and planned to steal the unhatched offspring. After the clutch of eggs was produced, Klauth put his plan into motion. He lured Pyrokrayseth's mate out by stirring up the local orc tribes in the mountains.

Klauth then snuck into the mountainous lair through a series of secret tunnels he learned by communicating with elementals of rock and stone. He slithered his impressive bulk to the back of the red dragon's lair, then used Netherese magic to distract Pyrokrayseth. The magic was enough to pique her curiosity, and in that moment Klauth snuck in and stole her eggs.

The rage of the mother red dragon was intense, shaking the foundations of the Nether Mountains, but she never suspected Klauth's involvement. It is widely believed that Klauth destroyed the eggs to prevent rivals from growing and challenging his dominance in the North.

BLOOD FROM THE SKY

Klauth's fierce aggressiveness has largely been focused on other dragons over the centuries. He hunts dragons, ambushing them in their lairs or when they least suspect it, and always making sure the advantage is his to seize. However, in 1360 DR, Klauth's arrogance nearly brought about his downfall when a group of three chromatic dragons banded together to take down Old Snarl.

It started simply with Klauth hunting for food in the foothills of the Rauvin Mountains, chasing down a flock of mountain sheep for his dinner. The ambush came suddenly, with two white dragons and a blue striking suddenly from hidden caves in the surrounding region. The area served as the domain of Irdrithkryn, the blue dragon that led the assault, a

fact that didn't bother Klauth when he went hunting.

The tricky Irdriithkryn, known as the Blue Bruiser by the dwarves of Citadel Feldbarr, had suffered a terrible loss at the claws of Klauth when the red dragon destroyed the blue's eggs. She convinced the two white dragons, Aerihykloarara and Ruuthundrarar, to join in the attack – the whites laired in the Sword Coast North region but had been terrorized on several occasions by Old Snarl.

The ambush caught Klauth by surprise, but the larger red dragon was a fierce opponent. The four dragons whirled, fought, and chased each other in an aerial battle that took them from the Rauvin Mountains, west over the Silver Marches, and into the inhospitable lands of the Spine of the World. Dragon blood rained from the sky as each of the combatants fought with fang, tooth, wing, and spell.

During the protracted battle, Klauth killed Aerihykloarara relatively quickly, but her mate and the powerful blue Irdriithkryn redoubled their efforts. The red dragon was severely injured as the blue and white dragons focused their powerful breath weapons and magical forces, blowing a hole in Klauth's side that was first frozen and then shattered by lightning. In the end, however, Ruuthundrarar and Irdriithkryn were defeated by Old Snarl.

Broken and limping, Klauth wasted no time in using magic to claim the treasure hoard of Irdriithkryn from the Rauvin Mountains. He then winged away to the Spine of the World and collapsed in a secluded valley. No one saw the great red go down but it was several years before anyone heard from Klauth again. The place he settled in became his permanent home, Klauthen Vale, and now holds the fabulous hoard of the powerful red dragon in deep enchanted caves.

SCARLET SAVIOR

Not all of Klauth's legends involve his appetite for violence and aggressiveness. One story tells of Old Snarl coming upon the ruins of an elven village in Cormanthor. Jhanandra, an elven sorceress, arrived in the village too late to stop the bandits from ravaging her village, and she clutched an orphan elf in her arms as Klauth flew over.

What possessed Old Snarl to take his next actions is unknown, but he gently landed and conversed in a peaceful tone with Jhanandra. Shocked and awed by the fearsome bulk of the great wyrm, the elven sorceress stammered that the only remaining family of the orphaned girl were in distant Evereska on the other side of Anauroch. Klauth then picked up both elves in his claws as gently as a mother cradles a newborn, and flew off to the west.

They sailed over Anauroch and Old Snarl delivered the two to the borders of Evereska. Klauth then took off into the night without more than a murmur. Jhanandra relayed the story to Volo some months later, who scoffed at the notion of the legendary red dragon undertaking such an unselfish act. That orphan never forgot the act of kindness that brought her to her family in Evereska, though exactly what happened to her is not known.

What brought the legendary dragon to Cormanthor on that night, to that burnt village, to see an elven sorceress and an orphan alone? Sages and bards that study dragon behavior believe it reveals a blind spot in Klauth's rough exterior, but others say the actions are too deliberate and out of character for Old Snarl to believe. Some say Klauth had ulterior motivations in the act, perhaps even being motivated by the whims of divination and prophecy, and that the truth may lie with that orphaned elf rescued from Cormanthor.

OLD SNARL'S PROPHECY

There is more to Klauth's destructive actions than just an ill temper. He is haunted by a prophecy regarding his own demise. The exact prophecy isn't known as Old Snarl has not shared it completely with any living being, but enough has been gleaned from his comments over the years to piece together an intriguing tale.

The prophecy says that Klauth's destruction will be the result of a "great red beast," and this vague reference is what has brought him into direct and violent confrontation with every red dragon he can find. There is also a part of the prophecy that says "blood of the unborn blood" will be Klauth's savior. The most literal interpretation of this has driven Old Snarl to hunt for dragon eggs, but none really know what the red dragon does with them when they're found. Most assume he smashes them or devours them, but the truth remains elusive for the time being.

As he's aged, Klauth's preoccupation with this prophecy has driven him to seek out other sources of the "great red beast" from across Faerun. He uses scrying magic to seek out powerful people that could fit the description, and he has learned to work with the sniveling Cult of the Dragon in the past few years to help him out. It is said that when Klauth sleeps he sees the words of the prophecy etched in fire in his mind, and that he dreads slumber because of the haunting vision that has only grown stronger as the decades march on.

LOTS AND GOALS

Alone in his vast lair in Klauthen Vale, Klauth watches the movements of the mighty and powerful across the Sword Coast. He is a cunning opponent and has a well-earned reputation for considering all possible outcomes in confrontations, with a developed strategy for coping with each of them. He is an apex predator but over the past century, Klauth has learned the art of patience.

That doesn't mean he's resting on his haunches, however. He has several overriding plots that consume his time and efforts.

FACING THE PROPHECY

Klauth is obsessed with the prophecy of his own destruction, and every major move he has made has been about thwarting that key event. When he sleeps, he sees the words of the prophecy dance in his dreams, flaming inscriptions that have grown more intense as the centuries pass. The words speak of his destruction at the hands of the "great red beast."

In years past, Klauth assumed this was a reference to another red dragon, which spurred him into conflicts with others of his kind. He ambushed rivals, attacked potential mates, and kept himself isolated from others of his kind in order to prevent the "great red beast" from getting the best of him. Many other dragons have fallen to Old Snarl's fangs, claws, and spells over the centuries, but the words of the prophecy have not been thwarted. Instead, they've become stronger.

Since settling into Klauthen Vale after the ambush by the two whites and one blue over a century ago, Klauth has started to reconsider his interpretation of his mysterious challenger. It must be some great and powerful creature to challenge one so mighty as Old Snarl. He has considered the imprisoned dragon queen Tiamat as a potential candidate, but after the Cult of the Dragon's recent failure to bring about her arrival onto Faerun, the wily old red dragon has reconsidered this notion.

If not Tiamat or another red dragon, what other creature fits the description of a "great red beast"? Klauth has come up with few answers. The recent upheaval in the Underdark, spilling demons from the Abyss, has forced him to look at extraplanar options as well. A balor from some primordial layer of the Abyss could be a "great red beast," or a mighty pit fiend general from the Nine Hells. Perhaps Asmodeus himself, Lord of the Nine Hells, an immensely powerful figure known to some of his followers as the Beast, could fit the description.

Nothing has rung true for Klauth yet, but he keeps waiting and watching.

SEEKING EGGS

Long ago when he was still a young dragon, Klauth learned an ancient Netherese ritual for extracting the life essence out of dragon eggs and transferring it to another creature. The resulting infusion of life energy revitalized Klauth in an intoxicating way, granting him more power and abilities than he would normally possess. It has also allowed him to stay fit and sharp despite his advanced age, as he is well over 1,000 years old and still very capable of defeating almost any foe.

In order to keep himself in top condition, however, Klauth needs dragon eggs. His experimentations has revealed red dragon eggs are the best, perhaps because of an innate compatibility with his own species, but other types have proven somewhat effective. He perfected the art of luring other dragons out of their lairs and then moving in to steal a clutch of eggs through the magic of rock and stone.

The ritual requires intense concentration and drains the life completely from the unhatched egg, but after it is complete the recipient is filled with vigor and renewed power. It's been quite a few years since Klauth has partaken in the ritual, but recently an elf ranger has come into his world that helps with this task. Cairel Flamedream was that orphan elf saved by Klauth over 100 years ago, now grown up, battle ready, and completely devoted to the whims of Old Snarl. Cairel goes out into the world and seeks dragon eggs, using her own team of elite dragon-obsessed elves to do the bidding of the great red wyrm.

DOMAIN AND LAIRS

In his younger days, Klauth roamed the Sword Coast North from the Spine of the World to the Graypeak Mountains. He maintained several hidden lairs throughout the land where he stored portions of his hoard, but it was scattered. Still, he had accumulated quite an impressive treasure hoard as he plundered the lairs of defeated dragon opponents over the years.

Now, Klauth has settled in one location – Klauthen Vale in the Spine of the World.

KLAUTHEN VALE

Klauth claims a secluded stretch of the Spine of the World mountains west of Raven Rock as his current home. Known now as Klauthen Vale, this isolated valley is kept warm by the fierce dragon's innate connection to the land. Cows, sheep, and rothe graze all over the lush grasslands and gentle meadows of the valley's interior, all serving as Klauth's primary

food source.

The rugged mountains that make up the valley's borders are riddled with caves, most large enough to accommodate Klauth's great bulk. He has established several ledges along the mountains that grant him amazing views over the vale and the surrounding regions. Coupled with his constant scrying from within an enchanted cave deep below one of the peaks, little happens in or around Klauthen Vale that Old Snarl is not aware of.

Which is fortunate, since rumors of Klauth's treasure hoard have spread far and wide. He has accumulated a massive stockpile of coins, gems, jewelry, and magic over his many centuries, much of which being claimed from defeated dragons. The treasure remains in a secret cave within Klauthen Vale behind an enormous boulder that can only be moved by one with the strength of Klauth. Elemental warding magic and bound dao genies protect the treasure cave from magical intrusions as well.

Recently, Klauthen Vale has been visited by a splint group of Cult of the Dragon members. Led by the ambitious Delsephine Shamor from Baldur's Gate, the cultists came aboard an airship called the *Scarlet Tooth* and prostrated themselves before the great red wyrm. Klauth, amused and having seen their coming for several days, agreed to let them dock their airship in Klauthen Vale and serve at his whim. He cares little for their lives but understands when having such pawns out in the world can be to his advantage.

For their part, the cultists are wholly devoted to Klauth and are willing to die serving his will. They were disillusioned after the Cult of the Dragon failed to bring about Tiamat's release from the Nine Hells, but they've found new purpose in serving the needs of Old Snarl.

AGENTS AND ALLIES

Klauth has long believed he can achieve his goals by himself, and to that end he is not afraid to get up and get his claws dirty with the tasks that need to be done. In the past few centuries, however, he has realized his own limitations, and has become keenly aware of his vulnerability especially since the attack that led him to Klauthen Vale over 100 years ago.

The great red wyrm still prefers to do his scrying on his own, but he has learned to work with a few select agents that do his bidding throughout the Sword Coast and beyond. He considers all of them disposable, however, and keeps an eye on their movements as closely as he would any enemy.

DELSEPHINE SHAMOR

Cult Captain of the Scarlet Tooth

The docks of Baldur's Gate have long been a haven for pirates, smugglers, cutthroats, and murderers, dating back to the earliest days of the city. Ships carrying goods, gained illicitly or through legitimate trade in the southern cities, sail along the Chionthar River, unload their cargo for good coin, and then spend that coin in the seedy taverns and brothels of the Lower City.

This is the environment Delsephine Shamor was brought up into. She was an orphan in the Lower City of Baldur's Gate, stealing food and money to scrape by while avoiding the attention of the larger thieves' guild that runs the underground operations. This plan worked for many years, but eventually she caught the attention of one of the Guild's kingpins and her days thieving in Baldur's Gate were numbered. Delsephine stowed away aboard a pirate vessel just leaving the harbor and used her natural acrobatics to impress the captain enough to not throw her overboard.

Delsephine learned how to sail aboard that vessel and proved herself a capable crewmember in a fight. Ruthless, determined, and not afraid to put a dagger in someone's back when they weren't looking, she spent several years pirating up and down the Sword Coast, making a name for herself and her pirate crew. Until one day, her ship came under sudden



attack by a black dragon while sailing near the Mere of Dead Men north of Waterdeep.

In the attack her ship was destroyed and the crew killed but Delsephine managed to survive. She was picked up by a passing vessel that happened to be ferrying a mysterious group to Luskan. They were Cult of the Dragon members, and Delsephine picked up on their identity quickly. She had been awed by the sheer power of the dragon that attacked her ship and she yearned to learn more. She joined up with the cult in Luskan, met the charismatic leader Severin who was taking the cult away from their dracolich ways of the past, and she never looked back.

Delsephine was given command of an airship by Severin himself and with it she and her crew ran secret supply runs between cult enclaves all over the Sword Coast. The ship was named *Scarlet Tooth* and they had a near perfect record by avoiding the conflicts going on across the North. Severin and the Cult of the Dragon were moving forward with their grand plan – free Tiamat from the Nine Hells by unleashing a titanic hoard upon a volcano.

The *Scarlet Tooth's* final mission from Severin was to contact Klauth in the Spine of the World and convince him to join up with the Cult of the Dragon. Delsephine and her crew sailed around the mountains and eventually stumbled upon Klauthen Vale by nothing more than Klauth's will. Old Snarl greeted the airship and the cult members with amusement but he agreed to let them serve him in some capacity. Awed by the mighty power of the great wyrm red dragon, Delsephine pledged her life and service to Klauth.

ORLO KAZZAREEK

Unhinged Dragonborn Sorcerer

Klauth has long held a fascination for sages of draconic lore along the Sword Coast. His aggressive behavior towards other dragons, cunning skill at stealing dragon eggs, and destructive power put him in a different league than other red wyrms, such as Hoondarh and Balagos. Old Snarl is also one of the oldest living dragons on Faerun so his breadth of experience cannot be discounted.

All of these factors and more made Klauth an obsession for Orlo Kazzareek, a dragonborn sorcerer studying at Candlekeep. Himself a descendant of red dragons, Orlo firmly believes his ancestry can be traced directly to Old Snarl, so the obsession is personal as well as professional. The dragonborn spent a decade poring over tales of dragon lore at the renowned library, cataloguing references to Klauth throughout the centuries.

DELSEPHINE SHAMOR

Medium humanoid (human), chaotic evil

Armor Class 16 (studded leather)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Skills Acrobatics +7, Intimidation +5

Damage Resistances fire

Senses passive Perception 17

Languages Common, Draconic

Challenge 4 (1,100 XP)

Dark Devotion. Delsephine has advantage on saving throws against being charmed or frightened.

Flourish. Delsephine adds her Charisma modifier to the damage roll for its scimitar attacks (included in the attack).

Sea Legs. Delsephine has advantage on ability checks and saving throws to resist being knocked prone.

Multiattack. Delsephine makes three attacks: one with her hand crossbow and two with her scimitar.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6+4) piercing damage.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d6+6) slashing damage.

Shape Up, Ye Dog (2/Day). Whenever a friendly creature within 30 feet of Delsephine that can hear her misses with an attack, Delsephine can yell perilous threats to allow that creature to reroll the attack roll.

Orlo's fascination eventually caught the attention of Klauth himself. He was impressed with the level of knowledge the dragonborn had attained and watched with fascination through scrying and covert wingovers as the sorcerer fell deeper into an obsessive madness. Orlo eventually knew he had to meet Klauth in person, and he used potent magic to travel to Klauthen Vale. Old Snarl was waiting and confronted the dragonborn in an impressive display of aerial prowess.

Humbled and terrified, Orlo asked only to learn at the great dragon's feet. Klauth was amused and entertained Orlo for a few months, sharing crumbs of knowledge while learning more about the ambitious and now deeply obsessed dragonborn. Eventually, however, Old Snarl tired of the lesser creature and ejected him from Klauthen Vale using powerful spells.

The experience shattered Orlo's fragile grip on sanity. Hurling violently from Klauth's side, Orlo took his obsession to the next level. He wanted to become Klauth, to be as mighty and powerful as the great wyrm. The sorcerer used his extensive knowledge of Old Snarl's history to track down the Netherese magic used to absorb the life energy of dragon eggs. But the spell was incomplete.

Orlo is an unhinged dragonborn sorcerer looking for the lost pieces of the Netherese spell used by Klauth to wrench life from dragon eggs. Klauth still keeps an eye on the dangerous sorcerer as Orlo scrambles about the Sword Coast North hunting down any clue that can help unlock the secrets of the egg spell.



ORLO KAZZAREEK

Medium humanoid (dragonborn), neutral evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8+32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	16 (+3)	11 (+0)	20 (+5)

Saving Throws Con +6, Cha +9

Skills Arcana +7, History +7, Religion +7

Damage Immunities fire

Senses passive Perception 10

Languages Common, Draconic, Dwarven, Elven

Challenge 12 (8,400 XP)

Dragon Wings. Orlo can manifest or dismiss his wings as a bonus action.

Fire Affinity. Orlo adds his Charisma modifier to any spell he casts that inflicts fire damage.

Metamagic (1/Turn). Orlo can tap into the weave of magic to produce an effect once per round when he casts a spell. He can choose to cast the spell as a bonus action if it has a casting time of 1 action, or he can reroll up to 5 damage dice if the spell inflicts damage.

Spellcasting. Orlo is a 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Orlo has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, mage hand, prestidigitation, true strike*

1st level (4 slots): *burning hands, chromatic orb, shield*

2nd level (3 slots): *Aganazzr's scorcher, invisibility, scorching ray*

3rd level (3 slots): *counterspell, fireball*

4th level (3 slots): *polymorph, wall of fire*

5th level (2 slots): *immolation*

6th level (1 slot): *true seeing*

7th level (1 slot): *fire storm*

8th level (1 slot): *incendiary cloud*

ACTIONS

Breath Weapon (1/Day). Orlo breathes a 15-foot cone of fire. Creatures caught in the blast must make a DC 13 Dexterity saving throw, suffering 26 (6d6+5) fire damage on a failure, or half as much on a success.

Fire Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 21 (3d10+5) fire damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.



CAIREL FLAMEDREAM

Dragon Egg Hunting Elven Ranger

Many people have heard the story of Klauth rescuing the orphaned elf and transporting them as gently as a mother to their home in Evereska after bandits destroyed her home. The tale is true, but those that have studied the machinations of Old Snarl know there must have been more to the great dragon's act than simple kindness or sympathy.

And they would be right to believe that. Klauth was drawn to Cormanthor over 100 years ago by the burning words of the prophecy that haunts his vision. He didn't know why at the time, but when he came upon the ruined village and the two elves huddling together in the wreckage, Klauth knew the orphaned child was important to his own destiny. He conversed with Jhanandra and learned the elf child's only family were in Evereska on the other side of the Anauroch.

He picked them both up and flew them to the elven land, depositing them on the outskirts so as not to arouse the suspicion of the elven warriors. Klauth learned the name of the orphan before leaving – Cairrel – and the great red wyrm noted the event for future reference. The prophetic impulse satiated, Old Snarl returned north to his stomping grounds.

Cairrel grew up in Evereska but was marked with a vengeful streak uncommon in her kind. She had

CAIREL FLAMEDREAM

Medium humanoid (elf), chaotic evil

Armor Class 17 (leather armor)

Hit Points 105 (14d8+42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	21 (+5)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +9, Wis +6

Skills Perception +9, Survival +9

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 19

Languages Common, Draconic, Elven

Challenge 7 (2,900 XP)

Evasion. If Cairrel is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Fey Ancestry. Cairrel has advantage on saving throws against being charmed, and magic can't put her to sleep.

Mark Prey. Cairrel can use a bonus action to mark a target within 60 feet as her prey. She inflicts an extra 3 (1d6) damage on attacks against her prey. Cairrel senses the location of her prey as long as they are within 1 mile of her, and the target gains no bonus from cover or invisibility against her attacks.

Slayer. Cairrel inflicts an extra 7 (2d6) damage with attacks (included in the attack).

ACTIONS

Multiattack. Cairrel makes two attacks.

Flame Tongue Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage plus 7 (2d6) fire damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600, one target. *Hit:* 9 (1d8+5) plus 7 (2d6) piercing damage.

dreams of fire, which were equated to memories of the night her village burned, but Cairrel felt a stronger presence in that licking bonfire. She took the name Flamedream upon reaching adulthood, and though she was an expert hunter and tracker, she decided to strike out from Evereska on her own. Her path took her from wilderness to wilderness, unmoored by obligation or desire.

She grew sullen as the years went by, talking less and hating everyone around her. Cairrel firmly believed they were lesser than her, and she started to talk to the flames in her dream. She was quite surprised when they spoke back, and beckoned her north to the Spine of the World. Reluctantly, the elf ranger followed the directions, and eventually she came upon Klauthen Vale.

Cairrel met Klauth as dusk settled over the valley.