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**A note on language:** This book is written in English with British spelling. Please bear this in mind before you contact us with spelling corrections!



# INTRODUCTION

Following a terrible disaster, the Bridge of Fallen Men that crosses the River Tun has been severely damaged and the small border town of Proskur has been cut off from the rest of the kingdom. To make matters worse, crops are refusing to grow and a mysterious fainting sickness is sweeping the townsfolk. There are already whispers that an old evil has resurfaced to cause such calamity, and strangers are looked upon with indifference or worse; suspicion.

Torment of the Blood Witch is a heroic DUNGEONS & DRAGONS® adventure that takes place in the Forgotten Realms® setting, on the edges of the kingdom of Cormyr, located in central Faerûn. The adventure is designed for a party of four 1st level characters who will advance to 4th level (and change) by journey's end.

## BACKGROUND

### THE HISTORY OF PROSKUR

Proskur is a quaint farming town on the very edges of the Cormyrean border. Those travelling overland to Cormyr from the south will pass through it but rarely stay, preferring to press on to the Bridge of Fallen Men located 16 miles further north and often considered the true gateway to Cormyr.

Over a century ago, Proskur was actually a small but thriving city of trade, overseen by a corrupt council secretly controlled by a cabal of Thayan Red Wizards. The spellplague wiped out the Red Wizard enclave overnight with explosive magical force, and destroyed much of the city. Areas of dangerous wild magic from those troubling times made the trade routes through Proskur too dangerous a prospect for most, and the ensuing strife caused criminal elements to take hold and many people to abandon their homes, trying their luck elsewhere.

Into this strife stepped a noble knight errant from Cormyr: Lord Brester Orthwood. He cleaned out the trouble-makers and reclaimed the abandoned parts of the city, demolishing the wreckage and turning it into farmland so that the people of Proskur could be self-sufficient. Lord Orthwood took over stewardship of Proskur after denouncing and removing the now impotent council.

### THE LION AND THE WITCH

Lord Orthwood became something of a folk hero to the town, overseeing a period of new prosperity and even opening trading relations with the dwarves of the nearby Sunset Mountains who knew him well from his adventuring days.

In 1389 DR, Storm Talon hobgoblins from the Lightning Steppes besieged Proskur. Severely outnumbered, Lord Orthwood sent a messenger into Cormyr for aid and rallied the townsfolk to defend the town. Allied with the dwarven Bruenghor clan, the rag-tag army were able to hold back the hobgoblin raiders until Cormyrean forces arrived to finally rout them. The skirmish became known as the

Battle of Morton's Field and Lord Orthwood earned the moniker 'the Lion' for his ferocious and uncompromising valour.

In 1391 DR, the town came under the influence of an evil witch; a hag called Bad Blood Hattie. The Lion of Proskur and his chosen knights (who called themselves the Lion's Pride) eventually managed to drive Hattie back to the Gritstone Moorland whence she came and destroy her, although the gallant lord sustained a mortal wound and did not live more than a week after. Lord Orthwood was buried in a tomb at his request in the nearby cemetery of Mourn Hill. It is rumoured his Dwarven friends from the Bruenghor clan helped in the construction; their discrete craftsmanship ensuring his rest would be undisturbed by would-be tomb robbers.

As for Bad Blood Hattie, her legend is still used today to frighten Proskurian children into obedience: "Do your chores or Bad Hattie will come for you!"

### A LURKING EVIL

Proskur has been a peaceful part of Cormyr for nearly one hundred years, albeit an unimportant province. It has been left much to its own devices with a small compliment of Purple Dragons, mostly those close to retirement or recruits too green to post somewhere important.

Unbeknown to the people of Proskur, Bad Blood Hattie is very much alive and well and has been experimenting from her lair, the Bloodtower, to exact her revenge on the townsfolk.

Hattie has been weaving her dark blood magic to create a monstrous thorny weed she calls 'gorebriar'. It can tunnel its way long distances through the earth to blight crops and feed on the blood of the living, drawing the precious claret back to her lair.

It was Bad Blood Hattie that beseeched some greater power to cause disaster and cut off the town and it was her wild experiment that now grows underneath Proskur, out-competing and strangling anything that attempts to grow in its place.

Who knows what else she has planned, or what further havoc the gorebriar can cause? One thing is certain: Proskur will be made to suffer for crossing her.

### PROSKUR TIMELINE OF RECENT EVENTS

1385	The Spellplague ravages the world, cutting off the city of Proskur as a viable trading hub and razing large parts of the city
1386	Lord Brester Orthwood is made mayor and devises a plan to rebuild
1389	The Battle of Morton's Field
1405	Annexation of Proskur by Cormyr
1495	Year of the Tyrant's Pawn (present)

## SUPPORTING CHARACTERS

Name	Description
Anlow and Beatrix Greenbottle	Proprietors of the Battle of Morton Field, Tavern and Inn, Proskur.
Annie and Kate Tumble	A poor mother and daughter from Proskur.
Avispero	Athkatlan necromancer.
Bad Blood Hattie	Evil hag that draws her power from the blood of her victims.
Becher Brook	Entrepreneur of questionable ability and quality.
Bolan and Gailen Merrybell	A farmer and his young precocious son from Proskur.
Bruenghor Dwarves	Shield dwarf clan from the Sunset Mountains. Known members: Baelish Thundercliff, Hafwen, Rum.
Brynn Silverbluff	Gold dwarf proprietor of the Wailing Banshee Inn.
Captain Grishold	Tiefling leader of a band of Blue Dawn pirates.
Cunning Jenny	A local hedge witch in Proskur.
Collette and Weylan Scuttle	Proprietors of Soldier's Surplus, Proskur.
Drannon	A War Wizard of Cormyr, Alarphon rank.
Dunren, Coop and Jon	Proskur's blacksmith, bowyer and leatherworker.
Falk the Mist Walker aka Jarell Duirsar	Elven ranger in the Gritstone Moorland, last living member of the Lion's Pride.
Glo Peppertool and Stoney	Travelling Halfling cook and her stone golem companion.
King Big Burp	Bullywug leader of Shellholm.
Larg	A drunken bugbear.
Mad Weasel	Prisoner of the Blue Dawn.

Name	Description
Madam Fizzybottle's Big To Do	Carnival troupe including: Madam Fizzybottle, Piggers Busyforth, Duessa, Bill Pump, Elgarth Hummingwood, Mystic Martha, Delilah Mosswall.
Mags	Proprietor of the Broken Brothers Inn.
Omar Darrow	Calishite proprietor of the Adventurer's Knapsack, Proskur.
Ozlac the Wretched	Last remaining hobgoblin of the Storm Talon tribe.
Pastoral Went Karras	Priest of Chauntea at Harvest Place, Proskur.
Purple Dragons of Stormhawk Keep	Notable members: First Sword Henry Flood (commander), Telsword Petunia Fallow, Telsword Deaton Seetcher, Blade Tamworth Mustard.
Roadcaptain Velmirek-Pala	Dragonborn scout of the Purple Dragons.
Shyael~surnar Faerondarl the cursed	Elven high priestess of Hanali Celanil (deceased).
Squire Krick	Thri-Kreen, aspiring Cormyrean knight.
Striga Vindicta	A young black dragon.
The Lion of Proskur	Founder and Lord of rebuilt Proskur, leader of the Lion's Pride (deceased).
Tollman Bartholomew Fallow	Mayor of Proskur.
Zull the Bosun	Half-orc member of the Blue Dawn.



# RUNNING THE ADVENTURE

For this adventure you will need the core DUNGEONS & DRAGONS 5th edition books: *The Player's Handbook*, *Monster Manual* and *Dungeon Master's Guide*.

The setting of this adventure is the Forgotten Realms, specifically in Faerûn. It is a well-established setting built over decades, created by Ed Greenwood. There are many novels and D&D source books that chronicle the setting, but things prudent to this adventure will be provided where possible. For instance a copy of the Faerûn *Calendar of Harptos*, referenced in this book, will be provided in appendix D.

Most of the monsters in this adventure appear in the *Monster Manual*. All other necessary statblocks and descriptions unique to this adventure have been provided in appendix B.

When a creature's name appears in **bold** type, followed by a (reference), that's an indication the creature has a statblock either in the *Monster Manual* or appendices A and B in this book. Bold type is also used to highlight NPC names when they first appear in a chapter.

Text in *italics* is either quoted text or an indication of something important referenced elsewhere: either official rule terminology, specific equipment and magic items, or sections in this book.

Often, ability checks will be required by players during an adventure and when appropriate these will be suggested in the text intended for the DM only. To make these easier to spot in a hurry, they will be colour-coded in green text.

Each chapter will also contain content keyword tags with the title-page to facilitate quick reference if you're using material from this book to supplement your own campaigns, or if you simply just want a heads up of the type of content to expect. They will look like this:

## TOWN MYSTERY DUNGEON

There is also an index listing the key words for all the encounters, at the end of the adventure (pg. 92) complete with the expected XP reward for completion.

Outside of Appendices, text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

All gridded maps are intended for a 5 ft. = 1 square scale. For reference maps intended for the DM only, below is the map key used:



Level up/down



Locked Object/Door



Mechanism



Clue/Secret



Area Label



Hazard/Trapped area

## ABBREVIATIONS

hp:	hit points	PC:	Player Character
AC:	Armour Class	LG:	Lawful good
DC:	Difficulty Class	CG:	Chaotic good
XP:	experience points	NG:	Neutral good
pp:	platinum piece(s)	LN:	Lawful neutral
gp:	gold piece(s)	N:	Neutral
ep:	electrum piece(s)	CN:	Chaotic neutral
sp:	silver piece(s)	LE:	Lawful evil
cp:	copper piece(s)	NE:	Neutral evil
NPC:	Non-Player Character	CE:	Chaotic evil
DM:	Dungeon Master	PHB:	Player's Handbook
MM:	Monster Manual	DMG:	Dungeon Master's Guide

## OPTIONAL RULES

- **Milestone Experience:** You may wish to use the milestone experience rule. Under this rule, you pick certain events in the campaign that cause the characters to level up. In *Torment of the Blood Witch*, this will be suggested for you at key points.
- **Starting Equipment:** Instead of having characters purchase equipment during character creation, try having the adventurers arrive in Chapter 1 with only the equipment specified in their character backgrounds, and money to buy combat and adventuring equipment with. This will encourage your players to utilise the market in Proskur and meet the local characters, which can add a more immersive feel to the troubled town, particularly concerning the lack of quality weapons on offer, the auspicious circumstances and how that comes into play during the early part of the adventure.
- **Retainers:** There are a few NPCs that can be used as retainers (noted in their introduction) for the party if they are under the recommended 4 players. Once one of these NPCs joins the party, it is advisable that while the DM should continue to be in control of their character and dialogue for role-play purposes, during combat the players themselves should have full control of the NPC's statblock so that they don't feel like being part-players in someone else's story.
- **Time Limit:** For an added challenge, you may want to impose a time limit on the players before Bad Blood Hattie's revenge is fully realised and she unleashes her black dragon charge, Striga Vindicta on Proskur turning it into a diseased swampland. You can use the *Calendar of Harptos* and the timeline on the next page to help you keep track.

## DUNGEON MASTER PREPARATION

The campaign is designed to start players at level 1 and they should be beyond level 4 by the time it ends.

The campaign is divided into chapters, and each one should be more than enough content for a single session (about 4-6 hours).

In preparation for your first session, it is advised that DMs familiarise themselves with the information and background prior to the first chapter, *Bad Blood Hattie's* entry in appendix B, as well as Chapter 1 itself. Then preparation for each subsequent session/chapter done on an individual basis should be sufficient.

The content on pages 9-12 and 14 can be shared with players in a 'session zero' to help inform them of the setting and help with character creation. Also of note: the *Sword Coast Adventurer's Guide* has rules for playing a Cormyrean Purple Dragon Knight, and Forgotten Realms-specific subclasses and backgrounds if any players are so inclined.

The first handout in appendix D, the *Calendar of Haptos*, can be given to the players at the start of play if you want them to keep track of the days, and it also provides clues to one of the puzzles in chapter 3 (pg.51). There is a general timeline below for you, the DM, to help keep track of events. The second handout in appendix D is a *players' map of Cormyr*, which the players can be handed in the first play session to fill in with new locations as they're discovered. The completed map on pg.13 is intended as reference for the DM only, until the adventure is complete.

### PLAYING AS PART OF A LARGER CAMPAIGN

This campaign adventure serves as an introduction to the kingdom of Cormyr, starting the players at its south-westerly border. At the end of the adventure you may wish to continue further into Cormyr itself. Suggested jumping off points would be: The Bridge of Fallen Men, which serves as an overland gateway into Cormyr proper at an important cross-roads; Ilipur, a seedy port town on the Dragon Coast serving as the main hideout of the Blue Dawn pirate gang, which would be a good starting point if players plan to take a ship on the Dragonmere and avoid the roads, or if they wanted to stay on the Dragon Coast itself.

If you're looking for inspiration for something of a larger plot, note that the 'powers' that Bad Blood Hattie called on to destroy the bridge in an unspecified disaster are left intentionally vague for this reason. It could be an enraged storm giant, a vengeful god, a scheming ancient dragon or some unknown greater evil!

## ADVENTURE SUMMARY

The adventure is likely to play out as follows:

As the Player Characters arrive in Proskur in **Chapter 1**, they'll quickly meet Baelish Thundercliff, ending up in a tavern rumble. After everyone has been taken to the cells to cool off, they'll be bailed out by Baelish as thanks and offered paid work retaking a fort from goblins.

They'll have plenty of time to explore the town and pick up interesting adventure hooks, and perhaps an encounter with the evil hag Hattie and her dreaded gorebriar prior to heading to the fort of Durgarnhold in **chapter 2**.

After helping the dwarves clear Durgarnhold and returning to Proskur, in **chapter 3** the adventurers will discover that the town's troubles are only just beginning as it is now under siege from undead hordes originating from the nearby Mourn Hill cemetery.

After breaking the undead curse, the heroes will have a chance to mop up any loose threads in the town they wish to, and by now know the legend of Bad Blood Hattie and her influence on the town. They'll be directed to seek out the ranger Falk the Mist Walker, who not only may have the skills to eradicate Hattie's gorebriar, but also find the location of Hattie's lair: The Bloodtower.

Following the Overmoor Trail in **chapter 4** they'll come across the ranger's abandoned home, which leads them to the Broken Brothers Inn: a coaching inn used as a front for the despicable Blue Dawn pirates. Rescuing Falk and defeating the pirates' leader (who turns out to be under a geis from Bad Blood Hattie herself!), they'll obtain a rare hag's eye and have the knowledge they need to traverse the treacherous Gritstone Moorland.

Finally in **chapter 5**, the party will take to the Gritstone Moorland to gather the unusual components needed to destroy Hattie's experiments once and for all, encountering many denizens of the boggy moors along the way. Once they arrive at the Bloodtower, they'll have their final confrontation with Bad Blood Hattie, and either save Proskur from her torment or die trying.

Below is a summary of the adventure including expected level advancement, approximate in-game time it may take and the in-game total distance travelled for each chapter. The start date is from the *Calendar of Harptos* (appendix D), used as a timeline guide.

### START DATE: 26TH KYTHORN

Current Chapter	Exp. Level Adv.	Approx. Time Taken	Approx. Distance Travelled
Chapter 1	—	3 days	—
Chapter 2	1-2	4 days	60 miles
Chapter 3	2-3	1 day	2 miles
Chapter 4	3-4	4 days	60 miles
Chapter 5	4+	13 days+	95 miles+



## ONBOARDING PLAYER CHARACTERS

What follows are a few things about Cormyr and this adventure players may want to consider for their characters during the creation process, or DMs just may want to be aware of for role-playing purposes. In addition, on the following pages are a new divine domain option for clerics and a new playable race option.

### FEATURED TERRAIN

Cormyr is a vast kingdom with many and varied terrain types. That said, there are some terrain types that specifically feature in this adventure and they are: *mountain/highland, grassland and marsh/hills (moorland)*.

### FEATURED CREATURES

4 new creatures are featured and statblocked in this adventure intended as wildshape options with unique utility for druids once discovered: Storm hawks, wild moor ponies, leech toads and lantern flies (all in appendix B).

### FEATURED DEITIES

Many Forgotten Realms deities have temples all over Cormyr, but those specifically referenced or featured in this adventure are: *Chauntea (NG), Tymora (CG), Beshaba (CE), Helm (LN), Moradin (LG dwarven god), Laduġuer (LE dwarven god), Lathander (NG), Selûne (CG), Cegilune (NE) and Hanali Celanil (CG elven goddess)*

### OTHER CULTURES

Cormyr is a vast kingdom with its own quirks and culture, but other cultures exist in the lands surrounding it, and player characters may have arrived from such lands. Here is some inspiration should it be required:

- **Elven lands:** Evereska is a secluded Elven city some 200 miles north west of Cormyr. Semberholme is one of the last hold outs of ancient elven kingdom of Cormanthor, and it lies east of Cormyr, just beyond the Thunderpeaks. Just south of it along the road through the Thunder Gap is High Moon, a town known for having a mix of humans, elves and half-elves. The vast forests of Cormanthor also hide many secluded settlements of Wood Elves.
- **Dwarven lands:** Easting is a human and dwarf town about 100 miles south west, while the Bruenghor clan of shield dwarves make their home just north of it in the Sunset Mountains, a range that forms part of the border of Cormyr itself. The nearest strongholds of gold dwarves lie in the Giant's Run Mountains, to the south.
- **Human territories:** Sembia has significant history with Cormyr, and is a close eastern neighbour and (currently) an ally of sorts. The Dalelands to the north east are also friendly neighbours, linked by the Thunder Gap; a long and often treacherous road through the Thunderpeak mountains. The Dragon Coast to the south is under Cormyr's rule, but only a generation ago it was an independent collection of city states, including the seedy city of Westgate. To the

south west some 140 miles in the Western Heartlands is Iriaebor, a colourful city famous for its many spires.

- **Barbarian territories:** Some 450 miles north east of Cormyr is the northern Moonsea area known as The Ride; a land inhabited by the Eraka barbarian tribes. West of there, more barbarian groups are found along the edge of the Anauroch desert, moving south through the Border Forest, Desertmouth Mountains and the monster-filled Stonelands.

### NOTABLE ORGANISATIONS

There are a number of organisations that have a presence in Cormyr. Further details about them are available in the *Sword Coast Adventurer's Guide* and other sourcebooks, but some will be briefly listed here:

- **The Night Masks** are a thieves' guild based in Westgate on the Dragon Coast with a subtle presence in many of Cormyr's cities. Their existence is usually dismissed or denied in Cormyrean polite society.
- **The Harpers** secret network is active here in Cormyr, as it is indeed across all of Faerûn. It is dedicated to promoting good, preserving history and maintaining balance.
- **The Seven Suns Trading Costa** are based in Suzail, and have strong interests here as they trade out of the city's port in the Dragonmere, to Sembia and beyond.
- **The Society of Stalwart Adventurers**, based in Suzail is a famous and elite members-only club of explorers and adventurers.
- **The Zhentarim** are an amoral mercenary company with a long association with the evil god Cyric. While they've not gained much of a foothold in Cormyr in the past, they've been making inroads in the last few years. They are long-time enemies of the Harpers.
- **The Red Wizards of Thay** have a habit of setting up secret enclaves in places they wish to influence and practise their dark arts. Indeed, a century ago they used to have one in Proskur itself.

#### Playing a Purple Dragon Knight (martial archetype)

This fighter subclass detailed in the *Sword Coast Adventurer's Guide* may be of unique interest during this campaign but you may struggle to rationalise why a Player Character would be one in the wider context of the adventure. Here are some helpful pointers for the DM:

- If the PC is starting at 3rd level (with the martial archetype already chosen), they could have served the required term in the Purple Dragons and be at a loose end. It's also possible they are of noble birth, common for those who are in commissioned ranks as a knight, or have some family they may be looking to reconnect with after an absence from the country.
- For PCs of the fighter class that wish to choose this martial archetype during the adventure itself, it would be more of an aspiration granted as a reward after the campaign is over. They would be beyond level 4 at this point, but there's no reason to restrict the mechanics of the martial archetype itself until then.

## DIVINE DOMAIN

At 1st level clerics gain the Divine Domain feature. The following domain option is available to a cleric, in addition to those offered in the Player's Handbook.

### LUCK DOMAIN

The luck domain concerns the twisting of fate at vital moments in mortal lives to swing the balance in their favour, or against it. Examples of deities with this additional domain include: Garl Glittergold, Vergadain, Haela Brightaxe, Tymora and Beshaba from the Forgotten Realms; Ralishaz (Greyhawk); Olladra (Eberron); Eiryndul and Asterius (Mystara); Tyche/Fortuna (Greek/Roman); Bes (Egyptian); Hermod (Norse); and the Seven Lucky Gods (Japanese).

### DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Luck Domain Spells table. See the Divine Domain class feature in the Player's Handbook for how domain spells work.

### LUCK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Bane, Bless</i>
3rd	<i>Enhance Ability, Augury</i>
5th	<i>Bestow Curse, Remove Curse</i>
7th	<i>Death Ward, Divination</i>
9th	<i>Reincarnate, Mislead</i>



### DICE WITH DEATH

When you choose this domain at 1st level, if you reach 0 hit points you are permitted to re-roll one death saving throw. This ability can only be used once per long rest.

### BLESSING OF GOOD FORTUNE

Starting when you choose this domain at 1st level, once per short rest you can use your action to touch a willing creature other than yourself to give it advantage on its next saving throw. This blessing lasts for 1 hour.

### CHANNEL DIVINITY: FAVOUR THE BOLD

Starting at 2nd level, you can use your Channel Divinity to tip the scales in your favour during battle.

As a bonus action, if an ally has half their maximum hp or less, you can grant them advantage on attack rolls and saving throws until the end of their next turn.

### CHANNEL DIVINITY: JINX

Starting at 6th level, you can use your Channel Divinity to jinx your enemies and make them vulnerable.

As an action, you can make 1 creature + your Wisdom modifier vulnerable to one of the following damage types until the end of their next turn: fire, cold, lightning or thunder. If the targeted creature(s) are normally resistant to the chosen type of damage, then they lose that resistance. It does not affect a creature's immunities.

Alternatively, you can choose to give them disadvantage on their next ability check or saving throw.

### SERENDIPITY

At 8th level, whenever you make an attack roll, an ability check, or a saving throw, you can roll an additional d20. You can choose to do this after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also do this for an attack roll that is made against you: Roll a d20 and then choose whether the attack uses the attacker's roll or yours.

If more than one creature tries to influence the outcome of a roll whether by this feature or with the lucky feat, they cancel each other out; no additional dice are rolled.

Once used, this feature can become available again after a short rest.

When you reach 14th level, you can use this feature twice before your next short rest.

### DIVINE TILT

At 17th level, you can call on your deity to protect you and your allies while bringing ill luck to your foes, once per long rest.

You are the centre of a 60 ft. sphere of divine energy. Allies within the sphere roll with advantage on attack rolls and saving throws. Enemies within the sphere must make a Wisdom saving throw. On a failed save they must roll with disadvantage on attack rolls and saving throws. The effect lasts for 1 minute.



# PLAYER RACE

## HAGSPAWN

Hagspawn are outcast creatures, the resultant male progeny of a hag and human. Females born this way inevitably go on to become hags themselves, but males inherit few of the hag's traits and are mostly abandoned or mistreated by their fickle hag mothers. By human standards however, the traits hagspawn inherit are sufficiently supernatural or disturbing to single them out, often to be feared or mistrusted.

Hagspawn unsurprisingly have trouble integrating into ordinary societies, often blamed for things whether their fault or not, and are far more likely to be hermits or exiles living on the edges of civilisation. Many end up being hired muscle or labourers where their strength is a boon, or as grateful servants to nefarious types who take them in - even hags!

They are far more likely to integrate into cosmopolitan cities and similar places where the reputation of their kind doesn't follow them.

### PHYSICAL DESCRIPTION

Hagspawn appear to be human men with a hunched posture yet a tall, powerful build with long muscular arms and large hands. Their hair is usually long and limp and their skin tone tinged to be like that of the hag they came from. They also usually have physical features that set them apart such as claw-like fingers, eyes that glow at night, long pointed teeth or a delayed shadow or reflection. Their enhanced strength and toughness is universal however.

### PERSONALITY

Hagspawn tend to inherit the savagery, spite and short temper of hags, often overreacting to perceived slights. However, being half-human they can overcome their base nature with the will to do so in an effort to earn the trust of their neighbours and companions. They are often sympathetic to other beings also judged by their heritage.

**Names:** Hagspawn are usually named by the creatures that adopt them, or use names coined for them by less charitable folk. Often, they'll give themselves a new name when they come of age depending on whether they want to intimidate or befriend others.

### HAGSPAWN TRAITS

Your hagspawn character has a number of traits in common with other hagspawn:

**Homogenous:** All hagspawn are exclusively male.

**Ability score adjustment:** +2 strength, +2 Con

**Vision:** Darkvision (60 ft).

**Alignment:** Usually unlawful

**Languages:** Common, +1 from your hag ancestry

**Age, Size and Speed:** Hagspawn reach adulthood at 15 years and have a lifespan of 120 years. Unusually, once they reach their forties they maintain that physique until the last few months before their natural death, at which

point they wizen and grow old rapidly. Hagspawn tend to be anywhere between 6-8 ft. tall and are considered medium in size. They have a walking speed of 30 ft.

### HAG ANCESTRY

Hagspawn inherit supernatural traits from the hag that sired them, including magically knowing additional languages. See the descriptions below to find out which traits your chosen hag ancestry has given you:

Ancestry	Inherited Traits
Annis	You have advantage on strength checks, resistance to bludgeoning and can speak Giant or Sylvan.
Bheur	You can traverse or climb ice and snow without an ability check or difficult terrain penalty. You have resistance to cold and can speak Giant or Auran.
Green	You have the <i>mimicry</i> trait (see <b>Green Hag</b> entry in MM), advantage on stealth checks and can speak Sylvan or Draconic.
Night	You can see into the ethereal plane up to 60 ft when your eyes are closed (you are <i>blinded</i> on the material plane) and you can speak Abyssal or Infernal.
Sea	You have the <i>amphibious</i> trait (see <b>Sea Hag</b> entry in MM), a 30 ft. swim speed and can speak Giant or Aquan.

### OPTIONAL FLAW

Players that want to experience the more negative aspects of being a hagspawn can choose or roll for an optional flaw:

d8

#### Inherited Flaw

- Hideous visage:** You have disadvantage on persuasion checks.
- Bloody hunger:** Every 2 combat encounters, you must stop to eat a full meal.
- Sunlight sensitivity:** While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.
- Lingering smell:** You give off an unpleasant odour detectable within 10 ft e.g. fish, sulphur, swamp water.
- Predatory instinct:** While you can eat normal food, you only enjoy eating still-living creatures.
- Grisly collector:** You collect odd morbid trophies from your defeated enemies, such as fingers or teeth.
- Burning ears:** You always hear any negative thoughts about yourself telepathically from creatures within 30 ft.
- Stalking shadow:** Your shadow goes around by itself when you're asleep, intent on frightening any nearby children.

# WELCOME TO CORMYR

The kingdom of Cormyr (Core-MEER) is a vast, human-majority kingdom in the heart of Faerûn. While its borders are more obviously defined by the encircling mountain ranges of the Sunset Mountains, Stormhorns and Thunderpeaks, Cormyr's interests often find their forces of Purple Dragons ranging north towards the Stonelands and the High Moors, as well as patrolling and protecting the Dragon Coast to the south, where many still talk of a time before it was a protectorate of Cormyr.

The Land of the Purple Dragon as it's sometimes called, is known for its vast and extensive forests but the secret to its prosperity lies in its agriculture which has claimed large amounts of land over the centuries. The rich soil combined with the temperate, wet climate keeps the remaining forest verdant, and the planted grain healthy and plentiful.

Several rivers wind their way through the kingdom, and most end up in the Dragonmere, a vast lake that dominates Cormyr's landscape and drains into the Sea of Fallen Stars to the east, allowing for a bustling coastal economy. Suzail, the capital city and seat of power in the kingdom, rests on the north-westerly coast of the Dragonmere.

## NOBILITY

The Noble House of Obarskyr has ruled Cormyr for 14 generations and is well-respected amongst the other noble houses that make up the ruling class of the kingdom. These noble houses are responsible for their lands and collecting tithes and taxes for the Crown. While many claim lands in the region by birthright, the Crown does also appoint Queen's Lords and Heralds to govern towns and cities. The current monarch is Queen Raedra Obarskyr I. Her rise to the throne is detailed in the novel *Fire in the Blood* by Erin M Evans.

## MILITARY

The standing army of Cormyr are the Purple Dragons. It is common for nobles to send family members for training and commission in the Purple Dragons and it is considered an honoured tradition. They do not exclusively recruit from nobility however, and volunteering in times of need is expected.

While the career Purple Dragons are numerous and effective they cannot be everywhere at once, so militias are used to keep the general peace in towns and cities, all considered part of the Purple Dragon force. The head of the Purple Dragons has the title of Lord High Marshal, and is appointed by the reigning monarch.

The two other forces that make up the defence of the realm are the royal navy known as the Blue Dragons, often seen patrolling the Dragonmere, and the War Wizards: a collegiate of highly trained magic users led by the Royal Mage Vainrance. As with the Purple Dragons, they often recruit from the noble houses.

## CULTURE

Unsurprisingly farming makes up the largest occupation of Cormyr's citizens but they are not serfs, even if some of the nobility see it that way, and they are loyal to the Queen who protects their rights.

The merchant classes have considerable influence and are well-represented by interested parties such as the Seven Suns Trading Coster, Trueshield Trading Priakos and various noble trading families such as House Skatterhawk and House Glanend.

While there are many faiths and religious practices that are common throughout Faerûn, shrines and temples to Chauntea and Tymora are particularly numerous in Cormyr. Tymora, along with her sister Basheba, are goddesses of the domain of luck. A new cleric domain for this is provided on pg.10.

More information on Cormyr's customs and culture can be found in the glossary on pg.14.

### CORMYR TIMELINE OF RECENT EVENTS

- |      |   |
|------|---|
| 1486 | Death of King Foril I. Death of King Irvell I. Prince Baerovus abdicates, coronation of Queen Raedra Obarskyr I |
| 1487 | Queen Raedra weds Raynar Cormaeril. Princess Ospra is born later that year                                      |
| 1488 | Passing of Ganrahasht. His second in command, Vainrance appointed Royal Mage                                    |
| 1489 | Passing of the Dowager Princess, Ospra Goldfeather  |
| 1490 | Birth of Prince Rowen, Queen Raedra's 2nd child   |
| 1495 | Year of the Tyrant's Pawn (present)   |





# CORMYR GLOSSARY

Here is a small glossary of useful cultural information for the kingdom of Cormyr, the setting for this adventure. More detailed information on Cormyr is available in several official sourcebooks, available for purchase on the *Dungeon Master's Guild* website.

## ORGANISATIONAL STRUCTURES

Organisation	Ranks (lowest to highest)
Purple Dragons (standing army)	Blade, Telsword, First Sword, Swordcaptain, Lionar, Ornriion, Constal, Oversword, Battlemaster, Lord High Marshal.  <b>Specialist ranks:</b> Scout, Roadcaptain, Highknight, Defender, Lord Commander
Noble hierarchy	Scion, Knight, Baronet/Baronetess, Baron/Baroness, Viscount/Viscountess, Earl/Countess, Marchion/Marchioness, Duke/Duchess, The Crown.  <b>Positional Titles:</b> Herald, Queen's Lord, Corount

## MILITARY DRESS

**Purple Dragons** don't have an official uniform, but they do have badges denoting their Company, and purple plumes in helmets or purple sashes are common. They also often wear warcoats with the Purple Dragon symbol prominent. These tabards are white by tradition but other colours may be worn by the personal guard of specific nobles, although never black.



## SOME NOBLE HOUSES OF CORMYR

- \* Alsevir \* Cormaeril \* Crownsilver \* Huntcrown \*
- \* Dauntinghorn \* Wyvernspar \* Rowanmantle \*
- \* Silversword \* Emmarask \* Goldfeather \* Hawklin \*
- \* Huntsilver \* Marliir \* Skatterhawk \* Glanend \*
- \* Truesilver \* Kraliqh \*

## LOCAL CUSTOMS

Guests should always adhere to the rules of the host in their house and not interfere with their way of living.

Young people wishing to find love wear a purple scarf at the hip or around the neck. Lovers frequently give such scarfs as gifts.

Married couples sometimes publicly refer to each other as "My Lady/Lord" regardless of what real rank/title they may hold.

Fight pits and gladiatorial arenas are not permitted in Cormyrean society, as they prefer to celebrate with festivals and tournaments, which would include jousting and other martial contests.

## NOTABLE LAWS OF THE LAND

Law	Description
Suzail Writ	Rights of the common folk, notably: trial by jury of peers, no mind-reaming of citizens.
Royal Charter	Required by adventuring parties in Cormyr's borders to wear weapons unrestricted and to take adventuring work. Obtained from Highhorn, Castle Crag or the Royal court for 300gp.
Peacebonds	Weapons are expected to be 'peace-tied' at all times when worn, using coloured tasselled cords to prevent quick sheathing/unsheathing.
Treaty of Griffonfang Bridge	Cessation of hostilities with Sembia, signed 50 years ago and still in effect.
Respect of the Crown	Common folk are expected to bow their heads to Royalty.
Hunting	Hunting on another's land is forbidden, and hunting game in the forests is regulated by the Crown.

## LOCAL CURRENCY

Copper Pieces / Thumbs

Silver Pieces / Falcons

Gold Pieces / Lions

Platinum Pieces / Tricrowns

eg. "That mead will cost you three thumbs"



## CHAPTER 1: THE TROUBLES OF PROSKUR

TOWN ROLE-PLAY NPCs RETAINERS LOW COMBAT 1 BROWN BEAR

Proskur is a small farming town on the High Road in the south west of Cormyr. It is an oft overlooked stop for those entering/leaving the border into the Western Heartlands. There is a track headed west into the hills towards the Sunset Mountains, leading to a dwarven trading outpost called Durgarnhold, around a day's travel from the town.

The High Road runs north through Proskur for over fifteen miles to the Bridge of Fallen Men, which is considered by many to be the official southern gateway to Cormyr and boasts its own market and inns. Proskur, when it was a bustling city in its own right, was responsible for maintaining and managing the bridge, and for this reason the mayor of the town is known as a 'Tollman', although the title nowadays has little meaning beyond tradition.

To the east lies the Overmoor Trail, and while it's the most direct route to the city of Elversult and the Dragon Coast, the marshy moorlands are not to be taken lightly, with many an unwary traveller tempted off the path by dancing lights or whispered voices in the fog.

A track road north east leads a good mile from the town to its old cemetery: Mourn Hill, a burial site for many soldiers of the countless battles in the area fought in ages past. It has not been used for burials by the townsfolk in at least two generations and they tend to give it a wide berth, preferring to conduct funeral and burial rites at the local temple of Chauntea.

The streets around the centre of town are well maintained cobble, but soon change to rough stone and dirt track towards the outskirts. Stables, hostel lodging for migrant workers and store houses make up the non-residential buildings in the town, and it is surrounded by farmland with a few scattered homesteads. There is evidence of the town's grander past with the odd overgrown ruined building or the remains of the old city boundary wall dotted across its countryside.

Travel from Proskur into the Cormyr interior is impossible at the moment as a recent disaster has caused heavy damage to the Bridge of Fallen Men, temporarily cutting the town off from the rest of the kingdom. To make matters worse, this years crops are showing signs of failing, and there is an unusual fainting sickness spreading amongst the townsfolk.

Tensions are rising as rumours swirl on who or what is to blame for these misfortunes and the finger can be all too easily pointed at strangers or the reclusive. In fact, some folk are already deciding to pack up and move on to other places like Easting, Priapurl or Elversult.

Recently, a small group of dwarves have arrived from the Sunset Mountains and set up camp in a field just west of the town, apparently seeking aid. Proskur however, is already a town on the verge of breaking point and is not in a generous mood, the old alliances long forgotten.

