

BACKGROUNDS



The Three Trees Treaty

1370 by Dalereckoning, **Eshpurta, Amn, Faerûn**. The **Dannihyr** and **Gheldieg** families seal a pact in an attempt to further secure their high positions in the Amninan hierarchy in the aftermath of the **Sythillisian War**. Calling upon their old ties with the **Shadow Thieves**, numerous ogre corpses are secretly taken away from the battlefields and brought to **Lady Varytha Gheldieg**. Unwilling to risk her public image in a realm that abhors the mere practice of arcane magic, Varytha—an experienced necromancer—had the corpses brought to the nearby **Snakewood** and along with her apprentices proceeds to raise the corpses into large fearsome skeletal warriors under her command, adorned in the finest equipment the noble house could afford.

The necromancer's activities in the Snakewood draws the attention of local wild elves, who start to fight skirmishes against them, but are taken by surprise when armored ogre skeletons join the fray. Varytha takes advantage of the casualties among the elves to create more undead and establishes a hidden sanctum in the area. The elves become increasingly problematic as they continue to attack the necromancers, and the noble lady calls upon help from their Dannihyr allies, who send the young **Sir Markal**, son of **Mikaal**, and two squadrons of Amnian troops to reinforce them, and though the control of

the undead falls to Varytha, the knight assumes control of the force as a whole, eager to test his mettle against the savage elves.

The elves start to suffer heavier casualties and are pushed back deeper into the forest, losing their territories as news of the invasion spread around the hidden communities and the priests from **Duskwood Dell**. The druids of **Eldath** (or Eldathyn) are eager to help purge the undead from their forest, but their numbers are few and they still need more allies, so the matron of **House Naishantar** makes the dire proposition that they seek help from the green dragon **Ringreemeralxoth**, who shares the forest.

As a group of elves arrives in the dragon's lair to negotiate, they find the lair overrun by a tribe of thirty trolls, and the dragon almost dying to their unrelenting attack, his poison breath almost useless against the regenerating trolls. Using blade and magic to drive away the trolls, the elves and druids help the dragon fend off his assailants but, although having lost most of his hoard and ending up severely wounded, the huge dragon is still suspicious of his saviors. Matron Naishantar proposes an alliance between the three—the Wild Elves, the Eldathyn, and the Green Dragon—to defeat the invaders of Snakewood, but Ring is untrusting, demanding that his visitors leave him be while he recuperates.

Without the agreement, the elves and druids fall back and continue defending their lands against the undead forces, now further bolstered by Amnian soldiers. Though the elves know their forest and fight with exceeding skill against the invading army, they start to be beaten by sheer numbers and surrender more territory with each passing day. With the invaders already nearing the elven villages and groves of the druids, the defenders draw the last line of defense and stand their ground against the troops guided by Sir Markal, Lady Varytha and her necromancer apprentices—scores of soldiers, skeletal ogres, and their own folk returned into vile undeath. After days, the battle starts to seem hopeless, when suddenly they hear a loud roar and see a shadow pass over them as Ringreemeralxoth finally arrives to lend aid, turning the tide of battle against the invaders using his noxious breath against the living forces and lifting up helpless ogre skeletons to the skies only to let them fall and crash on the ground, their bones dismantling in several directions.

Along with their green dragon ally and the Eldathyn druids, the elves fight back the rest of the undead army. Sir Markal is killed by Ringreemeralxoth, while Lady Varytha flees back to Eshpurta, leaving her apprentices to die under elven arrows and few troops of the Amnian army are able to run away from the druids' grasping vines, troubling the woods no more. After the incident, news of the battle reaches Amn through the survivors, Varytha is denounced as a secret practitioner of necromancy by rival nobles and forced to go into hiding, cursing the elves for foiling her plans.

The battles end, and each of the three parties of the alliance go off back to their own ways, while the treaty between them holds true in an uneasy alliance—the **Three Trees Treaty**—particularly by house Naishantar, a few other elven commanders that fought in that battle, and less openly among some of the Eldathyn druids and priests, for declaring alliance with a green dragon troubled most of them greatly. For his participation in the battle, Ring demands that there must always be an elven warrior and a priest from

the Eldathyn grove acting as personal guardians for him, and the other parties of the treaty concede, sending their representatives, the eldest daughter of Matron Naishantar, **Aryniel**, being the first to volunteer.

Afterwards, the Snakewood enjoyed a period of relative peace, as the weakened humans and other would-be invaders felt threatened enough by the forces in the forest not to tread into the woods again. The uneasy alliance under the Three Trees Treaty endured almost secretly, as few among the elves and druids continued the tradition of sending their own to act as the dragon's guardians and stewards over the decades, but endure it did.

THE CHARACTERS

ARYNIEL Naishantar. Oldest daughter of the matron of a small elven clan in the Snakewood. Aryiniel offered herself as the first servant of Ringreemeralxoth ("Ring"), a young green dragon who laired in the same forest, when the clan was forced, by dire circumstances and external threats, to sign the Three Trees Treaty, a pact for territorial protection between the elves of Arundath, the Eldathyn Druids of Duskwood Dell, and the green dragon himself. Coming to live in the green dragon's lair, Aryniel soon became unwillingly involved in the dragon's machinations and the inner struggles of the Cult of the Dragon. Although not fully participant in their activities, Ring attempted to manipulate the local cult cell, led by a wight named Nadlok (an acolyte of Velsharoon and adherent to the "old guard" of the cult, opposing the new influx of worshippers of Tiamat to an extent), into fulfilling his agenda instead of surrendering to their calls of turning him into a dracolich.

Ringreemeralxoth, as a typical young dragon who wants to expand his territory, and his expansion eventually drew the ire another dragon that laired nearby (a great white wyrm named Icehauptannarthanyx who laired in the Cloud Peaks (Mount Speartop)), and got his steward Aryniel involved into the conflict. The initial fight ended almost in death for the younger dragon, but following attempts for revenge or discipline eventually spilled over and involved each of the dragon's allies, which included the elves of Arundath and the druids of Duskwood Dell. One particularly brutal ambush ended up with many dead on the elves' side, including many of Aryniel's hunting companions. Ashamed for her inability to save those who she loved dearly, Aryniel demanded to Ring that the terms of the Treaty also apply to the protection of the elves in the forest, and that the dragon's very presence endangered that at the moment. Eventually, with much effort and a degree of threat, she convinced the dragon to leave Snakewood at least for a while until the conflicts cool down.

Personality Traits

- I'm driven by a wanderlust that led me away from home.
- I feel far more comfortable around animals than people.

Ideal

- People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)

Bond

- My family, clan, or tribe is the most important thing in my life, even when they are far from me.

Flaw

- Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

AKHRÛN Naishantar. Youngest son of the matron of House Naishantar, ranger, and animal tamer among the remnant elves of Arundath in the Snakewood. After months without any message from his sister, Akhrûn volunteered to travel to and investigate the lair of the green dragon she served, Ringreemeralxoth, or Ring. Arriving in the cavern, the elf found no trace of his sister, the Eldathyn druid who should also be there, or Ring, but he did find a green dragon there, Medalintuviaxath, or Medal, Ring's young daughter, who also had no idea why her father had suddenly disappeared. Akhrûn readied to set out to investigate elsewhere when Medal invoked the terms of the Three Trees Treaty, stating that one elf from Arundath must always serve the line of Ringreemeralxoth, so he should serve the dragon's young daughter. Akhrûn unwillingly accepted and both started to collaborate in their investigations, and one of the first things they discover is the dragon's dealings with servants of Tiamat, namely the wight Nadlok Atheon, one of the older members of the Cult of the Dragon, who still desired a return to "the true path" of Sammaster.

- "...wearing the mask, which allows the wearer to think like a dragon, gain favor among dragons, and subtly influence their behavior..." Akhrûn wore the Green Dragon Mask for a time (the journey between Kryptgarden Forest and Phlan (his next adventure) takes roughly 64 days on foot, Akhrûn would have had sent or delivered to the Emerald Enclave, or had the mask stolen from him somewhere along the way), which might have left lingering traits on the elf, allowing him not being easily manipulated by Medal. Besides, Akhrûn is 83 years older than Medal and has 22 Wisdom.

Personality Traits

- I watch over my friends as if they were a litter of newborn pups.
- I don't pay attention to the risks in a situation. Never tell me the odds.

Ideal

- Greater Good. It is each person's responsibility to make the most happiness for the whole tribe. (Good)

Bond

- An injury to the unspoiled wilderness of my home is an injury to me.

Flaw

- I am too enamored of ale, wine, and other intoxicants.

MEDAL. Medalintuviaxath.

Personality Traits

- I allow others to dwell in my forest—if they act as my eyes, ears, and occasional playthings in return.
- I harbor no animosity toward anyone. Let me grow ancient with my forest, and I'll leave you in peace.

Ideal

- Isolation. Territories can be properly established only when all parties respect the borders of their neighbors. (Lawful).
- According to Fizban's Treasury of Dragons (James Wyatt), "Tolerance. The impermanence of intelligent life is bittersweet and should be honored as such. (Good)" is a possible green dragon personality trait. Good personality traits are not present for Black, Red and White dragons, only for Greens and Blues.

Bond

- I got involved with matters bigger than myself at a young age and it's too late to back off now.

Flaw

- Other dragons would scorn me if they knew how fondly I regard my minions. They're so cute!

RING. Ringreemeraldsoth

- Some Pathfinder DM (Gamemaster01, <https://pathfinder.forumcommunity.net/?t=57355858>) uses Ring in an Amn-based campaign involving someone called the "Master of Air" (Princes of Apocalypse?) and an important Pearl that gives someone (a quest giver) visions of Ring attacking Athkatla during an equinox.
- Some other DM (twist of fate, <https://games.dnd-gate.de/index.php?topic=6766.180>) says Ring tried to expand his territory west to the Cloud Peaks, but ended up invading the domain of the ancient white dragon Icehauptannarthanyx. The dispute almost ended up in disaster for the younger one, but both dragons left the struggle with scars.
- The Candlekeep Compendium Volume IX article (<https://candlekeep.com/> and https://archive.org/stream/the_candlekeep_compendium-volume_ix/the_candlekeep_compendium-volume_ix_djvu.txt) says a wight named Nadlok Atheon (acolyte of Velsharoon) is leading a local cell of the Cult of the Dragon and trying to sway the dragon into becoming a dracolich. However, Ring has noticed the intentions of the wight and is playing the cultists to further his own ends.
 - If this is to be pursued somewhere, Akhrûn and/or Aryniel can deal with this matter in the 10 years between Ring's disappearance (1479) and Hoard of the Dragon Queen (1489).

RESTART (?)

Coming with the 2024 Player's Handbook, will I replay Akhrûn as a Drakewarden? How would this be justified?

Possibly, he comes back from Avernus, leaves Lazsha in the menagerie of his Bastion, and decides to start adventuring again with Vivex (or with a new drake?)? Akhrûn could also have been cursed in Avernus, to justify his character level being reduced back to 1? Maybe just rebuild and play Akhrûn at level 20 as a Drakewarden, and play something else from level 1.

^ Actually, Lazsha should be retconned and the miniature displacer beast left for another Beast Master character (maybe based on a White Lion or Rexxar). Then Akhrûn should switch over to a Drakewarden as I always wanted it to be since reskinning the Beast Master's pet into Vivex.

THE PETS

Arythimaer. Akhrûn's griffon from the Earthspur Mountains who bonded with him in the Reclamation of Phlan. His name means "noble wings" in Elvish.

Daquin. Akhrûn's wolf who briefly followed him in his initial quests in Baldur's Gate. His name means "danger" in Elvish. Daquin may have been left behind after Akhrûn went to Avernus with Fai Chen.

Laszsha. Akhrûn's miniature displacer beast (the result of magical experimentation) who he got from Fai Chen in the Wandering Emporium in Avernus. Her name means "savage friend" in Elvish.

Vivex. Akhrûn's green drake companion who followed him through the first half of his quests in Avernus. His name means "victory" in Draconic.

Ssej. Akhrûn's green infernal pseudodragon familiar who was a gift sent to him by the Cult of the Dragon through Immiass in Avernus. His name means "silence" in Draconic. Ssej is Lawful Evil.

POSSIBLE PETS

Since displacer beasts are copyrighted by Wizards of the Coast, if Akhrûn ever shows up in Snow Grave, Laszsha wouldn't be able to be there with him.

Blink Dog. Probably also copyrighted, so best to not even overly consider it.

Dire Raven. Reflecting Akhrûn's companion in Baldur's Gate 3.

Giant Lynx. Giant Lynxes are intelligent and speak their own language, according to the 1e Monster Manual (so probably the same Intelligence as Giant Eagles and Giant Owls, 8). Both the 1e Monster Manual and the Forgotten Realms Wiki list their size as Medium, so not mountable. They are present in the Forest of Mir in Tethyr, so relatively close to where Akhrûn lives.

Frog. Reflecting Akhrûn's familiar in Baldur's Gate 3.

Maned Wolf. Would be cool.

Raven. Reflecting Akhrûn's, familiar in Baldur's Gate 3.

Spider. Reflecting Akhrûn's familiar in Baldur's Gate 3.

Swamplight Lynx. Magical Beasts (could be compared to the Miniature Displacer Beast). Listed as large-sized and with Intelligence 10 in 3e (Monster Manual II), though lacking a language. They appear in a FR book called Annihilation (War of the Spider Queen). Spell-Like Abilities: At will - *blur*, *daze*, *faerie fire*, *light*. Caster level 6th; save DC 12 + spell level. They also are said to gather the Weave from their surroundings. So they could have the statistics of a Panther, but be able to cast one from *blur* or *faerie fire*

once a day, and *light* and *thaumaturgy* at will (maybe only on themselves, maybe not, because it could be the same light as faerie fire, which he casts on others). They are also immune to difficult terrain caused by swamp. This is probably also copyrighted by WotC, but way less evident and easily passed as a fey-infused (“Feytouched”) forest lynx. Their fur can range between tan and moss green.

Wolf Spider. Reflecting Akhrûn in Baldur’s Gate 3.

TIMELINE

CANON TIMELINE

- **-11700 DR**, then part of the great forest **Shantel Othreier**, dragon fires and invading giants destroy parts of the forest, separating it from the rest of the woods. The green and moon elf kingdom of **Keltormir** claims most of the forest as their domain.
- **-1100DR**, the realm of **Arundath**, the Quiet Forest, is founded by elves after the defeat of the last great dragon in the forest then known as **Wyrnwood**.
- **350 DR**, the Shoon Imperium advances into the forest, under orders from Shoon VII, to capture a herd of unicorns. The elves defend the unicorns and, in retaliation, Shoon hunts them down. A third of the elves were driven off from the forest or killed, another third made into slaves, and the final third subjected to torturous magical experiments.
- **1370 DR**, the green dragon **Ringreemeralxoth** first vastly increases his hoard by stealing from a bandit group, then is almost killed by a tribe of 30 trolls invading his lair. The dragon barely escapes with his life and the trolls make off with most of his hoard. Ring plans to build his strength back and challenge another dragon for territory in order to move his lair, but is yet too young.
- **1479 DR**, Ringreemeralxoth mysteriously disappears from his lair and the Snakewood.

CHARACTER TIMELINE

- **1270 DR**, probable year of both **Aryniel's** birth and **Ring's** hatching.
- **1370 DR**, the secret invasion spearheaded by **Lady Varytha Gheldieg** in Snakewood. Inhabitants of the forest eventually formed the **Three Trees Treaty** in order to fight back.
- **1444 DR**, probable year of **Medal's** hatching. (Medal has to be at least 50 years old by around 1494 DR in order to be mature enough to lay eggs and birth Trothedar. Coincidentally, this is also the year in which Thavius Kreeg's contract was signed.
- **1479 DR**, Akhrûn's sister disappears with Ring, then Akhrûn starts to investigate and becomes the servant of Ring's daughter, Medal.
- **1489 DR**, Hoard of the Dragon Queen. Both Aryniel and Akhrûn start their investigations of the Cult of the Dragon. Aryniel is present when Greenest is attacked.
- **1494 DR**, Akhrûn travels to Elturgard to investigate the recent happenings (Descent into Avernus).

DETAILS

- **Lady Varytha Gheldieg** is a 9th level necromancer as of 1370 DR (she is able to maintain control, alone, of an army of 38 (45 if Undead Thralls is allowed to work with maintaining) undead minions. Other necromancers under her tutelage might control more minions to add up into an army.
 - Lady Varytha's apprentice, the female wood elf **Zallanora Argentresses** is actually the swapped body being used by the now demilich **Shoon VII** to set his plans in motion in Amn. In this form, Shoon VII is still active as at least 1373 DR. However, Steven E. Schend, who created the character of Shoon VII, has postulated that the return of Abeir to Toril (4th edition; the Second Sundering, between 1482 and 1487 DR)) would have resulted in him no longer existing on Toril (so, is the wood elf's body left behind without a soul? Does Zallanora's soul return to her body? If so, would any fragments of personality traits or thoughts from Shoon VII remain?).
- **Attacking army:** 1 Knight (army Officer, Sir Markal Dannihyr) leading two Squadrons of troops (4 captains among them, total of 48 troops), a necromancer (Varytha) controlling 4 ogre skeletons and 41 skeletons, and 3 necromancer apprentices (Tethyr, Calimshan, Baldur's Gate) controlling 24 skeletons (total of 122 troops).
- **Sir Markal Dannihyr** (son of Mikhaal) is a 7th level eldritch knight that poses as a noble knight of Tempus but secretly dabbles in necromancy under the tutelage of Varytha to control the army. He is killed in the battle and there is ample opportunity for him to return as a Death Knight.
- **Ringreemeralxoth** does not use the stewards sent by the elves and the druids to further his personal goals, at least not in a direct way, preferring to hide his objectives even from his servants. He is aware that the good nature of both other 'Trees' of the treaty clashes with his own, and in his still relatively young age, he is loath to meddle against such efficient forces on his own. As the interests of protection of the forest align between all parties of the treaty, most of their activities revolve around that, though the dragon subtly attempts to corrupt all that came to his service.
 - Draconomicon 4th Edition: "Green dragons might negotiate peaceful coexistence with their neighbors, as long as territories and resources do not overlap. Anyone entering into such an arrangement, however, should do so with great care. Green dragons take devilish delight in finding loopholes in such agreements."
 - A green dragon's influence saturates the forests around its lair (regional effects), and elves are particularly prone to these effects, having a few of those who acted as stewards developed a particular attunement to the forest they dub as being 'Forestlords' bound to green dragons much in the way Quamara Keleidsa did in the Arch Wood.
- **Quamara Keleidsa** (moon elf half-green-dragon Fighter 2/Sorcerer 9, Urhlathan viper familiar), member of the Eldreth Veluuthra, became a sort of half-dragon after merging her soul to that of a green dragon. She commands a force of Forestlord moon elves acting as a military force for House Keleidsa in their estate in the Arch Wood. Many among these elves are also part of Eldreth Veluuthra

and their hatred of humans so blind that they allied themselves to drows (of Houses Jaelare (Dungeon Magazine #121) and Morcane (Chronicles of the Seekers of Faerûn)), and Quamara took a drow known as “**Spider Kisser**” **Trizeen** as her lover (drow Ranger 3/Fighter 3/Blackguard 4 (Oathbreaker Paladin?), +1 longsword and shortsword). Quamara also has contacts in the kingdom of Sembia. Her forces include Draegloths and Half-Green-Dragon Trolls (probably imbued with dragon magic as she is). Added as an example of a Forestlord Elf in the Forgotten Realms in an article by Jared Rascher below.

- **Draconic Mannerisms**, Reptile mannerisms and body language; Reptilian emerald eyes.
- **Alignment**: Tries to be CG, usually ends up CN, sometimes even CE. Usually CE or CN with Humans and Half-Elves, CG with Elves and Drow, and CN with the other races.
- **Equipment**: Swords (Kilij, Sarras, Tulwar, Yatagan, Estoc (thrusting)), Sickle, Staff, Totem, Shield.
- **Religion**: While not particularly among the most pious, Clan Naishantar pays respect to the Seldarine as most elves do, especially Corellon as the leader, Rillifane as the most related to their kind, and recently Avachel (Hlal) given their shift in focus to draconic activities.
- **Naishantar Clan Home** is located at the point between the two nascents of the **Vudlur River**.
- **Snakewood**. Due to being on the southern part of the Sword Coast, I’ve always thought that the Snakewood would be much warmer than the northern part. It is, but not so much (comparable to how Vancouver is warmer than Toronto). Overlaying Earth’s world map with that of Toril, Snakewood is roughly located over England, with a latitude comparable to Washington state (US) or Denmark. This way, it would vary between the temperate broadleaf forest and the montane forests and grasslands biomes.

DRAGON RELATIONS

<https://www.realmshelps.net/charbuild/races/other/halfdrag1.shtml>

Elves: Dragons are drawn to elves because of their long lives and magic natures, but elf-dragon unions are rarely happy ones, and the products of these unions might have a difficult time in elven society. Even more than half-elves of human heritage, half-elves of draconic parentage feel like outsiders in elven culture. They are more than capable of learning the intricacies of elven life -- a little too capable, in fact. Their greater intelligence and magical gifts sometimes make half-dragons the targets of jealousy, while their appearance is not up to elven standards of beauty. Half-elf half-dragons tend to abandon elven society after a time to strike out on their own. The most common dragons to breed with elves are green and copper dragons, along with the occasional black, silver, or gold dragon.

RING'S AGE

- 1270 -50~0 Latest possible year that Ring hatched, possibly same age as Aryniel
- 1370 50~100 Young Adult
- 1479 159~209 Adult or Mature Adult
- 1489 169~219 Adult or Mature Adult
- 1492 or 94 172~224 Adult or Mature Adult

MEDAL'S AGE

- 1444 0 Wyrmling
- 1479 35 Juvenile
- 1489 45 Juvenile
- 1492 or 94 48~50 Juvenile or Young Adult

AKHRÛN'S AGE

- 1361 0
- 1370 9
- 1479 118
- 1489 128
- 1494 133

ARYNIEL'S AGE

- 1270 0
- 1361 91
- 1370 100
- 1479 209
- 1489 219
- 1494 224

ADVENTURERS LEAGUE

(adapt to canon timeline)

- Akhrûn leaves the Snakewood under orders from Medalintuviaxath to investigate the stirrings in the human lands to the north. The green guard drake Vivex goes along with the elf.
- **Escape from Elturgard.** The wild elf arrives in Elturgard and starts his investigation just as the whole city of Elturel is dragged into the Nine Hells. He joins a band of adventurers as they gather up survivors and form a caravan heading towards Baldur's Gate.
- **Stopped at the Gate.** The caravan is stopped at the gates of Baldur's Gate and forced to help the Flaming Fist if they are to enter the town. After investigating some murders and even being accused and held into trial, the names of the adventurers are cleared and the caravan enters the city.
- **Hungry Shadows.** Still helping the Flaming Fist inside Baldur's Gate, Akhrûn helps as a group of adventurers investigate another murder and rumours of traitors among the Fist. The group fights off against cultists and a hell hound to free a young girl dragged into the cult.
- The dragon Ringreemeralxoth sends the pseudodragon Ssej to aid Akhrûn in his journeys, while the elf advances in his arcane studies enough to bind the creature as his familiar.
- **Corruption in Kryptgarden.** Akhrûn leaves Baldur's Gate for a while when his Emerald Enclave allies call for help, heading north towards Kryptgarden Forest. He joins noble armies reinforced by the five great factions of the Sword Coast in an attack against hobgoblins and the Cult of the Dragon. He earns the enmity of the dragon Claugiyliamatar in the event, along with the Gnawbones who obey her. As the most efficient warrior in the fight and the one who most damaged Claugiyliamatar, Akhrûn got to keep the Green Dragon Mask, but he would soon decide to head east and hand over the mask to the Emerald Enclave.
- **Dues for the Dead.** The elf ~~is then teleported by his Emerald Enclave associates~~ makes the long journey to Phlan, where he helps priests of Kelemvor in clearing a cemetery infested by undead raised by a Thayan wizard. In the event, he also earns the enmity of invading Welcomer thieves when he disrupts their activities.

CHRONOLOGICAL ORDER:

- Spawn of the Maimed Virulence (1487?) // Edit below in order for Akhrûn to investigate Cormanthor
- Dues for the Dead (1488, Greg Marks): Akhrûn follows a wrong lead, going after the Cult of the Dragon (Iriaebor, Easting, Proskur, Arabel, Tilverton, Shadowdale, Voonlar, Yûlash, Zhentil Keep, Phlan). After investigating and interrogating a member of the cult, the information leads him back towards the Sword Coast, though the whole journey takes the better part of a year (Zhentil Keep, Teshwave, Dagger Falls, Black Road, Llorkh, Loudwater, Secomber, Waterdeep, Kryptgarden Forest), arriving right into the events of Hoard of the Dragon Queen.

- Corruption in Kryptgarden (1489): Arriving in the region and following the trail of cultists, Akhrûn gets involved in the battle at Kryptgarden Forest, where he manages to wound (and earn the enmity of) the green dragon Claugiyliamatar (Old Gnawbones) and eventually her Waterdavian thieving guild (The Gnawbones), steal the Green Dragon Mask, and earn victory against the Cult of the Dragon along with the factions. Later, Akhrûn // Triboar, Phandalin // Aryniel is dragged into Hell with the defeat of Tiamat. // Managing the interests of Medal and the search for his sister.
- Lost Mine of Phandelver (1491): // Journey back to Phlan
- Reclamation of Phlan (1491): // Journey to Glister
- Raven Lord's Aerie (happens near Glister (Moonsea, CCC), released in 2018-11-04, right before DMM): // Journey to Chult
- Crypt of the Death Giants (1490~1491, Season 6, but related to Season 5/SKT)
- Streams of Crimson (1490~1491)
- Pools of Cerulean (1490~1491)
- Tomb of Horrors (could be related to ToA, which is in 1490~1491):
- Last Orders at the Yawning Portal (1492):
- Dungeon of the Mad Mage (Crystal Labyrinth, 1492):
- Escape from Elturgard (1494):
- Stopped at the Gate (1494)
- Hungry Shadows (1494) // Journey into Avernus without the group (?)
- Faces of Fortune (1494)
- Diabolical Dive (1494)
- In the Garden of Evil (1494)
- Ruined Prospects (1494)
- Tipping the Scales (1494)
- Losing Fai (1494)
- The Breath of Life (1494)
- The Vast Emptiness of Grace (1494)
- The Maddening Screams (1494)
- Honors Unforeseen (1494)
- In the Hand (1494)
- Consequences of Choice (1494)

GROUPS

AKHRÛN'S GROUP

(Avernus Rising)

- Consisting of various refugees from Elturel and others that helped along the way in both Baldur's Gate and the Wandering Emporium in Avernus, Akhrûn's group was large and varied greatly depending on the specific mission, but those two below were his most frequent companions.
- **Adrik Battlehammer**, shield dwarf battle-master of the Battlehammer clan (dwarven thrower), had tentacled tattoos on the side of his face.
- **Veronica Lover**, half-elven paladin/sorcerer (rapier), tanned skin, used to wear some nobility military officer outfit.
- To a lesser extent, the halfling cleric of Bane **Temin the Terrible**, the moon elf bladesinger **Celithor** (@martin; Mentioned on 2 adventures on [this](#) character's log), the half-elf paladin **Hororin**, and the elf archer **Nami'El**.

ARYNIEL'S GROUP (Hoard of the Dragon Queen)

- **Benagol**, human paladin.
- **Brokath**, half-orc fighter.
- **Buck Brimblebacc**, forest gnome bard.
- **Grant Elswith**, half-elven warlock of the fey.
- **Lambrac SeLangstra**, human artificer.
- **Wardell Silenttree**, human artificer.

NAMES

AKHRÛN'S NAME

Akh	Duty	Elven
Rûn	Land	Elven
Nai	Oak	Elven
Shantar	Trees	Elven
-van, -vana, -var	Trees	Elven
Arythimaer	Noble Wings	Elven
Laszsha	Savage Friend	Elven
Vivex	Victory	Draconic
Ssej	Silent	Draconic

<https://lingojam.com/Espruar>

Portuguese Tratado dos Três Troncos

DRAGON'S NAME

Ringreemeralxoth

Ring Green Emerald Xoth (?)

Jewelry, Color (4 letters?), Gemstone (4 letters?), Xoth

Oth means Tooth in Draconic (attack, hunting)

Ath possibly means Scale (protection, defense of the lair and nest)

Formula for this draconic family's names.

Jewelry	Color	Gemstone
Amulet	Celadon	Aventurite
Anklet	Chartreuse	Ekanite
Armlet	Citron	Gaspéite
Bracelet	Jade	Hiddenite
Brooch	Lime	Jade
Choker	Mint	Malachite
Circlet	Myrtle	Moldavite
Corolla	Olive	Peridot
Coronet	Pea	Prehnite
Cufflink	Verdant	Seraphinite

Diadem
Earring
Medal
Pendant
Tiara

Viridescent

Serpentine
Tsavorite
Variscite
Verdelite
Vesuvianite (Idocrase)
Zoisite

Options:

Medalintuviaxath (**Medal**, **Mint**, Vesuvianite, **Xath**)

Tiaramyralaxath (**Tiara**, **Myrtle**, Malachite, **Xath**)

TROTHEDAR'S NAME:

Cortromalaxoth

Malachite is related to protection

DRAGON'S NAME (OLD):

Rasvim	Treasure
Renthisj	to Speak
Rhyaex	Meat
Rhyisj	Bleed
Sverak	Darkvision
Svern	Above
Versel	Powerful
Versvesh	Strong
Verthicha	Mountain
Gix	Claw
Vaex	Bow
Vivex	Victory

Rasverselgemvaex (Treasure Powerful Gem Bow)

Rasgemversvesh (Treasure Gem Strong)

Other Dragon's suffixes

-thex, -glas, -tar, -tat, -lyr, -guth, -dra, -dar, -lynx, -rax,

PORTUGUÊS

Ringreemeralxoth

“Elo” ou Elo Verde/Eloverde ou Elo Esmeralda

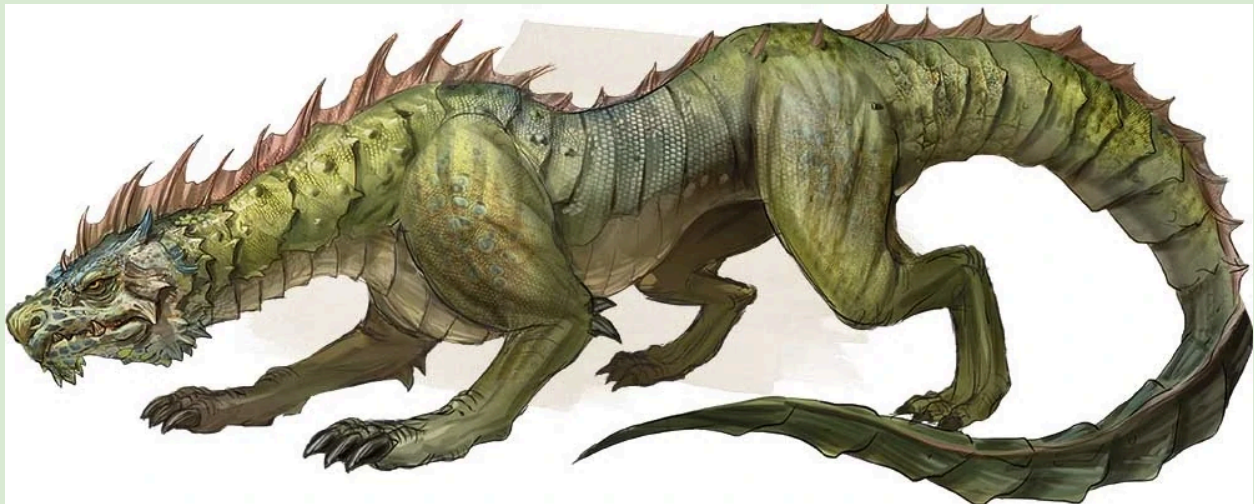
Medalintuviaxath

Medalha ou Vesuvianita/Vesuvia/Vesuviana

IMAGES



Quamara Keleidsa and Trizeen (Dragon Magazine #121)



Green Guard Drake (**Vivex**)



Snakewood and surrounding area



Elvish Warrior by Christopher Moeller (Magic: The Gathering) - Good reference for Akhrûn art.



Elvish Mystic by Iga Oliwiak 'Igayah' <https://www.instagram.com/igayah.art/> - Good reference for Akhrûn's armor and staff style.



HELLWYRM SUMMONER

Bit of a medical thing with me today, so here's one from the archives.
I still like this idea of a 'pet class' that commands infernal serpents.
Might revisit.

https://www.instagram.com/rolo_things/

Where Do They Live?

Why This Class?

Why This Subclass & Background?

What is Important about my Ancestry or Race?

Where is Your Family? Who raised You?

What Motivated You to Adventure?

What is Your Inciting Incident?

Expand on Personality Traits

What is Your Immediate Quest?

Who is Important to You?

Party Connections

What are Your Long Term Goals?

APPLICATIONS

PbP HotDQ Application

Part of the loose tribes of wild elves in the Snakewood that composed the remnants of the once great elven realm of **Arundath**, Akhrûn had to learn from birth the art of elven skirmish against their enemies, namely the usual encroaching humans from **Amn**. Being the youngest son among the ruling family of one of the clans, the young ranger soon felt the weight of responsibilities, for when he was only nine years old, his older sister **Aryniel** was sent off to fulfill the elves' part of a deal, the **Three Trees Treaty**, that joined the elves, the Eldathyn druids of **Duskwood Dell**, and the evil young green dragon **Ringreemeralxoth**—or "**Ring**"—in the defense of **Snakewood**. It would take decades before he would grow into those shoes, but **Akhrûn** eventually managed to develop his skills to the point of replacing his sister in the role of the clan's hunt master, leading the clan's warriors both in hunt and in the defense and patrolling of Snakewood's borders.

Eventually, in **1479 DR**, news of Ring's disappearance reached the elves of Arundath, and greatly troubled them, especially the **Naishantar** clan, for not only the strongest amongst the defenders of Snakewood had seemingly vanished without a trace, the heir of clan Naishantar, Aryniel, had disappeared with him. Akhrûn went to investigate Ring's lair as soon as he heard of the disappearance, trying to find any kind of clue that would lead towards the dragon, and more importantly, his sister. Though what he eventually found was much intriguing, for there was only the daughter of Ring, **Medalintuviaxath**—or "**Medal**"—also scouring her father's lair for clues. After an initial startling encounter that almost led to confrontation, both exposed their quests and talked at length, eventually deciding that sharing information was the best course for their objectives, and decided to collaborate. Though with her collaboration, Medal reminded the elf of the terms of the Three Trees Treaty, that the heir of the leading clan among the elves should always serve a hundred years as a servant to the dragon of Ring's line, otherwise the dragons would refuse to participate in the defense of the borders of Snakewood. Once again Akhrûn felt the weight of responsibility over his line, and he agreed, hoping for the best, entering the service of the young green dragon at that moment.

Hook: Medal informed Akhrûn of the recent 'stirrings' among the dragons and their allies in the Cult of the Dragon, which could well be related to the disappearance of Ring, and Aryniel with him. Medal has no real ties to the Cult, and could only give loose trails for the elf to follow, agreeing to keep in touch as much as possible—mostly through Medal's animal messengers—while their search lasted, in order to exchange information. Trying to follow the faintest trail of information towards the rescuing of his sister, Akhrûn returned to his clan's hold briefly only to gather supplies and set out on his quest, heading towards the nearby town of **Greenest** to seek more information on the recent activities of the Cult of the Dragon.

BUILDS

WIS Shillelagh BM	WIS Shill. Cantrip BM	Primal Savagery WIS BM	DEX Dual-wield BM
Level 5 Action 1d10+4+1d6 x2 Nick 1d6+1d6 (-2 to hit) Beast 1d8+2+3 $5.5+4+3.5 = 13 \times 2 = 26$ $3.5+3.5 = 7$ $4.5+2+3 = 9$ Total 42 DPR	Level 5 Action 1d10+1d6+4+1d6 Beast 1d8+2+3 $5.5+3.5+4+3.5 = 16$ $4.5+2+3 = 14$ Total 30 DPR	Level 5 Action 2d10+1d6 Beast 1d8+2+3 $11+3.5 = 14$ $4.5+2+3 = 14$ Total 28 DPR	Level 5 Action 1d6+4+1d6 x2 Nick 1d6+4+1d6 Beast 1d8+2+3 (-2 to hit) $3.5+4+3.5 = 11 \times 2 = 22$ $3.5+4+3.5 = 11$ $4.5+2+3 = 9$ Total 41 DPR
Level 20 Action 2d6+5+1d10 x2 Nick 1d6+1d10 (-3 to hit) Beast 1d8+2+6 x2 +1d10 $7+5+5.5 = 17 \times 2 = 34$ $3.5+5.5 = 9$ $4.5+2+6 = 12 \times 2 = 24 +5.5 = 29$ Total 72 DPR	Level 20 Action 1d10+3d6+5+1d10 Beast 1d8+2+6 x2 +1d10 $5.5+10.5+5+5.5 = 26$ $4.5+2+6 = 12 \times 2 = 24 +5.5 = 29$ Total 55 DPR	Level 20 Action 4d10+1d10 Share Spells 4d10 (-5 to hit) Beast 1d8+2+6 x2 +1d10 $22+5.5 = 27$ 22 $4.5+2+6 = 12 \times 2 = 24 +5.5 = 29$ Total 78 DPR	Level 20 Action 1d6+5+1d10 x2 Nick 1d6+5+1d10 Beast 1d8+2+6 (-3 to hit) x2 +1d10 $3.5+5+5.5 = 14 \times 2 = 28$ $3.5+5+5.5 = 14$ $4.5+2+6 = 12 \times 2 = 24 +5.5 = 29$ Total 71 DPR

Surrounding story (Three Trees Treaty) and more details [here](#).

- DPR is similar for all builds.
 - Shillelagh build is the one with the most bonus action conflict (Hunter's Mark and Shillelagh activation).
 - Shillelagh plus cantrip (True Strike used for comparison) is not efficient since natural weapons aren't a thing anymore (unless the DMG or MM say otherwise). Swapping the cantrip from True Strike to Green-flame Blade or Booming Blade and taking into account the other conditional damage of those might help out a bit, but not much (about 5 to 10 more DPR).
 - Primal Savagery version has the highest, but also one of the attacks has the least chance to hit (Shared Spell Primal Savagery while the beast does not have a spellcasting ability and attacks with only proficiency modifier, around 1d20+6 or +7 with Ioun Stone of Mastery). This build also has to be discussed with the DM first to make sure Primal Savagery is valid for Share Spells for them (by RAW it is).

Spells to consider (without Concentration):

- Cure Wounds
- Goodberry

- Hail of Thorns
- Jump
- Longstrider
- Aid
- Lesser Restoration
- Magic Weapon
- Protection from Poison
- Conjure Barrage
- Daylight
- Dispel Magic
- Lightning Arrow
- Plant Growth
- Revivify
- Freedom of Movement
- Conjure Volley
- Steel Wind Strike

SOURCES

- Lands of Intrigue: Amn
- Dragon Magic
- Forgotten Realms Wiki (Wild Elves, Snakewood, Keltormir, Eshpurta, Quamara Keleidsa, Arch Wood, Draconic Dictionary)
- Secrets of the Arch Wood, Dungeon Magazine #121
- Dragontouched Races in the Realms by Jared Rascher
(<http://www.candlekeep.com/library/articles/dragontouched.htm#:~:text=Silverbrow%20Humans%2C%20Deepwyrms%20Drow%2C%20Forestlord.and%20fits%20into%20the%20Realms.>)
- Chronicles of the Seekers of Faerûn by David Darling (<http://www.ddarling.ca/dd/dr/index.htm>)
- Elven dictionary (http://www.candlekeep.com/library/articles/diction_elf.htm)