

Objectives

Find the Wizard's Vault

- *Five new adventurers from vastly different origins have all found themselves in the quaint logging town of Knightswood, exploring the home of the late wizard Cauldigurn the Black. It's said he left behind a hidden vault full of gold and magic items, ripe for the taking.*
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Leveling Progress

Current Level: 1

Quests: 0/4

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Characters

The Party

Nuthar 'the Eternal Flame': *Jett*, Male Kobold Sorcerer. Previously an Ancient Red Dragon with a lair in the Stormhorn Mountains near Minroe, polymorphed into his current form after losing a duel with a great wizard. Now left to wander the land deprived of his hoard and his terrifying presence.

(Druid): *Mack*, Harengon Druid. Hails from the wild and untamed Hullack forest. Displaced by the construction of a new road through the woods.

(Cleric): *Alexis*. Cleric. Apprentice cleric at the Temple of Chauntea in Knightswood. Specializes in Necromancy magic, though they prefer to see it as 'healing'.

Cedric Stormrider: *Hunter*, Male Loxodon Wizard. From Marsember. Exploring Cormyr in his quest to learn more about the arcane.

Darius: *Robert*, Dwarf Barbarian/Wizard. The child of a human noble and a dwarf from the fallen city of Thunderholme. What he lacks in wits, he makes up for in muscle.

Major Figures

Queen Raedra Obarskyr: (*RAY-dra*) F, 30, Unmarried. Cormyr's first reigning Queen in more than 1,000 years. Succeeded her father and grandfather after they both died during the war with Sembia 4 years ago, and her older brother Baerovus abdicated. Focused on rebuilding the kingdom ever since peace was made. Has a reputation for being dutiful and intelligent, but also cold and, at times, unsympathetic.

Prince Baerovus: (*bay-ROVE-us*) M, 36, Unmarried. Older brother of Queen Raedra. Briefly inherited the throne after their father died, but chose to abdicate in favor of his sister. Now it's unclear if he's her heir or not, as no one who's given up the throne willingly has ever claimed it again. Has a reputation for being kind hearted but weak-willed, and easy to manipulate.

Prince Erzoured: (*er-ZOR-ed*) M, 52, Unmarried. The bastard son of a deceased Prince, Erzoured was legitimized by his grandfather, the late King, and his lowborn mother was made a Countess. His place in the line of succession is unclear, and it's an open secret that he desperately wants to be King. Has a reputation for being an underhanded schemer.

Prince Aubrin: M, 30, Married to Princess Havilar. The son of a Prince's bastard, both Aubrin and his father learned of their royal heritage when Aubrin was 8. His father was murdered soon thereafter. Aubrin was then sent to a monastery, but he ran away as a teenager and later met the Tiefling Havilar, causing a great scandal. He rarely visits his homeland of Cormyr, spending most of his time with his wife in faraway lands.

He would be the heir to the throne, but he died and was resurrected 4 years ago, and royals raised from the dead cannot inherit titles.

Princess Havilar: (*HAVE-ill-are*) Tiefling F, 30, Married to Prince Aubrin. A lowborn woman surrounded in mystery. Said by some to be a witch from Hell, along with her sister Farideh. Feared and distrusted by most in Cormyr.

Ganrahas: M, 116. Royal Mage of Cormyr (*court mage for the Queen*) and leader of the War Wizards. Son of the legendary wizard Vangerdahast (*VAN-ger-dast*), who once served in the same role.

Nobles

Lord Graydon Branch: M, 48, Unmarried. Lord of the small village of Knightswood in the King's Forest. A retired adventurer and skilled combatant, Graydon is respected by his people as both a protector and a just ruler.

Lord Wycliffe Wintersun: M, 100, Married. A venerable lord who just celebrated his 100th birthday. Decades ago, he inherited an unremarkable plot of land on Cormyr's eastern frontier, but from that humble start he built an impressive business enterprise.

Commoners

(Wizard): F. The sole War Wizard stationed in Knightswood.

(Knight): M. The sole Purple Dragon Knight stationed in Knightswood. Acts as the town's sheriff.

(Cleric): A low-level priest who oversees Knightswood's small temple to Chauntea, goddess of agriculture. (Alexis' character)'s mentor.

Dragons

Balgrash 'the Limb Breaker': M, Young Green. Dwells in the forest outside Knightswood, from which he periodically emerges to terrorize nearby villages in the forest (but rarely Knightswood itself).

Historical Figures

Cauldigurn the Black: Famous War Wizard who lived in Knightswood and died around 20 years ago. Said to have left behind a hidden vault full of treasure, filled with gold, arcane texts, and magic items, concealed somewhere within his house.

Factions

Purple Dragon Knights: The elite armed forces of Cormyr, tasked with keeping the peace in the kingdom's cities and towns and serving as heavy infantry and cavalry in times of war. Named for Thauglor the Purple Dragon, the dragon king who was slain by a king of Cormyr 500 years ago.

War Wizards: An order of mages, trained at the remote fortress of Mage Keep, who serve the rulers of Cormyr. Led by the Royal Mage Ganrahast. In battle, they serve as specialist troops, and they're often employed as Court Mages for nobles. Every major settlement in Cormyr has at least one War Wizard stationed in it. There used to be many War Wizards, but their numbers have been limited to only a few hundred since the Spellplague.

Stewards: An order of scholars and administrators who serve Cormyr's rulers. They are trained at the Stewards' Academy in the capital of Suzail, studying history, heraldry, law, and economics. There is one Steward assigned to each noble court in the realm, and they often serve as advisors and bureaucrats.

Cult of the Dragon: A shadowy organization that worships dragons and the draconic gods. In ancient times, Cormyr's people were ruled by dragons, and this bit of history, coupled with the power, wisdom, and majesty of dragonkind, leads the cult to view dragons as the rightful rulers of Cormyr. They work in secrecy to sabotage Cormyrean authorities, attract new converts, and aid Cormyr's remaining dragons, who are now confined to sparsely populated areas and the edges of the kingdom. Associating with the cult is treason in Cormyr, and punishable by death.

Knightswood Nine: An ancient circle of Druids who care for the forest around Knightswood. Thanks to their years of work, the village is now home to some of the realm's most beautiful groves, filled with plants both mundane and magical. The Nine guard their forests fiercely, which often puts them at odds with the loggers from the town and intrusive alchemists looking to harvest those magical plants.

Arabel Trading Company: A large and influential company owned by the noble Kraliqh family and named for their domain of Arabel. The Company's caravans ship goods all across Cormyr and its neighboring realms. Recently, they've taken an interest in exporting potions made from Knightswood's magical plants, much to the chagrin of the Nine.

Noble Families

Obarskyr

Leader: Queen Raedra

Seat: Suzail, Heartlands

Heir: uncertain

Family Tree

The royal family of Cormyr, who have ruled the kingdom since its founding nearly 1,500 years ago. Currently facing a succession crisis, as the Queen is unmarried and childless and her brother and two cousins all have equally valid claims to the throne.

Crownsilver

Leader: Duchess Helindra

Seat: Suzail, Heartlands

Heir: Constancia

Family Tree

Adopted family of Prince Aubrin, who was raised as one of them until he learned of his royal heritage. One of the oldest noble families in Cormyr, around since the kingdom's founding. They have a feud with the Goldfeathers of Stag Steads that goes back centuries.

Huntsilver

Leader: Amaya (regent for 7-year-old Duchess Roatha)

Seat: Suzail, Heartlands

Heir: Glorin

Another of Cormyr's oldest noble families, sharing common ancestors with the Crownsilvers. Wardens of Cormyr's forests, responsible for maintaining them and clearing them for human use. Holds territory in each of Cormyr's great forests and near the capital of Suzail, where they live.

Kraligh

Leader: Duke Karsten

Seat: Arabel, Arabel Region

Heir: Duncan

Former land investors who were only elevated to nobility around 100 years ago, after the previous Duchess of Arabel resigned. Still act more like businessmen than rulers, trading goods with realms north of Cormyr.

Seasilver

Leader: Grand Duchess Arietta

Seat: Marsemer, Marsemer Region

Heir: none

Former merchants who were also raised to nobility around 100 years ago. Very distant relatives of the Crownsilvers and Huntsilvers. The current Grand Duchess, Arietta, inherited the family titles after her father was killed in the war with Sembia 4 years ago. She is the last of her line, unmarried and without children.

Wyvernspur

Leader: Grand Duchess Velda

Seat: Immersea, Wyvernwater Region

Heir: Maelynn

Owns the most land of any noble house in Cormyr, including all the land around the Wyvernwater lake and most of the Hullack Forest. Legend says some rare members have the ability to transform into Wyverns.

Bracegauntlet

Leader: Marchion Allavar

Seat: Dawngleam, Eastern Marches

Heir: Damian

Marchions (noble military leaders) who rule half of the Eastern Marches- the lands near the Sembian border- and defend both land and sea from invaders. A military family with a strong private fleet, and whose members often serve as officers in Her Majesty's Navy. The harbor town Dawngleam is officially their seat, but Marchion Allavar is more often found in the lively city of Marsemer, while his son Damian runs things back at home.

Greatgaunt:

Leader: Marchion Russel

Seat: Greatgaunt, Western Marches

Heir: Shelby

Rulers of the fast-growing mining town Greatgaunt, on Cormyr's western frontier. A gruff family of fighters hardened by constant battles with monsters that plague their homeland. The young Marchion Russel recently inherited after his mother was killed in a dragon attack earlier this year.

Redbeard

Leader: Marchion Darryn

Seat: Wheloon, Wyvernwater Region

Heir: Fabian

Rulers of the other half of the Eastern Marches, though their ancestral home is far from the border, in the city of Wheloon. A military family whose leaders traditionally serve in Her Majesty's Army.

Belorgan

Leader: Count Gunter

Seat: Juniril, Wyvernwater Region

Heir: Basil

An old noble family rapidly shrinking in prominence as they are eclipsed by their far more powerful neighbors, the Wyvernspurs, whose territory blocks the Belorgans off from the Wyvernwater lake. Despite this imbalance, Lord Gunter still insists that the Belorgans and Wyvernspurs are rivals, and demands that his House be treated with just as much respect.

Boldtree

Leader: Countess Solatha

Seat: Dhedluk, King's Forest

Heir: Erzoured Obarskyr

Raised to nobility only 50 years ago when Solatha, then a commoner, had a bastard son with a Prince. This son, Erzoured, was made a legitimate member of the royal family, and Solatha was made countess of her hometown of Dhedluk.

Branch

Leader: Count Graydon

Seat: Knightswood, King's Forest

Heir: none

The humble rulers of the small village of Knightswood. For 300 years, Branches have maintained a delicate balance between local loggers, forest-protecting druids, and aggressive companies after Knightswood's unique plant life. The last living Branch is the current Lord Graydon, an aging man who has never married or sired children. Graydon was an adventurer in his youth, but these days he's content to stay in his hometown and help keep the peace.

Dauntinghorn

Leader: Countess Sheyla

Seat: Suzail, Heartlands

Heir: Humfry

A military family with a proud tradition of serving in Her Majesty's Navy, based in the capital city of Suzail.

Farrowbrace

Leader: Count Corbyn

Seat: Calantar's Bridge, Northbank Region

Heir: Norman

A wealthy and influential family who control Calantar's Bridge, a vital trading junction in the middle of the kingdom. They charge fees from all merchant ships and caravans passing through their territory, and from their strategic location they can cut off trade on Calantar's Way or the Starwater River, giving them a great deal of power.

Goldfeather

Leader: Countess Ira

Seat: Stag Steads, King's Forest

Heir: Tavia

An old house that was stripped of their titles for treason centuries ago. Eventually forgiven and welcomed back into the realm 50 years ago. Returned to prominence when one of their heirs, Ospra Goldfeather, married into the royal family and became the mother of Prince Baerovus and Queen Raedra. The Goldfeathers have long-running feuds with both the Crownsilvers and Solatha Boldree of Dhedluk.

Woodbrand

Leader: Countess Elissa

Seat: Waymoot, King's Forest

Heir: Kendra

Lords of the close-knit logging community of Waymoot. The Woodbrands have close ties to their people, spending their days helping with physical labor alongside the common folk. Other noble families view the Woodbrands as oddities for this reason- and the fact that their leaders are said to possess superhuman strength.

Rallyhorn

Leader: Count Delmair

Seat: Rallyhorn Hall, Hullack Forest

Heir: Kenris

Seated in the Hullack Forest, the most primeval and untamed forest in Cormyr, home to many elves, firbolgs, and fey. Unique among the noble families of Cormyr in that they're not human. Rather, the Rallyhorns are half-elves, descended from human nobles who married members of the local elven population. Led by Delmair, a retired adventurer now nearing the end of his long life.

Hawklin

Leader: Baron Edrick

Seat: Suzail, Heartlands

Heir: Rhys

A minor house in Suzail that makes their money not through taxes or trade, but adventuring. For as long as House Hawklin has existed- which, to be fair, isn't very long (less than 200 years)- the leaders of the house have acted more like traveling heroes than landed rulers.

Huntcrown

Leader: Baron Ryland

Seat: Suzail, Heartlands

Heir: ? (Ryland's Son)

Another minor house, whose leader, Baron Ryland, has risen above his lowly station and found prominence as a master of spies and broker of information.

Thundersword

Leader: Baroness Camillei

Seat: Immersea, Wyvernwater Region

Heir: Isolda

A small House who have earned great influence by befriending members of the royal family and becoming trusted advisors at court. Relations soured recently when the Queen's friend Sulue Thundersword (the Baroness' sister) was revealed to be a spy during the war with Sembia.

While the Thunderswords may have fallen from grace, Lady Camillei still resides in the capital, working tirelessly to improve her family's reputation.

Wintersun

Leader: Baron Wycliffe

Seat: Suzail, Crownlands

Heir: Joelle

Previously a backwater house from the eastern frontier, the Wintersuns were transformed by Lord Wycliffe's shrewd leadership into the biggest landlords in the capital city of Suzail, and an economic and political powerhouse. Wycliffe has been head of House Wintersun for over 70 years, and recently celebrated his 100th birthday. Despite that, the venerable lord shows no signs of stopping- though rumor has it that his heir is more than ready for him to finally pass on so she can inherit the empire he's built.

Locations

Suzail: The capital and largest city of Cormyr, located on the southern coast. Home to the royal family, the Stewards' Academy, and the second homes of many noble families.

Knightswood: A small, rustic village in the King's Forest, where the druids of the Knightswood Nine tend to the region's thriving plant life and the townsfolk make their living through felling trees and harvesting lumber. Much of the town's revenue comes from a great annual shipment of lumber sent downriver to Merseember.

- Cauldigurn the Black's House: Home of the long-dead War Wizard Cauldigurn the Black. Rumored to contain a hidden treasure of gold and magic items.

Mouth o' Gargoyles: A larger town immediately downriver from Knightswood. Casting spells and using magic items within the town triggers terrible side effects due to a Wild Magic curse dating back to the Spellplague. As such, only Her Majesty's War Wizards are legally allowed to use magic here.