

RAGE of DEMONS™



State of Hillsfar

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State of Hillsfar

“LISTEN HERE LAD, HILLSFAR, THE CITY OF TRADE, IS A GREAT place to make your way, as long as you're not an elf... or a dwarf... or a halfling or well pretty much anything but human. But if you're human, there is no better opportunity!”

-Isthana Ro, Guildmaster of Rogues

The walled city-state of Hillsfar is on the southern coast of the Moonsea, just north of the Forest of Cormanthor where three major roads meet. What began as a convenient trade stopover under the control of the Elven Court has become one of the major powers of the Moonsea, a power based on free trade and brutal racism.

Adventurers, often cosmopolitan in their views and accepting of many races, often find it difficult to spend any time at all within the city limits and most avoid it entirely in favor of nearby Elventree or The Stop.

The Recent Past

Hillsfar as it is known today began primarily in 1354 DR when the wizard Maalthiir, one of the city's councilmen, rose to prominence as its First Lord. Over the next three years, Maalthiir would dissolve the council, cement his power by merging various mercenary companies into the Red Plumes, and begin a campaign to paint nonhumans as scapegoats for all of the city's problems. At this time, Maalthiir also enacted the Two Great Laws which define Hillsfar:

- The Great Law of Trade: Do not interfere with any legitimate trade.
- The Great Law of Humanity: Only humans are allowed within Hillsfar.

Hillsfar flourished under the Great Law of Trade, expanding greatly for two decades until 1372 DR when Shade Enclave reappeared and the Netherese began a series of attacks that would embroil much of Faerûn in war. Allying with Zhentil Keep and the sun elf House Dlardrageth of Cormanthor to fight in the Dalelands, Hillsfar raised an army and garrisoned the surrounding client villages. Two years later, Hillsfar reneged on its alliance with House Dlardrageth. The sun elves responded by attacking Hillsfar's army encamped at Standing Stone, crushing the Red Plumes, moving onto Hillsfar to level the First Lord's Tower, and forcing Maalthiir to flee into hiding. Taking advantage of Hillsfar's weakness, Zhentil Keep in turn betrayed Hillsfar and crushed the garrison of disputed Yûlash and invaded Hillsfar's western territories. Within a matter of months, the Zhentilar were at the gates of Hillsfar and Fzoul Chembryl issued terms of surrender by which Zhentil Keep gained control of the Moonsea Ride.

The supremacy of Zhentil Keep was short-lived. In 1383 DR, the Netherese overran the Zhents and razed Zhentil Keep and the Citadel of the Raven. The Zhent troops occupying Hillsfar territory lost support from their homeland and abandoned their posts. The city fell to chaos for three years until 1386 DR when Maalthiir reappeared with a new force of Red Plumes. Marching to Hillsfar, he reinstalled himself as First Lord. He blamed the fall of Hillsfar on fey'ri of House Dlardageth, a demonic strain of elves, as well as on the freedoms the Zhents had offered to the nonhumans in their ranks. Maalthiir's anti-nonhuman rhetoric played well among the general populace who had suffered in the absence of order. All nonhumans within the city were evicted, including half-humans such as half-elves and half-orcs, and all holdouts were sent to the Arena for a month-long series of celebratory games.

In 1394 DR, Maalthiir noted that the elves of Myth Drannor were a very real threat to Hillsfar without Hillsfar's former alliances. To appease the Elven Court in Myth Drannor, he relaxed his policies related to The Great Law of Humanity as applied to the territories surrounding Hillsfar and formed a council made up of humans, half-elves, and elves willing to do business with Hillsfar's neighbors on behalf of the First Lord. This puppet council was little more than a show, but it was enough to encourage renewed trade and a neutrality pact between Myth Drannor and Hillsfar, despite the city's prevalent racist policies.

Hillsfar Today

In 1460 DR, Maalthiir died in a failed attempt to achieve lichdom. In his stead, an ineffectual council of merchants and guildmasters assumed control of Hillsfar. Several members of both the council and the Red Plumes put themselves forward as the next First Lord, leading to fighting in the streets between their supporters. Torin Nomerthal, a commander among the Red Plumes, formed an alliance that became the Tower Guard; the alliance was made up of the Red Plumes, the city's Mages' Guild, various mercenary companies, and those pockets of Netherese soldiers whose allegiance could be bought. In 1487 DR, the flying Netherese city of Thultanthar fell upon Myth Drannor, destroying both cities. First Lord Torin Nomerthal, who had renamed the Tower Guard as the Red Plumes, executed the remaining Shadovar and, fearing no elven reprisal, began the second purge of nonhumans from Hillsfar. He also firmly reasserted the Great Laws within the walls of the city, cultivating a manic xenophobia among the human citizens. Although nonhumans are allowed to live and work outside the city, Torin has since implemented punitive laws and harsh taxes that have made all nonhumans little better than serfs. Once again, the only nonhumans within the city are found at the Arena, waiting for death or glory at the whim of the baying Hillfarian crowds.

Religion in Hillsfar

Religion is not the driving force in Hillsfar that it is in other Moonsea cities. Due to its tumultuous history with the

Zhentarim, Hillsfar has no appreciable following of Bane. Instead, due to the city's extensive brewing industry, the worship of both Lliira and Chauntea are much more popular. The House of Happiness appears a lively festhall where ribbons and flowers decorate the walls and ale and mead are served by Lliira's Joydancers. All are welcome in Lliira's hall. Musicians and dancers performing for the intoxicated worshippers who leave their troubles at the door. The temple of Chauntea is a modest building called Lastholme that is frequented by farmers. Home to much sought after mead, the Earthmother's followers do a brisk trade in food and drink and operate a bustling orphanage; recently expanded to make room for Hillsfar's growing flood of unwanted babies.

The followers of Tempus congregate at the Vault of Swords. While regular attendees of the games in the Arena, it is no secret that the Battleguards do not support the enslavement of nonhumans who are forced to fight to the death for nothing more than the crime of being born. The words from the Tempuran Litany "Disparage No Foe and Respect All" is carved above the doors to the temple; a silent protest for the wrongs done within the city.

Small unstaffed shrines to Umberlee, Malar, and Torm can also be found in the city.

The Great Law of Humanity

Life in Hillsfar is harsh for nonhumans. There are only two ways to enter the city, via the Docks and the city's sole gate. The Red Plumes interview everyone attempting to enter, looking for nonhumans in magical or mundane disguises. Those captured at the gate, coming off a boat, or found within the city are immediately sentenced to the Arena until such time as they die. Their lives are not often long. The bodies of nonhumans who die in the Arena are blessed clerics of Tempus and then ground into fertilizer for the surrounding farms.

Locations outside Hillsfar

Given that nonhumans cannot legally enter Hillsfar with about being sentenced to death in the arena, many find themselves outside the city. There are numerous farms there, owned by both humans and nonhumans, though nonhumans must pay onerous taxes in order to keep their homes.

The village of **Elventree** is idyllic, peaceful, and friendly to nonhumans seeking succor from Hillsfar, particularly elves, half-elves, and members of the Harpers. Located east of Hillsfar inside the edge of the Cormanthor forest since 702 DR, it is a place of solace for many escaping the oppression of Hillsfar. The people of Elventree build their homes among the wizened trees of the ancient forest and the construction blends well with the natural surroundings, with tree houses connected by rope bridges being most common. While the village does produce a selection of natural products and elven crafts, there are no trade halls or caravan stops, and merchants rarely call. The most common visitors are those that have been turned away from the gates of Hillsfar because their

party included nonhumans. These rare visits often become times of festival and celebration. The people of Elventree venerate many of the good-aligned or nature deities. The Hall of the Unicorn, dedicated to Mielikki, is the only full temple and adds to the village's appeal. Elventree also hosts several shrines: a well-staffed shrine to Mystra called the Cairn of Mysteries, whose high priest is known by the title The Sentinel; a shrine to Selune known as the Silver Shadow Cave; a shrine to Eilistraee outside of the village called the Dancing Stone; and minor shrines to Chauntea, Silvanus, Eldath, Corellon Larethian, and Rillifane Rallthil.

Spellcasting services can be acquired at the Hall of Mielikki, the Silver Shadow Cave, the Dancing Stone, and the Cairn of Mysteries. For nearly a century, the Moonsilver Herald of Elventree has been the famous elven bard Elanil Ellassidil. Her strong song is the heart and soul of the village, especially since the elderly half-elven Lord of Elventree, Dessaer, is not long for this world. Several refugees of Phlan have found their way to Elventree in search of allies and at the behest of the Harpers, who have quartered in Elventree at the House of the Harp for generations. The other factions have recently been invited to set up camps surrounding the village, and their operatives have only just arrived. As it grows in the attention of the factions, Elventree is poised to become the center of significant intrigue for the near future. More adventurers arrive every day.

Just north of Elventree, the village of **Lighthouse** has recently sprung up around an ancient and abandoned lighthouse known as Elua's Lighthouse miles from the coast due to changes in the depth of the Moonsea. The settlement is populated by those nonhumans formerly of Hillsfar and generally follows the lead of Elventree.

The former client village of Hillsfar, **Yûlash**, is now largely abandoned. The subterranean tunnels beneath the village are rumored to be overrun with foul things from the Underdark. Few are willing to chance a visit.

The **Stop** is a caravan way station halfway between Hillsfar and Yûlash that has grown into a hamlet devoted to servicing caravans and the many surrounding farms. Due to the frequent caravans, The Stop is quite cosmopolitan for lands near Hillsfar. Many of the Phlan refugees have relocated here following the elemental devastation that has led to food shortages in Mulmaster, in hopes of finding supplies to aid their families still in the City of Danger. Still near to Hillsfar, but with few Red Plumes to watch it, The Stop is a frequent place for spies, brigands, and ne'er-do-wells to ply their trades. After Elventree, The Stop is the most common place where adventurers are found.

Character Backgrounds and Bonds

Bonds

New characters created to be from the Hillsfar region can choose any of the following bonds or create their own to bring the unique flavor of Hillsfar to their game.

Hillsfar Bonds

1. **Marelfriend:** I was once rescued by a Marel, an aquatic elf from the Moonsea. I owe him my life.
2. **Stop Bumpkin:** I'm from the Stop, born and raised. It may be just a tiny caravan stop between Hillsfar and fallen Yulash to you, but it's home to me and my kin.
3. **Underdark Refugee (Underdark Races):** The fire giants chased me (or my family) out of Maerimydra nearly 120 years ago. Now they've chased me out of Szith Morcane. I seek to create a safe home in the Underdark or on the surface.
4. **Kind Cormanthorite (Elves and Gnomes):** I abhor the treatment that non-humans have suffered at the hands of the people of Hillsfar. I help the refugees whenever I can.
5. **Loyalist:** I hate the purges of non-humans, but the First Lord was duly appointed, and they're legal under the Law of Humanity. I obey and am loyal to the First Lord, but I seek legal reform.
6. **Arena Addict:** I live for the rush of excitement when there is blood on the sands of the Arena. Bring on the games!
7. **Magefriend:** One of my relatives is a Guild Mage. They treat her right. I help them when I can.
8. **Lliiran:** I worship Lliira and love the happiness that the Joydancers bring to Hillsfar in these dark times. I tithe when I can and support the House of Happiness's efforts.
9. **Thayan:** I hail from Thay, but live in Hillsfar. It is the City of Trade, after all. While I like my adopted city, my loyalties are with Thay.
10. **Banished Arcanist:** I was banished from Mulmaster for refusing to join the Brotherhood of the Cloaks. I detest arcanist guilds and the quislings who serve them.
11. **Chauntean:** I worship Chauntea, usually by drinking mead brewed by the clerics of the Hillsfar temple, Lastholme. I support the faith and its new orphanages.
12. **Barfly:** I'm a regular at one of Hillsfar's many watering holes. At the Hyrda's Den, the Rusty Nail, or the Gully [choose one], everyone knows me. I never pass up a chance to visit. My bar buddies are my real family, and I would do anything for them.
13. **Red Plume Reject:** I applied to be a Red Plume, but they rejected me. I resent them for that and do what I can to thwart them without risking my hide.
14. **Revanchist:** Whether a drow driven from the Underdark, an elf driven from Myth Drannor, a non-human driven from Hillsfar, a Zhentarim driven from Zhentil Keep, or a refugee from Phlan, I want my homeland back and will do anything to make that happen.
15. **Worshipper of Tempus:** I follow the ways of the Foehammer. I believe fights should be open and honorable, without craven tricks and only against worthy foes.
16. **Mercantile:** Trade and commerce bring prosperity to all. They must proceed unabated. I support the Great Law of Trade, that there shall be no interference with legitimate trade anywhere.
17. **Tree Hugger:** The Cormanthor Forest is one of the wonders of Toril. It must be protected, preserved, and cherished.
18. **Abolitionist:** The blood sports of the Arena, particularly those involving non-human slaves, are an abomination that should be ended. I do what I can to speak out and act against them.
19. **Human Activist:** The Great Law of Humanity is abhorrent. I do what I can to oppose the law and the pogroms under it and to help non-humans in the city.
20. **Underdark Enthusiast (Surface Races):** The notion that there's a whole world under the surface intrigues me. I yearn to learn more about it and its inhabitants and to visit it someday.

Backgrounds

Cormanthor Refugee

You are one of hundreds of refugees that were driven from Hillsfar or that fled the destruction of Myth Drannor and who now shelter in hidden camps under the northern eaves of the Cormanthor Forest. If you up grew in the camps, you have never been to a settlement other than the village of Elventree. As a guest of the elves, you have learned their ways and the ways of the forest. You are also a traumatized, as residual wild magic, energies released by the fall of Thultanar upon Myth Drannor, and the constant fear of raids hunting for non-humans to fight in Hillsfar's Arena have taken their toll on you, as they have on everyone in the camps.

Skill Proficiencies. Nature, Survival

Language Proficiencies. Elven

Tool Proficiencies. One type of artisan's tools

Equipment. A two-person tent, artisan's tools, a holy symbol, a set of traveler's clothes, a belt pouch, 5 gp

Lifestyle. Poor

Feature: Shelter of the Elven Clergy

The clerics of Elventree have vowed to care for the Cormanthor refugees. They will help you when they can, including providing you and your companions with free healing and care at temples, shrines, and other established presences in Elventree. They will also provide you (but only you) with a poor lifestyle.

[Note: This feature is a variant of the Acolyte feature.]

d8 Personality Trait

- 1 I long for a home that never really existed, whether in the camps, Hillsfar, or Myth Drannor.
- 2 Though I am not an elf, I am a fervent, radical worshipper of the elven gods.
- 3 I live in the moment, knowing my life could be turned upside down any day.
- 4 I appreciate beauty in all of its forms.
- 5 I hate the dark elves and the Netherese for each driving the elves out of Cormanthyr in the past.
- 6 I am a forest bumpkin who grew up in a tent in the woods and is wholly ignorant of city life.
- 7 I was raised alongside children of many other races. I harbor no racial prejudices at all.
- 8 The elves have just the right word for so many things that cannot be expressed as well in other languages. I pepper my speech with elven words, phrases, and sayings.

d6 Ideal

- 1 **Patient:** The elves have taught me to think and plan for the long-term. (Lawful)
- 2 **Rebellious:** Governments and politicians drove my family to the camps. I subtly defy authority whenever I think I can get away with it. (Chaotic)
- 3 **Self-Absorbed:** I've had to look out for number one so long that it has become second nature. (Any)
- 4 **Wanderlust:** I want to see as much of the world beyond the camps as I can. (Any)
- 5 **Generous:** I give everything I can to help those in need, regardless of who they are. (Good)
- 6 **To the Abyss with Them:** The people of Hillsfar cast me out. I won't risk my hide to help them. (Evil)

d8 Bond

- 1 The elves took me in when I had nowhere else to go. In return, I do what I can to help elves in need.
- 2 I seek revenge against the people of Hillsfar for driving my family into the forest.
- 3 My family lost everything when they were driven from Hillsfar. I strive to rebuild that fortune.
- 4 The forest has provided me with food and shelter. In return, I protect forests and those who dwell within.
- 5 I am deeply, tragically in love with someone whose racial lifespan is far longer or shorter than mine.
- 6 Members of my extended family did not make it to the camps or have been kidnapped to fight in the Arena. I search for them tirelessly.

d8 Flaw

- 1 I am very uncomfortable indoors and underground.
- 2 I am haughty. I grew up among the elves and emulate them. Other races are crude in comparison.
- 3 Elf this, elf that. I am sick and tired of the elves.
- 4 I am a miser. Having lost everything once before, I clutch my possessions and wealth very tightly.
- 5 I am a moocher. I am so used to others providing for me that I have come to expect everyone to do it.
- 6 I believe the gods have cursed me, my family, and all of the Cormanthor refugees. We are all doomed, doomed I tell you!

Gate Urchin

All traffic into and out of the City of Trade passes through the Hillsfar Gate, making it the ideal place for the destitute to gather to panhandle, busk, gossip, and pick pockets. You grew up on the streets in the shadow of that great steel edifice, which houses both Red Plumes and Guild Mages. Though you may have moved on, you still have friends among them, and that life has had a lasting impact on you.

Skill Proficiencies. Deception, Sleight of Hand

Tool Proficiencies. Thieves' tools, one type of musical instrument

Equipment. A battered alms box, a musical instrument, a cast-off military jacket, cap, or scarf, a set of common clothes, a belt pouch, and 10 gp

Lifestyle. Poor

Feature: Red Plume and Mage Guild Contacts

You made a number of friends among the Red Plumes and the Mage's Guild when you lived at the Hillsfar Gate. They remember you fondly and help you in little ways when they can. You can invoke their assistance in and around Hillsfar to obtain food, as well as simple equipment for temporary use. You can also invoke it to gain access to the low-security areas of their garrisons, halls, and encampments.

[Note: This feature is a variant of the Soldier feature.]

d8 Personality Trait

- 1 I appreciate the simple things in life: a song, a warm meal, a sunny day. I don't need any more.
- 2 My problems are always caused by others. I'm never to blame.
- 3 I am afraid I could wind up back on the streets any day.
- 4 I get along with everyone.
- 5 I see people as marks for a con and have difficulty feeling true empathy for them.
- 6 I have a real flair for matchmaking. I can find anyone a spouse!
- 7 I think money is the true measure of appreciation and affection. Everything else is talk or an act.
- 8 I don't like having a lot of stuff, just a few simple things I need. I don't like being tied down and tend to leave things behind when I don't need them anymore.

d6 Ideal

- 1 **Loyal:** I never rat out any of my friends, even when the Red Plumes or the Rogues Guild ask. (Lawful)
- 2 **Adventurous:** I don't like doing the same thing every day. I crave variety. (Chaotic)
- 3 **Strong:** Only the strong survive. I respect those who are strong and powerful. (Any)
- 4 **Witty:** Brains are better than brawn. I rely on my wits and respect others who do the same. (Any)
- 5 **Honest:** Others can do what they want, but I won't lie or steal, even to feed my family. (Good)
- 6 **Ungrateful:** Those who give, only do it to make themselves feel better. I steal from them. (Evil)

d8 Bond

- 1 The Joydancers of Lliira gave me my instrument when I really needed food. I hate them for that.
- 2 Busking has taught me to love music above all else.
- 3 The Rogues Guild spared me when I did a job without cutting them in. I owe them a great debt.
- 4 I know people hate the Red Plumes, but some of them were really good to me. I help Red Plumes whenever I can, and I respect them. They're just doing what they have to do to get by in this world.
- 5 I will be wealthy some day. My descendants will live in comfort and style.
- 6 I know how hard life on the streets is. I do everything I can for those who have less than me.

d8 Flaw

- 1 Though I no longer live at the Gate, I am still always concerned about where I will get my next meal.
- 2 Years of thieving have become habit. I sometimes steal from strangers without thinking about it.
- 3 I am ashamed of my origins. I pretend I am higher-born and fear others will find out the truth.
- 4 I think people who grew up in houses are soft, spoiled, and ungrateful. I frequently tell them so.
- 5 I am still very uncomfortable wearing nice clothes, sleeping in a warm bed, and eating fine food.
- 6 I do not trust anyone who has not had a hard life.

Hillsfar Merchant

Before becoming an adventurer, you were a successful merchant operating out Hillsfar, the City of Trade. Your family operated warehouses, organized caravans, managed stores, or owned a ship and has trade contacts throughout the Moonsea region, as well as up and down the length of the Sword Coast. Perhaps they import ore, uncut gems, untreated furs, or grain into the City of Trade, or they export fine cloth, faceted gems, fine furs, or Dragon's Breath, a brandy-like liquor. Regardless, you've largely given that life up for some reason and have chosen to seek adventure instead. Nevertheless, the training you received then, and perhaps the contacts you made, serve you well as an adventurer.

Skill Proficiencies. Insight, Persuasion

Tool Proficiencies. Vehicles (land) and vehicles (water)

Equipment. A fine set of clothes, a signet ring, a letter of introduction from your family's trading house, and a purse containing 25 gp.

Lifestyle. Wealthy

Choose one of the following features:

Feature: Factor

Although you've left the day-to-day life of a merchant behind, your family has assigned you the services of a loyal retainer from the business, a factor, husbanding agent, seafarer, caravan guard, or clerk. This individual is a commoner who can perform mundane tasks for you such as making purchases, delivering messages, and running errands. He or she will not fight for you and will not follow you into obviously dangerous areas (such as dungeons), and will leave if frequently endangered or abused. If he or she is killed, the family assigns you another within a few days.

[Note: This feature is a variant of the Noble Knight's Retainers feature.]

Alternate Feature: Trade Contact

You and your family have trade contacts such as caravan masters, shopkeepers, sailors, artisans, and farmers throughout the Moonsea region and all along the Sword Coast. Once per game session, when adventuring in either of those areas, you can use those contacts to get information about the local area or to pass a message to someone in those areas, even across the great distance between the two areas.

[Note: This feature is a variant of the Criminal Contact and Researcher features.]

d8 Personality Trait

- 1 I fill my evenings with wine or mead and song.
- 2 I greatly admire gladiators and enjoy the Arena.
- 3 I take my wealth for granted. It seldom occurs to me that others aren't rich themselves.
- 4 I leave broken hearts all around the Moonsea and up and down the Sword Coast.
- 5 I work hard and seldom make time for fun.
- 6 I am a particularly devout and pray often.
- 7 The Red Plumes caught me once. I hate them.
- 8 I ask a lot of questions to get information about those with whom I am working and dealing.

d6 Ideal

- 1 **Frugal:** I spend my money very carefully. (Lawful)
- 2 **Profligate:** I tend to spend extravagantly. (Chaotic)
- 3 **Honest:** I deal with others above board. (Any)
- 4 **Sharp:** I seek to make the best deal possible. (Any)
- 5 **Charitable:** I give generously to others. (Good)
- 6 **Greedy:** I do not share my wealth with others. (Evil)

d8 Bond

- 1 I am fiercely loyal to those with whom I work.
- 2 I must uphold the good name of my family.
- 3 I will prove myself to my family as an adventurer.
- 4 Deals are sacrosanct. I never go back on my word.
- 5 I love making deals and negotiating agreements.
- 6 I guard my wealth jealously.

d8 Flaw

- 1 I am a braggart. I promote myself shamelessly.
- 2 I am vain. I always wear the latest fashions.
- 3 I am a glutton. I eat and drink to excess.
- 4 I am a snob. I want only the finest things in life.
- 5 I am lazy. I want others to take care of everything.
- 6 I am overconfident. I overestimate my abilities.

Hillsfar Smuggler

Hillsfar is the City of Trade. However, the Great Law of Trade only protects "legitimate" trade, trade that passes through the city's sole gate, which the Red Plumes monitor and tax. And the Great Law of Humanity banishes non-humans from the city altogether. The two Great Laws create great demand and great risk for smugglers, who shepherd illicit goods and non-humans into and out of the city by secret routes. The Rogues Guild tightly controls all of this activity, taking its cut from sanctioned jobs and exacting punishment for independent jobs.

Perhaps you trafficked Dragon's Breath (a brandy-like liquor) to avoid tariffs or contraband to avoid seizure, or maybe you are a human who sympathizes with the non-humans and worked as part of the network of secret routes and safe houses that helps them pass through Hillsfar. Either way, you have contacts in the smuggling community who can help you slip into and out of the city unnoticed, for a price.

Skill Proficiencies. Perception, Stealth

Language Proficiencies. One racial language

Tool Proficiencies. Forgery kit

Equipment. A forgery kit, a set of common clothes, a belt pouch, and 5 gp

Lifestyle. Modest

Feature: Secret Passage

You can call on your contacts within the smuggling community to secure secret passage into or out of Hillsfar for yourself and your adventuring companions, no questions asked, and no Red Plume entanglements. Because you're calling in a favor, you can't be certain they will be able to help on your timetable or at all. Your Dungeon Master will determine whether you can be smuggled into or out of the city. In return for your passage, you and your companions may owe the Rogues Guild a favor and/or may have to pay bribes.

[Note: This feature is a variant of the Sailor feature.]

d8 Personality Trait

- 1 When I'm not smuggling, I gamble.
- 2 I just love Halfling cooking and baking!
- 3 I party with dwarves whenever I can.
- 4 I'm a terrible singer, but I love to do it.
- 5 I was raised to honor Chauntea and still do.
- 6 The blood sports of the Arena sicken me.
- 7 I think non-humans are really interesting.
- 8 I exaggerate the tales of my exploits.

d6 Ideal

- 1 **Fair:** I think everyone deserves to be treated fairly. I don't play favorites. (Lawful)
- 2 **Impulsive:** Planning is often a waste of time. No plan survives contact with reality. It's easier to dive in and deal with the consequences. (Chaotic)
- 3 **Curious:** I want to learn as much as I can about the people and places I encounter. (Any)
- 4 **Prepared:** I think success depends on preparing as much as possible in advance. (Any)
- 5 **Respectful:** I think everyone deserves to be treated with respect and dignity, regardless of their race, creed, color, or origin. (Good)
- 6 **Corrupt:** I will break the law or act dishonestly if the money is right. (Evil)

d8 Bond

- 1 I am loyal to the Rogues Guild and would do anything for them.
- 2 I love the city of Hillsfar and my fellow Hillsfarans, despite the recent problems.
- 3 I admire the elves. I help them whenever I can.
- 4 A gnome helped me once. I pay the favor forward.
- 5 I enjoy tricking the Red Plumes at every opportunity.
- 6 I smuggled agricultural goods for non-human farmers. I try to help them when I can.

d8 Flaw

- 1 My hatred for the Red Plumes burns so brightly that I have difficulty suppressing it around them.
- 2 The Red Plumes caught me once before, and I was branded for my crime. If they catch me again, for any offense, the punishment will be dire.
- 3 I treat all Hillsfarans poorly. I am disgusted with their failure to revolt against the Great Law of Humanity.
- 4 I have difficulty trusting strangers. Anyone could be a spy for the authorities.
- 5 I am greedy. There isn't much I won't do for money.
- 6 I'm an informant for the Red Plumes. They let me continue my activities, so long as I pass them information about illegal activity in Hillsfar.

Secret Identity

Even though you are a non-human, despite Hillfar's Great Law of Humanity, you continue to live in the City of Trade. You do so by maintaining a secret identity, forging documents, and wearing a disguise. Few, if any, know you aren't human.

If you're a halfling or gnome, you pass as a little person or a child. If you're a half-elf, half-orc, or genasi, you disguise your non-human features. Other races use a combination of disguise and concealing clothing to hide.

Your reasons for doing so are your own. Perhaps you're a dissident or the agent of a foreign power. Maybe you have a relationship with someone you cannot bear to leave. Regardless, this way of life has taken a heavy toll on you.

Skill Proficiencies. Deception, Stealth

Tool Proficiencies. Disguise kit, forgery kit

Equipment. A disguise kit, a forgery kit, a set of common clothes, a belt pouch, 5 gp

Lifestyle. Modest

Feature: Secret Identity

You have created a secret identity that you use to conceal your true race and that offers a covering explanation for your presence in Hillsfar. In addition, you can forge documents, including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

[Note: This feature is a variant of the Charlatan feature.]

d8 Personality Trait

- 1 Despite its problems, I love Hillsfar, it's the greatest city in the world. The only one for me.
- 2 I move from place to place, never staying anywhere long and leaving nothing behind.
- 3 I think flattery is the best way to direct attention away from me.
- 4 I don't make friends easily. They're a liability I cannot afford.
- 5 Risk and danger exhilarate me. Pulling off schemes and deceptions is a rush.
- 6 The First Lord is right, humans are superior. I really admire them, despite the atrocities.
- 7 I avoid people of my own race, as well as things associated with my race, lest they give me away.
- 8 I live for the Arena. I admire gladiators and enjoy the thrill of blood on the sands!

d6 Ideal

- 1 **Quisling:** Supporting the rulers of the land and following the laws is the road to salvation. (Lawful)
- 2 **Scoflaw:** The laws and lawmakers are corrupt. I follow laws only when it suits me. (Chaotic)
- 3 **Optimist:** Everyone is basically good. Though the government is misguided it will all be okay. (Any)
- 4 **Secretive:** I am in the habit of not talking about myself. My business is none of yours. (Any)
- 5 **Heroic:** I do everything I can to help non-humans, regardless of the personal cost to me. (Good)
- 6 **Depraved:** I have lost my moral compass. The ends justify most any means. (Evil)

d8 Bond

- 1 The humans of Hillsfar have inflicted terrible harm on me, my family, and my race. I will have revenge.
- 2 I am part of an underground network that smuggles non-humans into and out of the city.
- 3 I am a partisan. I commit minor acts of defiance against the First Lord and Red Plumes when I can.
- 4 I am a spy. I report on events in and around Hillfar.
- 5 My secret identity is the only thing protecting me from the Arena. I will stop at nothing to maintain it.
- 6 I am madly in love with a human who does not know my true identity, and I fear rejection if I reveal it.

d8 Flaw

- 1 After years of denying who I am, I now despise myself and other members of my pathetic race.
- 2 Years of hiding have made me somewhat paranoid. I trust no one.
- 3 I've been lying so often and for so long that I can't help it anymore. I frequently lie for no reason at all.
- 4 I am ashamed. I failed to protect a member of my family who was seized and thrown into the Area.
- 5 I am struggling with maintaining my secret identity. I subconsciously want to get caught and therefore sometimes let my secret identity slip.
- 6 Years of successfully deceiving others have made me cocky. I think no one can see through my lies.

Shade Fanatic

You grew up at a time when the wizards of Netheril were at war with the elves of Cormanthor. You recall sitting cross-legged hearing the stories of the glorious Thultanthar, also called the Shade Enclave and the City of Shade, and aspired to study there and maybe even did, for a time. Your dreams came crashing down a few years ago when Thultanthar fell from the sky upon Myth Drannor.

You know that there was a Netherese Garrison stationed near Hillsfar and have heard rumors that its downfall came from traitors within the ranks. You remain loyal to Netheril and seek other Shade loyalists and fanatics in the Cormanthor forest and the areas surrounding Hillsfar.

Skill Proficiencies. Deception, Intimidation

Tool Proficiencies. Forgery Kit

Languages. Netherese

Equipment. A forgery kit, a transparent cylinder of shadow that has no opening, a signet ring, a set of fine clothes, and 15 gp.

Lifestyle. Moderate

Feature: Secret Society

You have a special way of communicating with others who feel the same way you do about the Shade. When you enter a village or larger city you can identify contact who will give you information on those that would hinder your goals and those would help you simply because of your desire to see the Shade Enclave return in all its glory.

[Note: This feature is a variant of the Criminal feature.]

d8 Personality Trait

- 1 I am a bully; I try to hide it though.
- 2 I let my actions speak for themselves
- 3 I am important; I will not let anyone forget that.
- 4 You are either with me or against me.
- 5 I know it is only a time before I am betrayed by those I care for.
- 6 I never understand why people get so emotional.
- 7 They are out to get me. It is only my cunning that keeps me ahead of them
- 8 Everyone has a choice, the one I make is always right though.

d6 Ideal

- 1 **Hope:** I know even if I need do evil acts, history will be my redemption. (Chaos)
- 2 **Dedicated:** I can do anything I put my mind to (Lawful)

d6 Ideal

- 3 **Exciting:** I have found the truth of the Shadovar and want to share it with everyone. (Any)
- 4 **Frugal:** I horde my possessions knowing that someday I will be called upon to give everything I have to the cause (Any)
- 5 **Eloquent:** I use my words to sway others to my beliefs. (Any)
- 6 **Compassionate:** It is through love that others will join In our cause. (Good)

d6 Bond

- 1 They say the Shade broke the bonds of mortality; I want to find out how.
- 2 The whispers in my head remind me that there is power to be found in the shadows.
- 3 For the glory of Netheril, I will grow in power.
- 4 I once lived in Hillsfar, I was chased out before I was able to say farewell.
- 5 My true love was a killed by the Red Plumes; I plot to make them suffer.
- 6 I had a loved one die in the arena at Hillsfar; I am out to prove I am stronger than them!

d6 Flaws

- 1 I always over exaggerate my abilities.
- 2 I cannot bear to let those I care for out of my sight.
- 3 I am incapable of standing up for myself.
- 4 The group I am with has committed atrocities; I am always worried their actions will become public.
- 5 I always enjoy a good mug of ale ... or five.
- 6 I know what I do is wrong, but am afraid to speak up about it. .

Trade Sherrif

You are one of the many people that make sure the trade routes are clear at ALL times. You assure that the **Great Law of Trade** is followed at all costs. You work by yourself or in groups to quell bandits and brigands who might stop trade routes from going through. You investigate potential ambushes and possible rumors as to someone wanting to rob or stop caravans. You are as much an investigator as you are law enforcement.

You are able to go into a town/village around the Hillsfar area and find a contact that is willing to give you information from rumor to fact. This sometimes comes at a cost of a minor bribe of 1-9 silver pieces.

Skill Proficiencies. Investigation, Persuasion

Tool Proficiencies, Thieves Kit

Languages. Elven

Equipment. A thieves kit, a gray cloak, Sherrif's insignia (badge) a set of fine clothes, and 17 gp.

Lifestyle. Moderate

Feature: Investigative Services

You are part of a small force outside of Hillsfar. You have a special way of communicating with others and they seem to be at ease around you. You can invoke your rank to allow you access to a crime scene or to requisition equipment or horses on a temporary basis. When you enter a town or village around Hillsfar you can identify a contact who will give you information on the local rumors and would help you simply because of your desire to get answers and information for anyone wanting to disrupt trade.

[Note: This feature is a variant of the soldier feature.]

d8 Personality Trait

- 1 I am always polite and respectful
I let my actions speak for themselves
- 3 I am haunted by my past having seen the murder of a close friend or family member and it is the one case I always needed to solve but have not been able to.
- 4 I am quick to judge and slow to vindicate
- 5 I can be very persuasive and am able to ask questions where others might not be able to.
- 6 I have a quirky personality that seems to take others off their guard.
- 7 My sense of humor is considered by most to be awkward
- 8 Everyone has a choice, and they can always make the right choice, mine!

d8 Personality Trait

d6 Ideal

- 1 **Hope:** my job is to speak for the victim (good)
- 2 **Dedicated:** Once I start an investigation, until told to do so, I do not quit, not matter where it leads. (Lawful)
- 3 **Nation:** My city, nation, or people are all that matter (any)
- 4 **Mercenary:** When I do investigations, I expect answers immediately (Any)
- 5 **Eloquent:** I use my words to sway others to give me answers. . (good)
- 6 **Might:** It is through threats and force that I get my answers (lawful)

d6 Bond

- 1 To this day an unsolved case will always leave me haunted and bother me.
- 2 Through the might of my personality I will solve an investigation or puzzle
- 3 It is my right to believe what I will, just try and stop me.
- 4 I need to prove my worth to my fellow Sherrifs
- 5 Someone I cared for died under suspicious circumstances. I will find out what happened to them and bring their killer to justice.
- 6 I speak for those that cannot speak for themselves.

d6 Flaws

- 1 I always over exaggerate my abilities.
- 2 I cannot bear to let those I care for out of my sight.
- 3 I took a bribe to tank an investigation and I would do anything to keep it secret.
- 4 I have little respect for those that are of "low" intelligence/race.
- 5 I always enjoy a good mug of ale ... or five to cover up my past.
- 6 I speak for the First Lord of Hillsfar and make sure everyone knows it.