

# Starfall: A Forgotten Realms Campaign

*Faerun has known turmoil without limits in recent centuries – the Time of Troubles saw the death of many established religions, the Netherese returned casting their dark shadowy gaze over the world they once owned and dreamt of conquest, the Spellplague ripped through the land, merging a continent from another plane with the Faerun itself, a plague of zombies and the return of Myrkul nearly brought the world to halt were it not for the sacrifices of a few heroes.*

*Despite the devastation that crippled the land, Faerun prevails. People still struggle on in the face of growing adversity.*

*Goblinoids, giantkin, and other dark horrors lay claim to huge swathes of unmapped land. Full of shadowy forests, jagged mountains, and forgotten dungeons, Faerun is full of remnants from a time when mankind had the strength to keep the darkness at bay.*

*Perhaps they might find the strength again, for the goodly races still stand: dragonborn, dwarves, elves, genasi, halflings, and humans. These civilized races huddle in their cities and towns, dim points of light awash in a sea of inky*

*blackness, trying hard to restore civilization to a land that keeps losing it to catastrophe.*

## **RACES-**

**Dragonborn:** Honorable yet bestial, dragonborn strive to present the best face. Their biggest obstacle is the rage they've inherited from their draconic blood.

**Dwarves:** Sturdy and stout, dwarves believe they are the first of Faerun, and that they are born of stone.

**Elves:** Separated from their fey homes and cousins, elves of Faerun have adapted by becoming one with the natural world.

**Genasi:** Elements given life, many believe the genasi are races birthed of the spellplague. The genasi themselves do not know, they only seek to control the roiling chaos within them

**Halflings:** Incapable of settling down for long, halflings are nomads and river rats. They are amongst the most active merchants in all of Faerun.

**Half-Elves:** Self-reliant and forward thinking, these mix-breeds are common throughout Faerun

**Humans:** Hardy and ambitious, humans are the most populous of the civil races.



## **CHARACTER CREATION –**

No psionics or artificers.

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Please, try not to be evil.

Attributes will be discussed at table, but will include some dice rolling elements.

## STARTING OUT –

*DR 1483 – Year of the Tasked Weasel*

The campaign starts in Maloren's Rest, a small town nestled against the curve of the Tun River. The town is mainly full of a fishermen who troll the river and shepherds who tend to large flocks of sheep on the outskirts of town; it also houses a small military outpost.

A shade under 800 people lives in Maloren's Rest. The town has partial wooden walls to repel the possible incursions of evil races that are rumored to dwell in Farsea Swamp to the north. The city belongs to Cormyr, one of Faerun's last true nations. The town's nearest neighbor is Old Axe, a similarly sized lumber town.

You have been in town long enough, perhaps even raised here, to know your way around and identify some of the key townsfolk.

## KEY TOWNSFOLK

**Anders Hollowtooth** – Human male. Snow-bearded and stout, Anders is the town regent on behalf of Iron Shield. He serves as the militia and guard captain, as well. His main concerns are whipping young guards into shape, a remnant from his time serving in the army.

**Clever Jim Hollowtooth** – Ander's nephew has somehow managed to escape his uncle's ire for most of his life. He is a scoundrel and rake, and seems to have few cares aside from drinking, womanizing, and being vain.

**Jorek the Junker** – This halfling leans on a cane, though he's prone to whipping it around when he's angry, which is often. Possessed of piss and vinegar, Jorek may be the town's smallest inhabitant, but he is surely its loudest voice.

**Serg Strongstone** – This balding, near blind dwarf is an assistant to Anders. However, he spends most of his time near the town armory telling tales of battles against orc tribes. He can get the PCs armor and weapons, if they are willing to listen to him yap.

**Gemma** - A lovely young woman who is the proprietor of the Slippery Stone. She mostly works in the kitchen and keeps to herself. She is the apple of most of the town's eye,

as they long for her beauty and pity her life, since her parents were killed only a year ago.

**Gareld of Selune** – A thin elven priest, Gareld's frail frame hides a man with unyielding energy. Constantly active in the community, Gareld organizes festivals, arts, and fairs for the people of Maloren's Rest often times on his own. He operates a small church to Selune, and will sell rituals occasionally.

**Morelia** – The town's only wizard, Morelia enjoys the awe that comes with her mastery of the arcane arts in such a sleepy village. She is more than willing to take in students and sell rituals, and is currently hosting a school of about five children trying to teach them the Art.

## PLACES OF INTEREST –

**Slippery Stone Tavern:** The best inn around and the only one that rents rooms. Gemma runs a clean place and the seafood here is considered so good that people travel from Cormyr proper on occasion just to carouse and eat the crawfish soup.

Every Friday night the place is home to a Pirate's Dice tourney that draws in a standing-room crowd.

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**Fisherman's Tale:** This ramshackle bar sits right against the river and is a fairly rough establishment. A lot of cussing, smoking, and spitting. The proprietor, Shelby Wiggins, keeps a few halfling girls available for working men who want to unwind.

**The Shining Garden:** Gareld maintains this small shrine and cemetery on the south end of town. Every evening at high moon, whether people arrive or not, Gareld performs blessing and ceremonies honoring Selune.

**Bigsley Hall:** This large square cabin serves as the town hall. A monthly meeting is held here to debate town law and goings on. It also serves as a theatre for any of Gerald's productions.

**Circle Market:** Surrounding the Bigsley Hall is an open market place. every other Saturday merchants set up shop here to hawk foods and mundane goods.

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## CHARACTER QUESTIONARRE (Worth starting RP points)

1. Race/Class
2. Choose a Hook
3. Why have you come to the village?
- 3a. What do you do?

4. Where did you come from before?
5. What is your motivation?
6. Do you have any enemies?
7. What is the most traumatic thing to ever happen to you?
8. What is your favorite thing?
9. What do you regret?
10. What was the last rumor you heard?
11. Give me a connection to another PC
12. Give me a contrast with another PC
13. Give me an important NPC in your life.

Expect more questions throughout the campaign. I may start a website/wiki for this campaign, so we can handle that stuff there as wells.

