Luruar is a land of friendship and safety, a defensive league of strong, independent cities. It offers a new start for people with ruined lives, welcoming those of all races and backgrounds, as long as their intentions are noble.

LURUAR REGIONAL BENEFIT
You can reroll any History check, but you must keep the second result, even if it is worse.
You also gain one additional language of your choice.

COMMON KNOWLEDGE
The past century saw several smaller forests merge into the Glimmerwood. Although the cities of Everlund, Silverymoon, and Sundabar remain strong and united, dwarven allies of old have withdrawn. The boundaries around Luruar have changed as well, with the formation of the orc nation of Many-Arrows to the north, the opening of the elven kingdom of Evereska to the south, and the expansion of Netheril to the east.

REGIONAL FEATURES
The united cities of Silverymoon, Sundabar, and Everlund form a trinity of civilization at Luruar’s core. Despite the safety of the region’s cities and roads, its wilderness is dangerous, filled with murderous and hungry creatures.

Silverymoon: High Lady Alustriel’s line carries on in the form of her son, Methrammar Aeraumé, who is High Lord of Luruar and dwells in Silverymoon. The Gem of the North, as the city is known, attracts travelers, adventurers, and scholars with its university, library, temples, and promise of opportunity. Silverymoon welcomes many races, but elves, half-elves, and humans comprise most of its population.

Sundabar: With the growing threat of Netheril to the east, Sundabar has expanded its defenses and added to its ranks warriors from the far reaches of the world. In the shadow of the Netherese threat, Sundabar has flourished and is no longer known only for its magic weapons. The city’s reputation is built on its strong economy and fiercely independent people.

Glimmerwood: This single stand of trees is made up of formerly separate forests (the Moonwood, the Druarwood, the Cold Wood, and the Night Trees) that grew together. Orcs and Uthgardt barbarians dwell in the western and northern sections, but few dare venture into the eastern expanse, the home of a clan of lycanthropic skinchangers known as the People of the Black Blood.

Nether Mountains: The past decades have seen a rise in monstrous activity in the Nether Mountains, the focus of which has been on a figure known as the Mound King. This plaguechanged wight is only one threat, however, for shades and humans from Netheril grow increasingly bold, launching raids from these mountains.

The Evermoors: Dangerous as always, the Evermoors continue to represent an untamable blot on otherwise civil lands. The growing strength of the town of Nesmé, as well as that of Luruar’s Knights in Silver, has succeeded in quashing the former troll threat, but now hill giants have run amok. However, the giants avoid the center of the Evermoors, for something dwells there that makes meals even of them.

Peoples of Luruar
Humans, elves, and half-elves make up Luruar’s dominant population. Dwarves, halflings, and eladrin are present in smaller numbers. Although viewed with some skepticism, dragonborn, tieflings, half-orcs, and genasi also appear on the streets of Luruar’s diverse cities.

THE KINGDOM OF MANY-ARROWS
Many-Arrows is a nation of orcs located to the north of Luruar. Although orcs occasionally raid the southern lands, conflict between Luruar and Many-Arrows has thus far been averted. The Uthgardt barbarians who operate independently within Luruar are enemies of Many-Arrows and act as unintentional defenders against independent orc incursions.
Each city offers a differing degree of open-mindedness, but in general, the nation's cities have shrugged off the prejudices that plague much of southern Faerûn.

**Adventurers**

In Luruar, folk often say that two kinds of people exist—adventurers and everyone else. It’s not uncommon to find a tailor who once sailed the Sword Coast or a blacksmith who has explored ruins in the Delimbyr Vale. Sometimes it seems that every person has a story. Luruar is a place where adventurers can walk the roads with freedom and explore the wilds on their own terms.

**Worldwise Adventurer:** Sure, everyone has a story, but you have dozens . . . no, hundreds! You’ve seen the world, evaded death, and accumulated a wealth of knowledge—some of which is accurate, most of which is not. You are always eager for a new opportunity to put your feet to the road. Your experience has taught you one undeniable lesson: When adventure calls, you had better heed its words.

**Roleplaying Tips:** You’re a sucker for new experiences, but that doesn’t stop you from relating old tales. You constantly recount your exploits, most of which are exaggerated if not wholly fictional.

**Sheltered Student:** You have spent your life in Silverymoon, learning of far-off lands, ancient mysteries, and exotic peoples. You have become the dignified, proper student that your parents hoped you would be, yet despite academic success, your life seems purposeless. You see strange travelers from distant lands that you have only read about and hear stories that no book could relate. It’s time to change your life, and you simply need to figure out where to start.

**Roleplaying Tips:** You are a repository of history and stories but have no practical experience. You find amazement in simple wonders and are inordinately fascinated by the past.

**Harper of Luruar:** You grew up in a family of adventurers who told stories of the heroes of long ago known as the Harpers. When you came of age, you set about attempting to join the last remnant of the organization, which was based in Everlund’s Moongleam Tower. You were required to prove yourself, which you did at great risk. You now count yourself among the organization’s secret ranks. A protector by nature, you long to see Netheril’s Shadovar driven back and the lands of Luruar tamed and civilized.

**Roleplaying Tips:** You are experienced and confident in your abilities, but secretive about your background. You speak of a greater purpose and act to protect those in need.

**Character Motivations**

Luruar has a rich legacy of adventure, so its people are rarely surprised when one of their own sets off to uncover ancient secrets, battle terrible beasts, and achieve great wealth.

**Everlund’s Lost Elder:** Among the great mysteries of Luruar is the fate of one of Everlund’s elder mages, Idrahan Lightcusp. You grew up hearing rumors and stories of her disappearance, and now you hope to uncover the truth, earning a place of respect among your people—not to mention a sizable reward. You travel where fate takes you, hoping that if you visit enough of the world’s dark places, someday you will find word of the lost elf.

**Roleplaying Tips:** You are focused on completing the task you have set for yourself, but because you don’t know where to start, you’re always open to adventure. You remain optimistic, shrugging off the dark rumors surrounding your quest.

**High Lord of Luruar:** Alustriel’s son Methrammar Aerasumé is old, and the time to select a new High Lord of Luruar draws near. The position is meritocratic, but though you have dabbled in politics, you have not yet earned the necessary reputation or wisdom to have hopes for the position. Nonetheless, you are prepared to take steps, facing battles in the political arena and the wilderness to gain status and prove your worth as a potential candidate.

**Roleplaying Tips:** You know that reputation is a factor in the selection of a High Lord, so you are always eager to take action to improve your name. You enjoy social and physical contests alike, and you act against anyone who dares to impeach your character.

**World’s Safety:** The world has grown increasingly dangerous, and you recognize that people must act to keep it safe. You are alarmed by rumors of skinchangers in the Glimmerwood, giants in the Evermoors, and shades in the Nether Mountains, and you are prepared to battle monsters to protect Luruar. From there, you hope to work toward making the roads of other nations safe again, whether that means eliminating brigands or battling the Abolethic Sovereignty.

**Roleplaying Tips:** You are ready to take action, regardless of the enemy. However, you lack an ultimate vision, which leads you to be eclectic in your adventuring choices.