

## **Aarakocra**

Sequestered in high mountains atop tall trees, the aarakocra, sometimes called birdfolk, evoke fear and wonder. Many aarakocra aren't even native to the Material Plane. They hail from a world beyond—from the boundless vistas of the Elemental Plane of Air. They are immigrants, refugees, scouts, and explorers, their outposts functioning as footholds in a world both strange and alien.

### **Beak and Feather**

From below, aarakocra look much like large birds. Only when they descend to roost on a branch or walk across the ground does their humanoid appearance reveal itself. Standing upright, aarakocra might reach 5 feet tall, and they have long, narrow legs that taper to sharp talons.

Feathers cover their bodies. Their plumage typically denotes membership in a tribe. Males are brightly colored, with feathers of red, orange, or yellow. Females have more subdued colors, usually brown or gray. Their heads complete the avian appearance, being something like a parrot or eagle with distinct tribal variations.

### **Sky Wardens**

Nowhere are the aarakocra more comfortable than in the sky. They can spend hours in the air, and some go as long as days, locking their wings in place and letting the thermals hold them aloft. In battle, they prove dynamic and acrobatic fliers, moving with remarkable speed and grace, diving to lash opponents with weapons or talons before turning and flying away.

Once airborne, an aarakocra leaves the sky with reluctance. On their native plane, they can fly for days or months, landing only to lay their eggs and feed their young before launching themselves back into the air. Those that make it to a world in the Material Plane find it a strange place. They sometimes forget or ignore vertical distances, and they have nothing but pity for those earthbound people forced to live and toil on the ground.

### **Avian Mannerisms**

The resemblance of aarakocra to birds isn't limited to physical features. Aarakocra display many of the same mannerisms as ordinary birds. They are fastidious about their plumage, frequently tending their feathers, cleaning and scratching away any tiny passengers they might have picked up. When they deign to descend from the sky, they often do so near pools where they can catch fish and bathe themselves.

Many aarakocra punctuate their speech with chirps, sounds they use to convey emphasis and to shade meaning, much as a human might through facial expressions and gestures. An aarakocra might become frustrated with people who fail to pick up on the nuances; an aarakocra's threat might be taken as a jest and vice versa.

The idea of ownership baffles most aarakocra. After all, who owns the sky? Even when explained to them, they initially find the notion of ownership mystifying. As a result, aarakocra who have little interaction with other people might be a nuisance as they drop from the sky to snatch livestock or plunder harvests for fruits and grains. Shiny, glittering objects catch their eyes. They find it hard not to pluck the treasure and bring it back to their settlement to beautify it. An aarakocra who spends years among other races can learn to inhibit these impulses.

Confinement terrifies the aarakocra. To be grounded, trapped underground, or imprisoned by the cold, unyielding earth is a torment few aarakocra can withstand. Even when perched on a high branch or at rest in their mountaintop homes, they appear alert, with eyes moving and

bodies ready to take flight.

## **Homelands**

Most aarakocra live on the Elemental Plane of Air. Aarakocra can be drawn into the Material Plane, sometimes to pursue enemies or thwart their foes' designs there. Accident might also send a nest of aarakocra tumbling into a world on that plane. A few find their way to such a world through portals on their own plane and establish nests in high mountains or in the canopies of old forests.

Once tribes of aarakocra settle in an area, they share a hunting territory that extends across an area up to 100 miles on a side, with each tribe hunting in the lands nearest to their colony, ranging farther should game become scarce.

A typical colony consists of one large, open-roofed nest made of woven vines. The eldest acts as leader with the support of a shaman.

Never well established in Faerûn, aarakocra have only four major colonies: in the Star Mounts within the High Forest, in the Storm Horns in Cormyr, in the Cloven Mountains on the Vilhon Reach, and in the Mistcliffs in Chult.

Those colonies established in the Star Mounts, closest to the Dessarin Valley, were ever a secretive and guarded people, only spotted during their flights over the High Forest. A cruel and rapacious green dragon nearly wiped out the population and scattered the survivors. These aarakocra and their descendants have sworn vengeance against the dragon and may be seen scouring the lands of the North and Cormyr for signs of their foe.

Their only remaining settlement lies on the slopes of the Star Mounts' southernmost mountains. At the headwaters of the Unicorn Run, the Last Aerie is home to several dozen aarakocra. Recently, aarakocra elders detected changes in the prevailing winds that they regarded as a bad omen.

Unlike the aarakocra of other worlds on the Material Plane, the aarakocra of the Realms rarely travel to the Elemental Plane of Air.

## **Great Purpose**

Aarakocra enjoy peace and solitude. Most of them have little interest in dealing with other peoples and less interest in spending time on the ground. For this reason, it takes an exceptional circumstance for an aarakocra to leave his or her tribe and undertake the adventurer's life. Neither treasure nor glory is enough to lure them from their tribes; a dire threat to their people, a mission of vengeance, or a catastrophe typically lies at the heart of the aarakocra adventurer's chosen path.

Two other circumstances might call an aarakocra to adventure. First, aarakocra have historical ties to the Wind Dukes of Aqaa. Exceptional individuals honor that connection and might seek out the missing pieces of the Rod of Seven Parts, the remains of an artifact fashioned by the Wind Dukes long ago to defeat the Queen of Chaos's monstrous champion, Miska the Wolf-Spider.

When plunged into Miska's body, the chaos in his blood sundered the rod and scattered its pieces across the multiverse. Recovering the pieces means gaining honor and esteem in the eyes of the vaati who forged it and could possibly restore a powerful weapon for defense against the agents of elemental evil.

Second, aarakocra are sworn foes of elemental earth, in particular the gargoyles that serve Ogrémoch, the Prince of Earth. The Aarakocra word for gargoyle is loosely translated as "flying rock," and battles between aarakocra and gargoyles have raged across the Elemental Planes of Earth and Air, occasionally spilling into a world on the Material Plane. Aarakocra on that plane might leave their colonies to lend aid to other humanoids committed to fighting earth cults and thwarting their efforts.

## Aarakocra Names

As with much of their speech, aarakocra names include clicks, trills, and whistles to the point that other peoples have a difficult time pronouncing them. Typically, a name has two to four syllables with the sounds acting as connectors. When interacting with other races, aarakocra may use nicknames gained from people they meet or shortened forms of their full names.

An aarakocra of either gender may have one of these short names: Aera, Aial, Aur, Deekek, Errk, Heehk, Ikki, Kleeck, Oorr, Ouss, Quaf, Quierk, Salleek, Urreek, or Zeed.

## Aarakocra Traits

As an aarakocra, you have certain traits in common with your people. Being able to fly at high speed starting at 1st level is exceptionally effective in certain circumstances and exceedingly dangerous in others. As a result, playing an aarakocra requires special consideration by your DM.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Wisdom score increases by 1.

**Age.** Aarakocra reach maturity by age 3. Compared to humans, aarakocra don't usually live longer than 30 years.

**Alignment.** Most aarakocra are good and rarely choose sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

**Size.** Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

**Speed.** Your base walking speed is 25 feet.

**Flight.** You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

**Talons.** You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

**Language.** You can speak, read, and write Common, Aarakocra, and Auran.

## **Aasimar**

Aasimar, derived from the Mulhorandi word *aasimon*, are human-based planetouched, native outsiders that have in their blood some good, otherworldly characteristics. They are often, but not always, descended from angels and other creatures of pure good alignment, but while predisposed to good alignments, aasimar are by no means always good.

### **Touched by Heaven**

Aasimar bore the mark of their celestial touch through many different physical features that often varied from individual to individual. Most commonly, aasimar were very similar to humans, like tieflings and other planetouched. Nearly all aasimar were uncommonly beautiful and still, and they were often significantly taller than humans as well.

While several aasimar were immediately identifiable as such, others were even less distinguishable than tieflings from their human ancestors, commonly standing out with only one unusual feature. Most aasimar had pupil-less pale white, gray, or golden eyes or silver hair, but those descended from planetars could also have emerald skin, while those descended from avoral celestials might have feathers mixed in with their hair. Those descended from ghaeles often had pearly opalescent eyes. Solar-descended aasimars often had brilliant topaz eyes instead or silvery or golden skin and devas with couatl or lillend lineage most commonly had small, iridescent scales. Many aasimar also had a light covering of feathers on their shoulders, where an angel's wings might sprout. As in tieflings, aasimar bloodlines could sometimes run dormant for generations, reemerging after being hidden for some time.

### **Good-natured, but strange**

Most aasimar grow up cautious around others and, like tieflings, are sometimes misunderstood, though never to the hateful extent many of the fiendish bloodlines are. Even those raised by understanding parents can not escape their strangeness, or the curiosity (or even fear) that their unique nature sometimes provokes. Many aasimar even suffers prejudice, something that deeply hurt the soul of the aasimar in question since most have an inherent bent towards empathy for others.

Though many aasimar are good in nature, thanks in a large part to their celestial ancestors, not all were - just as not all tieflings are evil. Some aasimar fell into the trap of evil, corrupted perhaps by experience or the counsel and aid of an evil god. Shar and Sseth in particular take pleasure in corrupting aasimar and turning them from the ways of their celestial forebears, nursing grudges fueled by the prejudice of others. Most aasimar avoid this path, however, and a few even receives direct counsel from their celestial ancestor or a creature in its service. These individuals are the aasimar most likely to manifest the stereotypical virtues of a celestial.

### **Angelkin among Mortals**

Aasimar are exceptionally rare throughout Toril and, as such, had no true cities or societies of their own, much like other planetouched. Aasimar can live for the whole of their life without ever meeting another of their kind and, as such, are resigned to living amongst other races. Very few aasimar have siblings who are also aasimar; in large part due to the rarity of a celestial or god mating with a human but also due to the fact that aasimar who spring from ancient bloodlines long left dormant are even rarer. On the rare occasions where two aasimar do meet, they often feel a kind of kinship and unspoken understanding with one another. Most aasimar are likely to take the side of another instinctively, regardless of personal feeling and there is a strong bond between aasimar of all stripes.

## Homeless

Aasimar were most commonly found in the eastern lands of Unther and Mulhorand, where they were the descendants of the good deities who once walked among the mortals. Since the Spellplague, however, and the devastation of both lands, Aasimar became wandering nomads bound to no land or god and spread widely over the face of Faerûn, as well as other parts of Toril. Those from outside of Faerûn were often drawn to it, perhaps by the ancestral lure of Unther and Mulhorand, and so many aasimar could be found in borderlands such as Durpar, Murghôm, Thesk, or Waterdeep, though none of these places were considered traditional homelands

## Aasimar Traits

**Ability Score Increase.** Your Wisdom score increases by 1, and your Charisma score increases by 2.

**Age.** Aasimar mature at the same rate as humans but live a few years longer.

**Alignment.** Due to their celestial heritage, aasimar are often good. However, some aasimar fall into evil, rejecting their heritage.

**Size.** Aasimar are built like well-proportioned humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.

**Celestial Legacy.** You know the *light* cantrip. Once you reach 3rd level, you can cast the *lesser restoration* spell once with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the *daylight* spell once with this trait as a 3rd-level spell, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Common and Celestial.

## **Dragonborn**

Draconic humanoids from another world, the dragonborn of Faerûn are proud, honorable, and relatively rare. Slaves to dragons on their world of origin, they are now a free people looking for a place and purpose in their new world.

### **Proud Dragon Kin**

Dragonborn look very much like dragons standing erect in humanoid form, though they lack wings or a tail. The first dragonborn had scales of vibrant hues matching the colors of their dragon kin, but generations of interbreeding have created a more uniform appearance.

Their small, fine scales are usually brass or bronze in color, sometimes ranging to scarlet, rust, gold, or copper-green. They are tall and strongly built, often standing close to 6½ feet tall and weighing 300 pounds or more. Their hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

The blood of a particular type of dragon runs very strong through some dragonborn clans. These dragonborn often boast scales that more closely match those of their dragon ancestor- bright red, green, blue, or white, lustrous black, or gleaming metallic gold, silver, brass, copper, or bronze.

### **Uncertain Origins**

As with all stories of the ancient past, tales of the origins of the dragon born are hazy and sometimes contradictory. Each reveals something about the dragonborn in its telling, however. One story relates that the dragonborn were shaped by the ancient dragon-god Io at the same time that Io created the dragons. In the beginning of days, Io fused brilliant astral spirits with the unchecked fury of the elements. The greater spirits became dragons- creatures so powerful, proud, and willful that they were lords of the newborn world. The lesser spirits became the dragonborn. Although smaller in stature, they were no less draconic in nature. This tale stresses the close kinship between dragons and dragonborn, while reinforcing the natural order of things- dragons rule and dragonborn serve, at least according to the dragonborn's former masters.

Another legend asserts that Io created the dragons at the birth of the world, but dragonborn did not yet exist. Then, during the Dawn War, Io was killed by the primordial known as Erek-Hus, the King of Terror. With a rough-hewn axe of adamantine, the behemoth split Io from head to tail, cleaving the dragon-god into two equal halves, which rose up as new gods- Bahamut and Tiamat. Droplets of Io's blood, spattered across the world, became the first dragonborn. For some who believe it, this origin story supports the view that dragonborn are clearly inferior to the dragons that were made by Io's loving hand, while others emphasize that the dragonborn arose from Io's own blood- just as two draconic deities arose from the god's severed body. So are the dragonborn not, therefore, like the gods themselves?

A third origin story posits that dragonborn were the firstborn of the world, created by Io before the existence of other humanoid races, which were pale imitations of dragonborn perfection. Io shaped the dragonborn and fired them with his breath, then spilled his own blood to give them life. The first dragonborn served Io as companions and allies, filling his astral court and singing his praises. The dragons he made only later, at the start of the Dawn War, to serve as engines of destruction. This view of dragonborn history is shared by those who believe that dragonborn are superior to other races and thus should be the masters of dragons and not the other way around.

Despite their differing conclusions, a common theme binds all these legends together: the dragonborn owe their existence to Io, the great dragon-god who created all of dragonkind. The dragonborn, all legends agree, are not the creations of Bahamut or Tiamat- and so they have

no predetermined side in the conflict between those gods. Every individual dragonborn, regardless of one's particular draconic ancestry, makes a personal choice in matters of ethics and morality.

## **The Fight for Freedom**

Dragon born hail from Abeir, the primordial twin of Toril. On that world most of the dragonborn are slaves to their dragon masters, though many won their freedom and formed nations of free dragon born. During the Spellplague, the two worlds intersected and one of those free dragonborn nations, Tymanchebar, was transported to FaerG.n. It displaced the nation of Unther, and out of the ashes of these two kingdoms, the surviving drag-onborn formed Tymanther, a new dragonborn nation in Faerûn.

For a time, the dragonborn of Tymanther sought to integrate with their new world while maintaining their own traditions and culture. These efforts gave the nation and its people a reputation for being honorable and worthy of respect. Only a few generations later, however, the events of the Sundering returned Unther to FaerG.n, and the formerly displaced land sought to reclaim all it had lost to Tymanther. Reeling from this disaster, the remaining dragonborn in FaerG.n now find they must work even harder and with fewer resources to find their place among the people the world.

## **Honor and Family**

Every aspect of dragonborn life is dictated by the race's code of honor and strict adherence to tradition. Dragonborn society is highly ordered, with each member expected to do one's utmost for family and clan. This loyalty and sense of duty sustained the dragonborn during their long history of enslavement and also enabled them to form communities and nations of free dragonborn.

In dragonborn culture, the family is made up of one's direct relations, while a clan is a collection of families brought together by alliance, intermarriage, or shared history. Although they are rarely forced to choose one over the other, the clan's welfare is more important to most dragonborn than the family's. The promise of honor within the clan drives them to acts of heroism daring, or excellence, all meant to bring glory to the Clan first and the individual second.

The aftermath of the Sundering has tested these principles, leaving some clans fractured and decentralized. Some dragonborn in Faerûn seek to recapture the sort of connection they had with a now-lost clan or family by forging new relationships among their non-dragonborn allies and companions.

Dragonborn in Faerûn have the racial traits of dragonborn in the *Player's Handbook*.

## **Self-Sufficient Clans**

To any dragonborn, the clan is more important than life itself. Dragonborn owe their devotion and respect to their clan above all else, even the gods. Each dragonborn's conduct reflects on the honor of his or her clan, and bringing dishonor to the clan can result in expulsion and exile. Each dragonborn knows his or her station and duties within the clan, and honor demands maintaining the bounds of that position.

A continual drive for self-improvement reflects the self-sufficiency of the race as a whole. Dragonborn value skill and excellence in all endeavors. They hate to fail and they push themselves to extreme efforts before they give up on something. A dragonborn holds mastery of a particular skill as a lifetime goal. Members of other races who share the same commitment find it easy to earn the respect of a dragonborn.

Though all dragonborn strive to be self-sufficient, they recognize that help is sometimes needed in difficult situations. But the best source for such help is the clan, and when a clan

needs help, it turns to another dragonborn clan before seeking aid from other races - or even from the gods.

## Philosophy and Religion

Their code of honorable behavior and unswerving loyalty serves the dragonborn as a kind of faith, and, according to the traditionalists among them, that outlook is all the religion they need. Because they were forced to worship their draconic masters in times past, dragonborn are generally skeptical about religion, seeing it as a form of servitude. The skeptics believe that no matter how their original god, Io, brought them into being, that ancient deity is either long dead or uncaring about their fate, and the dragon gods that supplanted Io seem primarily interested in amassing soldiers for their ages-old conflict.

Still, some dragonborn do hear the call of the gods of Faerûn and choose to serve them, and are as loyal in this faith as they are to any other cause. Bahamut and Tiamat have dragonborn worshipers, and both Torm and Tyr appeal to the dragonborn sense of honor and order. Similarly, Tempus and the Red Knight appeal to the warrior spirit in some dragonborn, and Kelemvor speaks to some of the inevitability of death and the need to live well in one's allotted time. Religious belief is an intensely personal thing the dragonborn who espouse it, some of whom are as devoted to their faith as they are to their family and clan.

## Dragonborn Names

Dragonborn have personal names given at birth, but they put their clan names first as a mark of honor. A childhood name or nickname is often used among clutchmates as a descriptive term or a term of endearment. The name might recall an event or center on a habit,

**Male Names:** Arjhan, Balasar, Bharash, Donaar, Ghesh, Heskan, Kriv, Medrash, Mehen, Nadarr, Pandjed, Patrin, Rhogar, Shamash, Shedinn, Tarhun, Torinn

**Female Names:** Akra, Biri, Daar, Farideh, Harann, Havilar, Jheri, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava, Uadjit

Childhood Names: Climber, Earbender, Leaper, Pious, Shieldbiter, Zealous

**Clan Names:** Clethtinthiallor, Daardendrian, Delmirev, Drachedandion, Fenkenkabradon, Kepeshkmolik, Kerrhylon, Kimbatuul, Linxakasendalor, Myastan, Nemmonis, Norixius, Ophinshtalajjir, Prexijandilin, Shestendeliath, Turnuroth, Verthisathurgiesh, Yarjerit

## Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

**Ability Score Increase.** Your Strength score increases by 2. and your Charisma score increases by 1.

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Alignment.** Dragonborn tend to extremes. making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat. Respectively). Most dragonborn are good but those who side with Tiamat can be terrible villains.

**Size.** Dragonborn are taller and heavier than humans standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Draconic Ancestry.** You have draconic ancestry. Choose one type of dragon from the following table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Dragon	Damage Type	Breath weapon
Black	Acid	5 by 30 ft. line (Dex. save)

Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

**Breath Weapon.** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

**Damage Resistance.** You have resistance to the damage type associated with your draconic ancestry.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

## **Dwarves**

The Stout Folk are deliberate and steadfast, with a proud history as great artisans, builders, and warriors. Although the glory of their empires faded long ago, the dwarves still hold to their ancient ways and traditions. They stubbornly defend what remains of their old domains beneath hill and mountain, and some seek to reclaim what they have lost to the depredations of orcs, goblins, and the inexorable march of time.

According to their own legends, dwarves were formed from iron, mithral, earth, and stone on the Soulforge of Moradin. After the All-Father breathed life into them in the heart of the world, dwarves found their way to the surface and, from there, spread across each continent.

Thousands of years of settlement and separation divided the dwarves into distinct subraces: the shield dwarves, most common in the North and the Sword Coast; the gold dwarves of the southern lands; and the gray dwarves, or duergar, of the Underdark.

The Dwarvish language of Faerûn uses a runic alpha-bet called Dethek, whose characters are easy to etch into stone and metal, as evidenced by the runestones and way-markers found in ancient dwarven tunnels and mines.

### **Short and Stout**

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. Though they stand well under 5 feet tall, dwarves are so broad and compact that they can weigh as much as a human standing nearly two feet taller. Their courage and endurance are also easily a match for any of the larger folk.

Dwarven skin ranges from deep brown to a paler hue tinged with red, but the most common shades are light brown or deep tan, like certain tones of earth. Their hair, worn long but in simple styles, is usually black, gray, or brown, though paler dwarves often have red hair. Male dwarves value their beards highly and groom them carefully.

### **Long Memory, Long Grudges**

Dwarves can live to be more than 400 years old, so the oldest living dwarves often remember a very different world. For example, some of the oldest dwarves living in Citadel Felbarr (in the world of the Forgotten Realms) can recall the day, more than three centuries ago, when orcs conquered the fortress and drove them into an exile that lasted over 250 years. This longevity grants them a perspective on the world that shorter-lived races such as humans and halflings lack.

Dwarves are solid and enduring like the mountains they love, weathering the passage of centuries with stoic endurance and little change. They respect the traditions of their clans, tracing their ancestry back to the founding of their most ancient strongholds in the youth of the world, and don't abandon those traditions lightly. Part of those traditions is devotion to the gods of the dwarves, who uphold the dwarven ideals of industrious labor, skill in battle, and devotion to the forge.

Individual dwarves are determined and loyal, true to their word and decisive in action, sometimes to the point of stubbornness. Many dwarves have a strong sense of justice, and they are slow to forget wrongs they have suffered. A wrong done to one dwarf is a wrong done to the dwarf's entire clan, so what begins as one dwarf's hunt for vengeance can become a full-blown clan feud.

### **Clans and Kingdoms**

Dwarven kingdoms stretch deep beneath the mountains where the dwarves mine gems and precious metals and forge items of wonder. They love the beauty and artistry of precious

metals and fine jewelry, and in some dwarves this love festers into avarice. Whatever wealth they can't find in their mountains, they gain through trade. They dislike boats, so enterprising humans and halflings frequently handle trade in dwarven goods along water routes. Trustworthy members of other races are welcome in dwarf settlements, though some areas are off limits even to them.

The chief unit of dwarven society is the clan, and dwarves highly value social standing. Even dwarves who live far from their own kingdoms cherish their clan identities and affiliations, recognize related dwarves, and invoke their ancestors' names in oaths and curses. To be clanless is the worst fate that can befall a dwarf.

Dwarves in other lands are typically artisans, especially weaponsmiths, armorers, and jewelers. Some become mercenaries or bodyguards, highly sought after for their courage and loyalty.

## Gods, Gold, and Clan

Dwarves who take up the adventuring life might be motivated by a desire for treasure—for its own sake, for a specific purpose, or even out of an altruistic desire to help others. Other dwarves are driven by the command or inspiration of a deity, a direct calling or simply a desire to bring glory to one of the dwarf gods. Clan and ancestry are also important motivators. A dwarf might seek to restore a clan's lost honor, avenge an ancient wrong the clan suffered, or earn a new place within the clan after having been exiled. Or a dwarf might search for the axe wielded by a mighty ancestor, lost on the field of battle centuries ago.

## Dwarf Names

A dwarf's name is granted by a clan elder, in accordance with tradition. Every proper dwarven name has been used and reused down through the generations. A dwarf's name belongs to the clan, not to the individual. A dwarf who misuses or brings shame to a clan name is stripped of the name and forbidden by law to use any dwarven name in its place.

**Male Names:** Adrik, Alberich, Baern, Barendd, Brottor, Bruenor, Dain, Darrak, Delg, Eberk, Einkil, Fargrim, Flint, Gardain, Harbek, Kildrak, Morgran, Orsik, Oskar, Rangrim, Rurik, Taklinn, Thoradin, Thorin, Tordek, Traubon, Travok, Ulfgar, Veit, Vondal

**Female Names:** Amber, Artin, Audhild, Bardryn, Dagnal, Diesa, Eldeth, Falkrunn, Finellen, Gunnloda, Gurdis, Helja, Hlin, Kathra, Kristryd, Ilde, Liftrasa, Mardred, Riswynn, Sannl, Torbera, Torgga, Vistra

**Clan Names:** Balderk, Battlehammer, Brawnnavil, Dankil, Fireforge, Frostbeard, Gorunn, Holderhek, Ironfist, Loderr, Lutgehr, Rumnaheim, Strakeln, Torunn, Ungart

## Dwarven Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Alignment.** Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

**Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

**Speed.** Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

**Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

**Subrace.** Select one of the following subraces:

### **Shield Dwarf**

The ancestral home of the shield dwarves is in northern Faerûn, where ancient dwarfholds exist in the North, Damara, Impiltur, Vaasa, the Vast, and the Western Heartlands. The most famous of the old shield dwarf cities is Citadel Adbar, north and east of Silverymoon.

Many of these dwarfholds have changed hands over the centuries in a cycle of invasion by enemies, followed by reconquest by the dwarves. Living in a near-constant state of war for generations, shield dwarves are a hardy people, slow to trust, with long memories and often an equally long list of grievances against their ancient enemies. The more conservative among them want to maintain the traditions and remaining holdings of their people, isolated from the influence of outsiders and safe from invaders behind thick walls of stone. Shield dwarves of a more adventurous bent are interested in exploring the world and seeing what lies beyond the bounds of their ancient dwarfholds.

Shield dwarves have the racial traits of mountain dwarves in the *Player's Handbook*. Their skin is usually fair, eyes green, hazel, or silver-blue, and they have brown, blond, or red hair. Full beards and mustaches are commonly seen on male shield dwarves. Shield dwarves are renowned artisans, particularly in metal and stone. They tend to focus more on sturdiness in their craft than on the artistic flourishes and gilding favored by their gold dwarf cousins. Shield dwarf crafters build to last, and each one's signature mark placed upon an enduring masterpiece serves as a way of gaining immortality.

**Ability Score Increase.** Your Strength score increases by 2.

**Dwarven Armor Training.** You have proficiency with light and medium armor.

### **Gold Dwarf**

Gold dwarves are common in the lands to the south and east. They are formidable warriors, proud of their long traditions, with strong ties to clan. They are gruff and haughty and have a love of fine craftsmanship and an eagerness to trade.

Significant settlements of gold dwarves exist in the Great Rift, the area surrounding the Dragon Coast, as well as in the Old Empires of eastern Faerûn. Smaller communities are found in the Smoking Mountains, in the Giant's Run Mountains, and the Western Heartlands.

Because they have not endured the same cycle of invasion and displacement, gold dwarves tend to be more optimistic than their shield dwarf cousins, but they're still standoffish and prideful as only a dwarf can be. They believe their race's stable history is the result of their attentiveness to tradition, and have little doubt that the future of the gold dwarves will be just as peaceful, if they remain true to their customs and principles.

Gold dwarves have the racial traits of hill dwarves in the *Player's Handbook*. They are stocky and muscular, averaging about 4 feet tall, with brown skin, black or brown hair, and brown or hazel eyes, with green eyes rare (and considered lucky). Males grow full beards that they keep

oiled and well groomed, and both genders wear their hair long and often elaborately braided. Gold dwarves are best known for crafting beautiful objects. According to them, all the natural resources of the world exist for mortals to turn them into objects of great beauty. Gold dwarves don't want the most of everything; they want the best. Their artisans toil over items for years, getting their etchings and fine details just right before being satisfied with their efforts.

That deliberate, perfectionist approach is a reflection of gold dwarf culture, in which there is a right and proper way to do everything. Tradition dictates every aspect of a gold dwarf's life, from one's place in society, to prospects for marriage, to what careers are acceptable. Gold dwarves who take up a life of adventuring, away from the clan, rarely forsake their traditions when doing so. Even though they might have to live as outsiders for a time, they hope to ultimately improve their standing in their society.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

### **Duergar**

The gray dwarves, or duergar, live deep in the Underdark. After delving deeper than any other dwarves, they were enslaved by mind flayers for eons. Although they eventually won their freedom, these grim, ash-en-skinned dwarves now take slaves of their own and are as tyrannical as their former masters.

Physically similar to other dwarves in some ways, duergar are wiry and lean, with black eyes and bald heads, with the males growing long, unkempt, gray beards.

Duergar value toil above all else. Showing emotions other than grim determination or wrath is frowned on in their culture, but they can sometimes seem joyful when at work. They have the typical dwarven appreciation for order, tradition, and impeccable craftsmanship, but their goods are purely utilitarian, disdaining aesthetic or artistic value.

Few duergar become adventurers, fewer still on the surface world, because they are a hidebound and suspicious race. Those who leave their subterranean cities are usually exiles. Check with your Dungeon Master to see if you can play a gray dwarf character.

**Ability Score Increase.** Your Strength score increases by 1.

**Superior Darkvision.** Your darkvision has a radius of 120 feet.

**Extra Language.** You can speak, read, and write Undercommon.

**Duergar Resilience.** You have advantage on saving throws against illusions and against being charmed or paralyzed.

**Duergar Magic.** When you reach 3rd level, you can cast the enlarge/reduce spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the invisibility spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

**Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

## **Elves**

Skilled in both magic and warfare, the Tel'Quessir- "the People," as they call themselves- came to Faerûn ages ago, building vast and powerful empires long before the rise of humans. The days of the great elven nations are now long past, and many elves have withdrawn from the world into isolated sylvan realms, or set sail across the Trackless Sea to the isle of Evermeet.

Unlike dwarves, who developed subraces in the world, elves brought their divisions with them, settling into separate kingdoms by type. Beings of immense power, the first elves explored and settled the world, bringing about a golden age of art, magic, and civilization. At the height of their power, the elves performed a High Magic ritual intended to create the ideal homeland. They succeeded, but the spell sundered the land in a terrible cataclysm at the same time that it caused the distant isle of Evermeet to rise from beneath the sea.

Then came the Crown Wars, a series of conflicts between the great elven kingdoms lasting three thousand years. These battles devastated much of the world and resulted in the dark elves' flight into the Underdark.

Reeling from these calamities, the elven empires went into a long, slow decline, and many of their kind took part in the great Retreat to their refuge on Evermeet. As the elves increasingly withdrew from the world, other races and civilizations rose to prominence in Faerûn.

The Elvish language used across Faerûn - sometimes called the True Tongue by elves - is written in the graceful script of the Espruar alphabet. Seldruin, the ancient language of elven High Magic that uses the Hamarfae alphabet, is all but forgotten nowadays.

### **Slender and Graceful**

With their unearthly grace and fine features, elves appear hauntingly beautiful to humans and members of many other races. They are slightly shorter than humans on average, ranging from well under 5 feet tall to just over 6 feet. They are more slender than humans, weighing only 100 to 145 pounds. Males and females are about the same height, and males are only marginally heavier than females.

Elves' coloration encompasses the normal human range and also includes skin in shades of copper, bronze, and almost bluish-white, hair of green or blue, and eyes like pools of liquid gold or silver. Elves have no facial and little body hair. They favor elegant clothing in bright colors, and they enjoy simple yet lovely jewelry.

### **A Timeless Perspective**

Elves can live well over 700 years, giving them a broad perspective on events that might trouble the shorter-lived races more deeply. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance. When pursuing a goal, however, whether adventuring on a mission or learning a new skill or art, elves can be focused and relentless. They are slow to make friends and enemies, and even slower to forget them. They reply to petty insults with disdain and to serious insults with vengeance.

Like the branches of a young tree, elves are flexible in the face of danger. They trust in diplomacy and compromise to resolve differences before they escalate to violence. They have been known to retreat from intrusions into their woodland homes, confident that they can simply wait the invaders out. But when the need arises, elves reveal a stern martial side, demonstrating skill with sword, bow, and strategy.

### **Hidden Woodland Realms**

Most elves dwell in small forest villages hidden among the trees. Elves hunt game, gather food,

and grow vegetables, and their skill and magic allow them to support themselves without the need for clearing and plowing land. They are talented artisans, crafting finely worked clothes and art objects. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals (which they have no interest in mining).

Elves encountered outside their own lands are commonly traveling minstrels, artists, or sages. Human nobles compete for the services of elf instructors to teach swordplay or magic to their children.

## Exploration and Adventure

Elves take up adventuring out of wanderlust. Since they are so long-lived, they can enjoy centuries of exploration and discovery. They dislike the pace of human society, which is regimented from day to day but constantly changing over decades, so they find careers that let them travel freely and set their own pace. Elves also enjoy exercising their martial prowess or gaining greater magical power, and adventuring allows them to do so. Some might join with rebels fighting against oppression, and others might become champions of moral causes.

## Elf Names

Elves are considered children until they declare themselves adults, some time after the hundredth birthday, and before this period they are called by child names.

On declaring adulthood, an elf selects an adult name, although those who knew him or her as a youngster might continue to use the child name. Each elf's adult name is a unique creation, though it might reflect the names of respected individuals or other family members. Little distinction exists between male names and female names; the groupings here reflect only general tendencies. In addition, every elf bears a family name, typically a combination of other Elvish words. Some elves traveling among humans translate their family names into Common, but others retain the Elvish version.

**Child Names:** Ara, Bryn, Del, Eryn, Faen, Innil, Lael, Mella, Naill, Naeris, Phann, Rael, Rinn, Sai, Syllin, Thia, Vall

**Male Adult Names:** Adran, Aelar, Aramil, Arannis, Aust, Beiro, Berrian, Carric, Enialis, Erdan, Erevan, Galinndan, Hadarai, Heian, Himo, Immeral, Ivellios, Laucian, Mindartis, Paelias, Peren, Quarion, Riardon, Rolen, Soveliss, Thamior, Tharivol, Theren, Varis

**Female Adult Names:** Adrie, Althaea, Anastrianna, Andraste, Antinua, Bethryнна, Birel, Caelynn, Drusilia, Enna, Felosial, Ielenia, Jelenneth, Keyleth, Leshanna, Lia, Meriele, Miale, Naivara, Quelenna, Quillathe, Sariel, Shanairra, Shava, Silaqui, Theirastra, Thia, Vadiana, Valanthe, Xanaphia

**Family Names (Common Translations):** Amakiir (Gemflower), Amastacia (Starflower), Galanodel (Moonwhisper), Holimion (Diamonddew), Ilphelkiir (Gemblossom), Liadon (Silverfrond), Meliamne (Oakenheel), Nailo (Nightbreeze), Siannodel (Moonbrook), Xiloscient (Goldpetal)

## Elven Traits

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they

are more often good than not. The drow are an exception; their exile into the Underdark has made them vicious and dangerous. Drow are more often evil than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Subrace.** Choose one subrace

### ***Moon Elf***

Also called silver elves, or *Teu'Tel'Quessir*, moon elves are more tolerant and adventurous than elves of other sorts. In ancient times, the dissolution of their empires dispersed moon elves among other races, and since then they have traditionally gotten along well with their non-elf neighbors. They mingle with other people while their kin remain in hidden settlements and secluded strongholds. Moon elves are sometimes seen as frivolous, especially by other elves. But it is the easygoing, fluid nature of their culture, philosophy, and personality that has enabled them to survive and flourish during and after tragic times in elven history. While communities of moon elves can be found in mainland Faerûn, many moon elves live in the settlements of other races, staying for a few seasons or several decades before moving on.

To a moon elf, home can be among the members of one's family, clan, or other friends and loved ones. Moon elves who temporarily take up residence in or near sun elf communities aren't shy about expressing the opinion that their kin need to be less serious. In turn, the sun elves pretend to be more annoyed by their moon elf neighbors than they truly are, provided that the moon elves' whims and adventuresome urges don't cause serious disruption. Given that the moon elves usually move on before wearing out their welcome, such unrest rarely occurs.

Moon elves have the racial traits of high elves in the *Player's Handbook*. They have pale skin with a bluish tint. Their hair runs the gamut of human colors, and some moon elves have hair of silvery white or various shades of blue. Their eyes are blue or green and have gold flecks.

Given the race's love of travel, exploration, and new experiences, many moon elves become adventurers, utilizing their talents for warfare, woodcraft, and wizardry in different measures.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.

**Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

**Extra Language.** You can speak, read, and write one extra language of your choice.

## ***Sun Elf***

Sun elves, also known as gold elves, or *Ar'Tel'Quessir*, have a reputation for being arrogant and self-important. Many of them believe they are Corellon's chosen people and that other races—even other elves—are subordinate to them in skill, significance, and sophistication. They claim the title of "high elves" with pride, and indeed their race is responsible for great, and sometimes terrible, achievements.

Recalling and emphasizing the glorious aspects of their history, sun elves subscribe to the principle of "elven excellence"—no matter how interesting, exceptional, heroic, or noteworthy other races' accomplishments might be, there is an inherent superiority to all things elven. This attitude colors sun elves' relations with other elves, whom they see as diluted or diminished representatives of elven culture. Some sun elves reject this way of thinking, but it is common enough that when most folk of Faerûn see a sun elf, they see arrogance personified. Their haughty attitude can over-shadow the fact that most sun elves are also tirelessly compassionate and thoughtful champions of good.

Sun elves have the racial traits of high elves in the *Player's Handbook*. Sun elves have bronze skin. Their eyes are black, metallic gold, or metallic silver, and their hair is black, metallic copper, or golden blond.

Sun elf culture and civilization is highly magical in nature, thanks to the race's many accomplished wizards, sages, and crafters. Not every sun elf is a skilled practitioner of the Art, but each one has at least a bit of inherent magic. Many sun elves mix magic with other art forms, which produces the complex dance of the bladesingers as well as the enchanting music of their bards and the meticulous craftwork of their artisans. Sun elf adventurers often bring a feeling of noblesse oblige to their profession: they venture out into the world to challenge its dangers because someone must, and who could be better suited?

***Traits same as Moon Elves'***

## ***Wood Elf***

Also called copper elves, or *Sy'Tel'Quessir*, wood elves are the most common elves remaining in Faerûn. Their ancestors left behind the strife of the Crown Wars millennia ago to found strongholds and settlements deep in the forests. Today, most wood elves stand guard over the ruins of the past, believing it their duty to preserve their fallen glory as an object lesson of the dangers of hubris.

Wood elves tend to be hardier than other elves, more solid and grounded than their cousins. This attitude is reflected in their culture and traditions; wood elves tend more toward physical pursuits than do other elves, and they view ancient elven history with a more critical eye. To the wood elves, the "great" elven kingdoms were responsible for many equally great mistakes. They look upon the Sundering, the Crown Wars, the descent of the drow, and other calamities as the result of acts of arrogance on the part of their ancestors. Living around and amid the reminders of this arrogance, and standing witness to the rise and fall of many elven empires, wood elves see the place of elves in the world differently than moon or sun elves do. Wood elves seek a quiet harmony, not domination, with the wider world.

Sylvan counterparts of the sun elves and moon elves, wood elves eschew the cities and strongholds of their kin in favor of living close to nature. Wood elves have not claimed a large realm of their own since the kingdom of Eaerlann was destroyed millennia ago. Instead they maintain a number of smaller settlements, the better to keep those communities hidden or protected. Wood elves claim territory in the High Forest, the Great Dale, the Western Heartlands, and beyond. Some wood elves live in other elven communities and territories, where they serve as scouts, rangers, and hunters.

Despite seeing themselves as part of the world, wood elves don't commonly emerge from their homes to encounter non-elves. Likewise, in the deep woods and forests of the world, most wood elves don't come across members of other races. Adventurers, diplomats, couriers, and

those who pursue similar professions are the exceptions, traveling far outside their sylvan domains and meeting a wide variety of folk.

Wood elves in Faerûn have the racial traits of wood elves in the *Player's Handbook*. They have tan or coppery skin, with hair of wood brown, golden blond, black, or a shining metallic copper, and eyes of green, brown, or hazel.

Skilled naturalists, wood elves often take up professions that allow them to remain close to the wild or to make use of their knowledge of woodcraft, wildlife, and forestry. Wood elves are more than capable in warfare, particularly archery. They are less magically inclined than their cousins, but have their fair share of practitioners of the Art, as well as clerics and many druids.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.

**Fleet of Foot.** Your base walking speed increases to 35 feet.

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

### **Wild Elf**

The *Sy'Tel'Quessir* are considered by many elves to be the most strange of their race, having abandoned or lost much of their ancient culture.

**Traits same as Wood Elves'**

### **Star Elf**

The star elves, or *Ruar'Tel'Quessir*, look much like tall moon elves. They dwell on the demiplane of Sildeyuir near the Feywild. A conflict with the nilshai, a race of worm like sorcerers from the Ethereal Plane, forced some star elves to leave their home and come to Faerûn.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.

**Fey Step.** You can cast the *misty step* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

### **Drow**

The drow are descended from the dark elves who retreated into the Underdark after the Crown Wars. They are infamous for their cruelty, evilness, and drive to dominate.

For much of history, many believed that all drow were beings of inherent and irredeemable evil. In truth, most drow do align with evil, engaging in torture, slavery, murder, and other nefarious activities in the name of their demon-goddess. Almost always, dark elves who reject the ways of their people are exiled, or executed for being rebels, heretics, and insurrectionists who have turned against drow culture and the will of Lolth. But the existence of noble and self-sacrificing drow such as Liriel Baenre and Drizzt Do'Urden suggests that the evil of the drow isn't innate and can be overcome. The actions of these few heroic drow have tempered some people's opinions toward the race, although the appearance of a dark elf on the surface remains a rare event and a cause for alarm.

Many drow in Faerûn hail from Menzoberranzan, the infamous City of Spiders, or one of the other drow city-states in the Underdark, such as Jhachalkhyn or Ched Nasad. Dark elves encountered on the surface are usually found near entrances to the Underdark, because they are harmed by the light of day, which weakens them and their magic. Drow who become adventurers often do so after fleeing the oppressive, cruel theocracy of the city-states. Most of these individuals live as outcasts and wanderers, though a rare few find new homes with another race or culture.

Drow have the racial traits of dark elves in the *Player's Handbook*. Drow characters can come from any back-ground, though most have a history that links to one of the drow city-states of the Underdark.

Inherent magical abilities and a preference for dark places make drow naturally adept as assassins, thieves, and spies. Traditionally, male drow are warriors and wizards, and female drow occupy leadership roles as warriors or priestesses of Lolth. Drow exiles tend to follow their own path regardless of gender.

**Ability Score Increase.** Your Charisma score increases by 1.

**Superior Darkvision.** Your darkvision has a radius of 120 feet.

**Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**Drow Magic.** You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can also cast the *darkness* spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Drow Weapon Training.** You have proficiency with rapiers, shortswords, and hand crossbows.

## Genasi

Those who think of other planes at all consider them remote, distant realms, but planar influence can be felt throughout the world. It sometimes manifests in beings who, through an accident of birth, carry the power of the planes in their blood. The genasi are one such people, the offspring of genies and mortals.

The Elemental Planes are often inhospitable to natives of the Material Plane: crushing earth, searing flames, boundless skies, and endless seas make visiting these places dangerous for even a short time. The powerful genies, however, don't face such troubles when venturing into the mortal world. They adapt well to the mingled elements of the Material Plane, and they sometimes visit—whether of their own volition or compelled by magic. Some genies can adopt mortal guise and travel incognito.

During these visits, a mortal might catch a genie's eye. Friendship forms, romance blooms, and sometimes children result. These children are genasi: individuals with ties to two worlds, yet belonging to neither. Some genasi are born of mortal-genie unions, others have two genasi as parents, and a rare few have a genie further up their family tree, manifesting an elemental heritage that's lain dormant for generations.

Occasionally, genasi result from exposure to a surge of elemental power, through phenomena such as an eruption from the Inner Planes or a planar convergence. Elemental energy saturates any creatures in the area and might alter their nature enough that their offspring with other mortals are born as genasi.

### Heirs to Elemental Power

Genasi inherit something from both sides of their dual nature. They resemble humans but have unusual skin color (red, green, blue, or gray), and there is something odd about them. The elemental blood flowing through their veins manifests differently in each genasi, often as magical power.

Seen in silhouette, a genasi can usually pass for human. Those of earth or water descent tend to be heavier, while those of air or fire tend to be lighter. A given genasi might have some features reminiscent of the mortal parent (pointed ears from an elf, a stockier frame and thick hair from a dwarf, small hands and feet from a halfling, exceedingly large eyes from a gnome, and so on).

Genasi almost never have contact with their elemental parents. Genies seldom have interest in their mortal offspring, seeing them as accidents. Many feel nothing for their genasi children at all.

Some genasi live as outcasts, driven into exile for their unsettling appearance and strange magic, or assuming leadership of savage humanoids and weird cults in untamed lands. Others gain positions of great influence, especially where elemental beings are revered. A few genasi leave the Material Plane to find refuge in the households of their genie parents.

### Wild and Confident

Genasi rarely lack confidence, seeing themselves as equal to almost any challenge in their path. This certainty might manifest as graceful self-assurance in one genasi and as arrogance in another. Such self-confidence can sometimes blind genasi to risk, and their great plans often get them and others into trouble.

Too much failure can chip away at even a genasi's sense of self, so they constantly push themselves to improve, honing their talents and perfecting their craft.

## Genasi Lands

As rare beings, genasi might go their entire lives without encountering another one of their kind. There are no great genasi cities or empires. Genasi seldom have communities of their own and typically adopt the cultures and societies into which they are born. The more strange their appearance, the harder time they have. Many genasi lose themselves in teeming cities, where their distinctiveness hardly raises an eyebrow in places accustomed to a variety of different people. Those living on the frontier, though, have a much harder time. People there tend to be less accepting of differences. Sometimes a cold shoulder and a suspicious glare are the best genasi can hope for; in more backward places, they face ostracism and even violence from people who mistake them for fiends. Facing a hard life, these genasi seek isolation in the wilds, making their homes in mountains or forests, near lakes, or underground.

Most air and fire genasi in the Realms are descendants of the djinn and efreet who once ruled Calimshan. When those rulers were overthrown, their planetouched children were scattered. Over thousands of years, the bloodlines of those genasi have spread into other lands. Though far from common, air and fire genasi are more likely to be found in the western regions of Faerûn, along the coast from Calimshan north up to the Sword Coast, and into the Western Heartlands to the east. Some remain in their ancient homeland.

In contrast, water and earth genasi have no common history. Individuals have difficulty tracing their own lineage, and bloodlines occasionally skip a generation or two. Many earth genasi originated in the North and spread out from there. Water genasi come from coastal areas, the largest concentration of them hailing from the regions surrounding the Sea of Fallen Stars.

The distant land of Zakhara is known only in legends to most inhabitants of Faerûn. There, genies and spellcasters enter into bargains, and genasi can result from such pacts. Those genasi have been sources of great weal and woe in the history of that land.

## Genasi Names

Genasi use the naming conventions of the people among whom they were raised. They might later assume distinctive names to capture their heritage, such as Flame, Ember, Wave, or Onyx.

## Genasi Traits

Your genasi character has certain characteristics in common with all other genasi.

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Genasi mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, up to 120 years.

**Alignment.** Independent and self-reliant, genasi tend toward a neutral alignment.

**Size.** Genasi are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

**Subraces.** Four major subraces of genasi are found among the worlds of D&D: air genasi, earth genasi, fire genasi, and water genasi. Choose one of these subraces.

### *Air Genasi*

As an air genasi, you are descended from the djinn. As changeable as the weather, your moods shift from calm to wild and violent with little warning, but these storms rarely last long.

Air genasi typically have light blue skin, hair, and eyes. A faint but constant breeze accompanies them, tousling the hair and stirring the clothing. Some air genasi speak with breathy voices, marked by a faint echo. A few display odd patterns in their flesh or grow crystals from their scalps.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Unending Breath.** You can hold your breath indefinitely while you're not incapacitated.

**Mingle with the Wind.** You can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

### **Earth Genasi**

As an earth genasi, you are descended from the cruel and greedy dao, though you aren't necessarily evil. You have inherited some measure of control over earth, reveling in superior strength and solid power. You tend to avoid rash decisions, pausing long enough to consider your options before taking action.

Elemental earth manifests differently from one individual to the next. Some earth genasi always have bits of dust falling from their bodies and mud clinging to their clothes, never getting clean no matter how often they bathe. Others are as shiny and polished as gemstones, with skin tones of deep brown or black, eyes sparkling like agates. Earth genasi can also have smooth metallic flesh, dull iron skin spotted with rust, a pebbled and rough hide, or even a coating of tiny embedded crystals. The most arresting have fissures in their flesh, from which faint light shines.

**Ability Score Increase.** Your Strength score increases by 1.

**Earth Walk.** You can move across difficult terrain made of earth or stone without expending extra movement.

**Merge with Stone.** You can cast the *pass without trace* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

### **Fire Genasi**

As a fire genasi, you have inherited the volatile mood and keen mind of the efreet. You tend toward impatience and making snap judgments. Rather than hide your distinctive appearance, you exult in it.

Nearly all fire genasi are feverishly hot as if burning inside, an impression reinforced by flaming red, coal-black, or ash-gray skin tones. The more human-looking have fiery red hair that writhes under extreme emotion, while more exotic specimens sport actual flames dancing on their heads. Fire genasi voices might sound like crackling flames, and their eyes flare when angered. Some are accompanied by the faint scent of brimstone.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red.

**Fire Resistance.** You have resistance to fire damage.

**Reach to the Blaze.** You know the *produce flame* cantrip. Once you reach 3rd level, you can cast the *burning hands* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

### **Water Genasi**

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish.

Most water genasi look as if they just finished bathing, with beads of moisture collecting on their skin and hair. They smell of fresh rain and clean water. Blue or green skin is common, and most have somewhat overlarge eyes, blue-black in color. A water genasi's hair might float

freely, swaying and waving as if underwater. Some have voices with undertones reminiscent of whale song or trickling streams.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Acid Resistance.** You have resistance to acid damage.

**Amphibious.** You can breathe air and water.

**Swim.** You have a swimming speed of 30 feet.

**Call to the Wave.** You know the *shape water* cantrip (see Elemental Evil Player's Companion).

When you reach 3rd level, you can cast the *create or destroy water* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest.

Constitution is your spellcasting ability for these spells.

## **Gnomes**

Small of stature and dwelling in the corners of Faerûn away from prying eyes, gnomes are one of the least populous and influential races in the world, called the "Forgotten Folk" by some. This appellation doesn't bother the gnomes; they generally prefer their anonymity and the protection it affords them.

According to legend, the first gnomes in Faerûn sprang from mystic gems buried deep in the earth- an event that accounts for both the gnomes' love of gems and the cozy embrace of their underground warrens. It is said that mystic diamonds became the rock gnomes, emeralds birthed the forest gnomes, and rubies turned into the deep gnomes. Since the time of their creation, gnomes have settled in hidden places away from other races, concerned that their way of life couldn't survive wider exposure.

Gnomes gladly socialize and work with humans, elves, and dwarves, but they always keep in mind that, as a small and relatively insignificant race, their inter-ests can become secondary even among their allies. Indeed, members of other races sometimes thoughtlessly treat gnomes as second-class citizens, perhaps thinking highly of their gnome friends but rarely giving credit to gnomes as a people. Gnomes are regularly underestimated, and they use that lack of esteem as both a defense and an offense, when need be.

Like dwarves, gnomes have long battled for territory with kobolds, goblinoids, and ores, but gnomes and kobolds share a special hatred for each other. Both races believe in a legend that, long ago, the deity Gari Glit-tergold tricked the kobold god Kurtulmak, collapsing the earth and trapping him in an endless underground maze and earning his everlasting enmity.

### **Vibrant Expression**

A gnome's energy and enthusiasm for living shines through every inch of his or her tiny body. Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. Their tan or brown faces are usually adorned with broad smiles (beneath their prodigious noses), and their bright eyes shine with excitement. Their fair hair has a tendency to stick out in every direction, as if expressing the gnome's insatiable interest in everything around.

A gnome's personality is writ large in his or her appearance. A male gnome's beard, in contrast to his wild hair, is kept carefully trimmed but often styled into curious forks or neat points. A gnome's clothing, though usually made in modest earth tones, is elaborately decorated with embroidery, embossing, or gleaming jewels.

### **Delighted Dedication**

As far as gnomes are concerned, being alive is a wonderful thing, and they squeeze every ounce of enjoyment out of their three to five centuries of life. Humans might wonder about getting bored over the course of such a long life, and elves take plenty of time to savor the beauties of the world in their long years, but gnomes seem to worry that even with all that time, they can't get in enough of the things they want to do and see.

Gnomes speak as if they can't get the thoughts out of their heads fast enough. Even as they offer ideas and opinions on a range of subjects, they still manage to listen carefully to others, adding the appropriate exclamations of surprise and appreciation along the way.

Though gnomes love jokes of all kinds, particularly puns and pranks, they're just as dedicated to the more serious tasks they undertake. Many gnomes are skilled engineers, alchemists, tinkers, and inventors. They're willing to make mistakes and laugh at themselves in the process of perfecting what they do, taking bold (sometimes foolhardy) risks and dreaming large.

## Bright Burrows

Gnomes make their homes in hilly, wooded lands. They live underground but get more fresh air than dwarves do, enjoying the natural, living world on the surface whenever they can. Their homes are well hidden by both clever construction and simple illusions. Welcome visitors are quickly ushered into the bright, warm burrows. Those who are not welcome are unlikely to find the burrows in the first place.

Gnomes who settle in human lands are commonly gemcutters, engineers, sages, or tinkers. Some human families retain gnome tutors, ensuring that their pupils enjoy a mix of serious learning and delighted enjoyment. A gnome might tutor several generations of a single human family over the course of his or her long life.

## Seeing the World

Curious and impulsive, gnomes might take up adventuring as a way to see the world or for the love of exploring. As lovers of gems and other fine items, some gnomes take to adventuring as a quick, if dangerous, path to wealth. Regardless of what spurs them to adventure, gnomes who adopt this way of life eke as much enjoyment out of it as they do out of any other activity they undertake, sometimes to the great annoyance of their adventuring companions.

## Gnome Names

Gnomes love names, and most have half a dozen or so. A gnome's mother, father, clan elder, aunts, and uncles each give the gnome a name, and various nicknames from just about everyone else might or might not stick over time. Gnome names are typically variants on the names of ancestors or distant relatives, though some are purely new inventions. When dealing with humans and others who are "stuffy" about names, a gnome learns to use no more than three names: a personal name, a clan name, and a nickname, choosing the one in each category that's the most fun to say.

**Male Names:** Alston, Alvyn, Boddynock, Brocc, Burgell, Dimble, Eldon, Erky, Fonkin, Frug, Gerbo, Gimble, Glim, Jebeddo, Kellen, Namfoodle, Orryn, Roondar, Seebo, Sindri, Warryn, Wrenn, Zook

**Female Names:** Bimpnollin, Breena, Caramip, Carlin, Donella, Duvamil, Ella, Ellyjobell, Ellywick, Lilli, Loopmottin, Lorilla, Mardnab, Nissa, Nyx, Oda, Orla, Roywyn, Shamil, Tana, Waywocket, Zanna

**Clan Names:** Beren, Daergel, Folkor, Garrick, Nackle, Murnig, Ningel, Raulnor, Scheppen, Timbers, Turen

**Nicknames:** Aleslosh, Ashhearlh, Badger, Cloak, Doublelock, Filchbatler, Fnipper, Ku, Nim, Oneshoe, Pock, Sparklegem, Stumbleduck

## Gnome Traits

Your gnome character has certain characteristics in common with all other gnomes.

**Ability Score Increase.** Your Intelligence score increases by 2.

**Age.** Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

**Alignment.** Gnomes are most often good. Those who lend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who lend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

**Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Darkvision.** Accustomed to life underground, you have superior vision in dark and dim

conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

**Subrace.** Choose one of these subraces.

### **Forest Gnomes**

The reclusive forest gnomes live simply in hillside dwellings deep in the woods. A neighbor could live only a few miles from a forest gnome settlement for a lifetime and never know it. In these communities, anonymity and stealth help to ensure protection, peace, and survival. If they are discovered and treated well, forest gnomes make fine neighbors, but they usually avoid contact even with civilizations that seem friendly.

Forest gnomes use their affinity with small animals and their knack for illusions to help them remain hidden. When necessary, a forest gnome community defends itself with all the resources at its disposal. Many settlements, however, simply vanish if they are discovered, retreating to some uncharted corner of the forest to begin anew.

The rare forest gnomes who leave their people to become adventurers often draw upon their closeness to nature and their magical gifts to serve as guides, scouts, or mystics. Living close to nature also makes forest gnomes likely to take up roles as druids, who serve various forest spirits and deities.

Forest gnomes in Faerûn have the racial traits of forest gnomes in the *Player's Handbook*.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Natural Illusionist.** You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it.

**Speak with Small Beasts.** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

### **Rock Gnomes**

When most folk on the Sword Coast and in the North talk about gnomes, they mean rock gnomes. Unlike their shy forest cousins, the inquisitive and irrepressible rock gnomes interact regularly with individuals of other races, especially if those individuals have something to teach them. Rock gnomes prefer to live on the edges of other settlements in their own enclaves, though the occasional adventuresome rock gnome takes up residence in a human or dwarven city.

Rock gnome communities are most common in the Western Heartlands and along the coast of the Shining Sea; but gnome wanderers travel between communities across Faerûn in order to trade with or learn from outsiders, including members of other races. Rock gnomes who leave their communities often find work by using their racial aptitudes to their advantage.

Their heritage and their interest in precious stones leads many rock gnomes to become skilled gemcutters and jewelers. Rock gnomes also use their affinity with machines to work as tinkers, alchemists, and engineers. In human communities, gnome tutors and sages are popular, since their comparatively long life spans enable them to acquire and pass on knowledge for generations.

Rock gnomes in Faerûn have the racial traits of rock gnomes in the *Player's Handbook*.

**Ability Score Increase.** Your Constitution score increases by 1.

**Artificer's Lore.** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead

of any proficiency bonus you normally apply.

**Tinker.** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

### **Svirfneblin**

Also known as svirfneblin, the deep gnomes of the Underdark are a stark contrast to their surface kin, dour and serious compared to the cheerful and generally optimistic rock gnomes and forest gnomes. They share their cousins' obsession with privacy, and their homes below the surface of Faerûn are well guarded and deeply hidden.

Owing to the hostility of their Underdark neighbors, particularly the drow, the settlements and kingdoms of svirfneblin are in constant danger of being relocated, conquered, or destroyed. Such was the fate of Blingdenstone, one of the grandest deep gnome strongholds, which existed for more than two thousand years until it was overrun a little more than a century ago by the dark elves of Menzoberranzan. The deep gnomes recently reclaimed their old home, and now struggle to rid it of malign influences that have crept into the tunnels and warrens in their absence.

Deep gnomes are lean with dark, earthen skin tones of gray. Males are bald and beardless, while females have hair on their heads. Both sexes have little or no body hair and a stone-like look to their skin. Deep gnome adventurers are just as curious and daring as those of other races. Some find their purpose living among other subterranean races, and a few make their way to the surface. Those who study the arcane arts of illusion in particular often range far from home, seeking knowledge unavailable in their own lands.

Unlike other gnomes, svirfneblin tend to be neutral, they weigh 80 to 120 pounds, and they reach maturity at 25 and live 200 to 250 years.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Superior Darkvision.** Your darkvision has a radius of 120 feet.

**Stone Camouflage.** You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

**Extra Language.** You can speak, read, and write Undercommon.

If your DM allows the use of feats, your deep gnome character has the option of taking the following feat.

#### **SVIRFNEBLIN MAGIC**

*Prerequisite: Gnome (deep gnome)*

You have inherited the innate spellcasting ability of your ancestors. This ability allows you to cast *nondetection* on yourself at will, without needing a material component. You can also cast each of the following spells once with this ability: *blindness/deafness*, *blur*, and *disguise self*. You regain the ability to cast these spells when you finish a long rest.

## **Goliaths**

At the highest mountain peaks—far above the slopes where trees grow and where the air is thin and the frigid winds howl—dwell the reclusive goliaths. Few folk can claim to have seen a goliath, and fewer still can claim friendship with them. Goliaths wander a bleak realm of rock, wind, and cold. Their bodies look as if they are carved from mountain stone and give them great physical power. Their spirits take after the wandering wind, making them nomads who wander from peak to peak. Their hearts are infused with the cold regard of their frigid realm, leaving each goliath with the responsibility to earn a place in the tribe or die trying.

### **Driven Competitors**

Every day brings a new challenge to a goliath. Food, water, and shelter are rare in the uppermost mountain reaches. A single mistake can bring doom to an entire tribe, while an individual's heroic effort can ensure the entire group's survival.

Goliaths thus place a premium on self-sufficiency and individual skill. They have a compulsion to keep score, counting their deeds and tallying their accomplishments to compare to others. Goliaths love to win, but they see defeat as a prod to improve their skills.

This dedication to competition has a dark side. Goliaths are ferocious competitors, but above all else they are driven to outdo their past efforts. If a goliath slays a dragon, he or she might seek out a larger, more powerful wyrm to battle. Few goliath adventurers reach old age, as most die attempting to surpass their past accomplishments.

### **Fair Play**

For goliaths, competition exists only when it is supported by a level playing field. Competition measures talent, dedication, and effort. Those factors determine survival in their home territory, not reliance on magic items, money, or other elements that can tip the balance one way or the other. Goliaths happily rely on such benefits, but they are careful to remember that such an advantage can always be lost. A goliath who relies too much on them can grow complacent, a recipe for disaster in the mountains.

This trait manifests most strongly when goliaths interact with other folk. The relationship between peasants and nobles puzzles goliaths. If a king lacks the intelligence or leadership to lead, then clearly the most talented person in the kingdom should take his place. Goliaths rarely keep such opinions to themselves, and mock folk who rely on society's structures or rules to maintain power.

### **Survival of the Fittest**

Among goliaths, any adult who can't contribute to the tribe is expelled. A lone goliath has little chance of survival, especially an older or weaker one. Goliaths have little pity for adults who can't take care of themselves, though a sick or injured individual is treated, as a result of the goliath concept of fair play.

A permanently injured goliath is still expected to pull his or her weight in the tribe. Typically, such a goliath dies attempting to keep up, or the goliath slips away in the night to seek the cold will of fate.

In some ways, the goliath drive to outdo themselves feeds into the grim inevitability of their decline and death. A goliath would much rather die in battle, at the peak of strength and skill, than endure the slow decay of old age. Few folk have ever meet an elderly goliath, and even those goliaths who have left their people grapple with the urge to give up their lives as their physical skills decay.

Because of their risk-taking, goliath tribes suffer from a chronic lack of the experience offered

by long-term leaders. They hope for innate wisdom in their leadership, for they can rarely count on a wisdom grown with age.

## Goliath Names

Every goliath has three names: a birth name assigned by the newborn's mother and father, a nickname assigned by the tribal chief, and a family or clan name. A birth name is up to three syllables long. Clan names are five syllables or more and end in a vowel.

Birth names are rarely linked to gender. Goliaths see females and males as equal in all things, and they find societies with roles divided by gender to be puzzling or worthy of mockery. To a goliath, the person who is best at a job should be the one tasked with doing it.

A goliath's nickname is a description that can change on the whim of a chieftain or tribal elder. It refers to a notable deed, either a success or failure, committed by the goliath. Goliaths assign and use nicknames with their friends of other races, and change them to refer to an individual's notable deeds.

Goliaths present all three names when identifying themselves, in the order of birth name, nickname, and clan name. In casual conversation, they use their nickname.

**Birth Names:** Aukan, Eglath, Gae-Al, Gauthak, Ilikan, Keothi, Kuori, Lo-Kag, Manneo, Maveith, Nalla, Orilo, Paavu, Pethani, Thalai, Thotham, Uthal, Vaunea, Vimak

**Nicknames:** Bearkiller, Dawncaller, Fearless, Flintfinder, Horncarver, Keeneye, Lonehunter, Longleaper, Rootsmasher, Skywatcher, Steadyhand, Threadtwister, Twice-Orphaned, Twistedlimb, Wordpainter

**Clan Names:** Anakalathai, Elanithino, Gathakanathi, Kalagiano, Katho-Olavi, Kolae-Gileana, Ogolakanu, Thuliaga, Thunukalathi, Vaimeilaga

## Goliath Traits

Goliaths share a number of traits in common with each other.

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.

**Age.** Goliaths have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

**Alignment.** Goliath society, with its clear roles and tasks, has a strong lawful bent. The goliath sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality.

**Size.** Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Natural Athlete.** You have proficiency in the Athletics skill.

**Stone's Endurance.** You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Mountain Born.** You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

**Languages.** You can speak, read, and write Common and Giant.

## Half-Elves

An elf who looks upon a half-elf sees a human, and a human who beholds the same person sees an elf. Though this characterization is simplistic, it gets to the heart of what it means to be a half-elf in Faerûn.

To elves who have an extreme viewpoint on the matter, half-elves are emblematic of the decline of elven civilization, a dilution of the race's heritage and culture that will lead to its eventual dissolution. To the humans at the other end of the spectrum, half-elves have an unfair advantage over their fully human peers, and are seen as privileged or favored regardless of the actual circumstances of their birth.

For most folk in Faerûn, the issue isn't so cut and dried. Half-elves are generally tolerated wherever they go, or wherever they take up residence- with the proviso that a society that doesn't look kindly on elves or humans is likely to feel the same way about someone who has the blood of both races. Conversely, a society that holds humans or elves in high esteem doesn't usually bestow the same status on half-elves (though such individuals are generally not ostracized).

## Of Two Worlds

To humans, half-elves look like elves, and to elves, they look human. In height, they're on par with both parents, though they're neither as slender as elves nor as broad as humans. They range from under 5 feet to about 6 feet tall, and from 100 to 180 pounds, with men only slightly taller and heavier than women. Half-elf men do have facial hair, and sometimes grow beards to mask their elven ancestry. Half-elven coloration and features lie somewhere between their human and elf parents, and thus show a variety even more pronounced than that found among either race. They tend to have the eyes of their elven parents.

## Young Race, Old Roots

In the distant past, half-elves were scarce because humans and elves came into contact only infrequently. The ancient elven kingdoms of Cormanthyr and Myth Drannor had significant populations of half-elves. It is only in the past thousand years or so, as the races have intermingled more and more, that the number of half-elves has increased so that they are now found through-out Faerûn.

Not surprisingly, half-elves enjoy the company of others of their kind, such that where half-elves congregate, they are likely to be joined by others. Most of the half-elves in the North and along the Sword Coast are of moon elf heritage mixed with Illuskan or Tethyrian blood. In other parts of Faerûn, half-elves have significant communities in the Yuirwood and throughout Aglarond. Aquatic half-elves are found along the coasts, including near Aglarond, the Dragon Coast, Impiltur, Sembia, and the Vilhon Reach. Drow half-elves are most numerous in the nation of Dambrath, which was conquered by the dark elves years ago, and in the Underdark, where House Ousstyl of Menzoberranzan is particularly infamous for having mated with humans.

## Mixed Heritage

Half-elves are a diverse lot, given the number of combinations of elf subraces and human ethnicities in their ranks. Most of them consider their dual nature a blessing more than a disadvantage, because it gives them a set of capabilities and a perspective on the world that full-blooded humans and elves can't hope to match.

At the same time, the mixed heritage of half-elves dictates that they make an effort to fit in with humans or elves when possible. For instance, half-elves born and raised in human

settlements tend to have human names, while half-elves in elven communities generally have elven names. In some places half-elf children are named according to the "other" parent, or with a mix of human and elven names, as a way of setting half-elves apart from the rest of their community. Half-elves speak both Common and Elvish. In addition, half-elves from the Yuirwood commonly speak Aglarondan.

Half-elves in Faerûn have the racial traits of half-elves in the *Player's Handbook*, although some variations are possible; see below.

## The Gods of Two Peoples

There are no half-elven gods, so half-elves follow elven or human deities of their choosing—although just as many religious half-elves believe that their gods choose them. Half-elves often revere the gods of the culture in which they were raised, although some rebel against their upbringing, seeking out the gods of the other aspect of their heritage, or feeling a calling or need to do so.

As with any people, half-elves often choose a favored deity based on their calling or profession: Corellon Larethian, Azuth, or Mystra for wizards, Solonor Thelandira or Mielikki for rangers, Milil or Corellon for poets and bards, and so forth.

Many half-elves worship Sune or Hanali Celanil in appreciation for the love their parents felt for one another, and the two goddesses are seen as boon companions. Some half-elves are drawn to outsiders such as Auril, Eldath, Erevan Ilesere, and Ilmater, or to nature gods like Mielikki, Rillifane Rallathil, and Silvanus. Half-elves from Aglarond often choose Chauntea, Selûne, or one of the Seldarine as their patron.

## Half-Elf Names

Half-elves use either human or elven naming conventions. As if to emphasize that they don't really fit in to either society, half-elves raised among humans are often given elven names, and those raised among elves often take human names.

## Half-Elf Traits

Your half-elf character has some qualities in common with elves and some that are unique to half-elves.

**Ability Score Increase.** Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Alignment.** Half-elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

**Heritage.** Choose one of the following traits, which emphasizes your dominant heritage.

- ***Skill Versatility.*** You have the ability of humans to adept to your environment. You gain proficiency in two skills of your choice.
- ***Elf Weapon Training.*** You lived in an elven culture and learned how to use the elven weapons. You have proficiency with the longsword, shortsword, shortbow, and longbow.
- ***Cantrip.*** You're the descendant of a moon elf or sun elf. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.
- ***Fleet of Foot.*** Your wood elven heritage increases your base walking speed to 35 feet.
- ***Mask of the Wild.*** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. As a descendant of a wood elf, you inherited their ability to hide in nature's embrace.
- ***Drow Magic.*** You're the child of a drow and this is not only visible by your appearance, but by your innate magic as well. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once with this trait, and you regain the ability to do so when you finish a long rest.. When you reach 5th level, you can also cast the *darkness* spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

## Half-Orcs

Half-orcs have existed in the world since before the dawn of recorded history, when orcs and humans first came into contact. Yet, in all that time, they have found few places for themselves in Faerûnian civilization- or, perhaps more accurately, civilization has never made room for them.

Most of the common folk have an aversion to half-orcs based largely on their appearance: anyone who looks that much like an orc, they reason, must be like an orc and should be kept at a distance. Because half-orcs are typically stronger and hardier than their human peers, they can find employment in towns and cities, but their appearance marks them as outsiders. In response to being ostracized, half-orcs either embrace their otherness and take pride in their physical superiority, pull back and try not to draw too much attention to themselves, or give up trying to fit in anywhere and adopt a nomadic lifestyle.

Half-orcs in Faerûn have the racial traits of half-orcs in the *Player's Handbook*. They speak both Common and Orc. The rare written examples of the Orc language use the Dethek alphabet.

## Scarred and Strong

Half-orcs' grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and lowering builds make their orcish heritage plain for all to see. Half-orcs stand between 6 and 7 feet tall and usually weigh between 180 and 250 pounds.

Orcs regard battle scars as tokens of pride and ornamental scars as things of beauty. Other scars, though, mark an orc or half-orc as a former slave or a disgraced exile. Any half-orc who has lived among or near orcs has scars, whether they are marks of humiliation or of pride, recounting their past exploits and injuries. Such a half-orc living among humans might display these scars proudly or hide them in shame.

## The Mark of Gruumsh

The one-eyed god Gruumsh created the orcs, and even those orcs who turn away from his worship can't fully escape his influence. The same is true of half-orcs, though their human blood moderates the impact of their orcish heritage. Some half-orcs hear the whispers of Gruumsh in their dreams, calling them to unleash the rage that simmers within them. Others feel Gruumsh's exultation when they join in melee combat- and either exult along with him or shiver with fear and loathing. Half-orcs are not evil by nature, but evil does lurk within them, whether they embrace it or rebel against it.

Beyond the rage of Gruumsh, half-orcs feel emotion powerfully. Rage doesn't just quicken their pulse, it makes their bodies burn. An insult stings like acid, and sadness saps their strength. But they laugh loudly and heartily, and simple bodily pleasures - feasting, drinking, wrestling, drumming, and wild dancing - fill their hearts with joy. They tend to be short-tempered and sometimes sullen, more inclined to action than contemplation and to fighting than arguing. The most accomplished half-orcs are those with enough self-control to get by in a civilized land.

## Blood will tell

Half-orcs ultimately owe their plight to the deity Gruumsh, the creator of the orcs. Legend has it that when Gruumsh discovered all the territories of the world had been claimed by other races, he swore the orcs would avenge themselves by taking what they wanted by force. The great orc hordes continue to do just that today, appearing periodically from out of the wilderness to raid and scavenge.

As a result, the word "orc" has no pleasant connotation in the minds of other Faerûnians. At the same time, the word "half" is a mark of derision among orcs. Some half-orcs raised among orcs react to this stigma by being more brutal than others of their tribe, which can put them in roles of leadership, but outsider half-orcs aren't welcomed into orc society because they aren't of pure orc blood. And they aren't accepted into other societies because of their orc heritage. Half-orcs are seen as off-putting and intimidating by other people, which is both a blessing and a curse, because while they are often left alone by those who fear them, they also become targets of discrimination, or outright attacks, from those who feel threatened by them. This prejudice against the race makes half-orcs slow to trust even those who show them courtesy because they all have stories of when they were tricked by such behavior. Their orc blood—the Mark of Gruumsh makes them quick to anger and inclined to lash out at those who treat them unfairly.

Having grown up among orcs or under the shadow of their heritage, half-orcs rarely have experience with pleasant society, and they often come off as coarse, blunt, or rude in dealings with other people. With the directness of an orc, they speak their minds with no apparent concern for how their opinions are received. No matter where they live, half-orcs usually find themselves defined by others in terms of their usefulness as heavy laborers and soldiers. It is the rare and fortunate few who are judged by their character and their deeds rather than their ancestry.

## Half-Orc Homelands

In lands far from the Sword Coast, such as Thesk and Chessenta, there are large communities of half-orcs, where generations of them have lived as a people in their own right. Yet there are few such places in the North. A small community was growing near the Kingdom of Many Arrows, but the recent war with the orcs of that realm caused this burgeoning population to disperse.

Today no civilized place in the North has a significant population of half-orcs, although at least a few of them reside in or on the outskirts of any stable community. Ironically, it is among the largest and most civilized of these places that half-orcs are likely to find acceptance— in the great cities where people are often more cosmopolitan in their outlook.

In Waterdeep, for instance, half-orcs make up a tiny percentage of the population, yet even at that they still number in the hundreds. Half-orcs who call Waterdeep home appreciate the acceptance, or at least tolerance, they receive in the city, whether they were born there, arrived overland from elsewhere on the continent, or entered the city by way of ships bringing trade.

### **Half-Orc Names**

Half-orcs usually have names appropriate to the culture in which they were raised. A half-orc who wants to fit in among humans might trade an orc name for a human name. Some half-orcs with human names decide to adopt a guttural orc name because they think it makes them more intimidating.

**Male Orc Names:** Deneh, Feng, Gell, Henk, Holg, Imsh, Kelh, Krusk, Mhurren, Ront, Shump, Thokk

**Female Orc Names:** Baggi, Emen, Engong, Kansif, Myev, Neega, Ovak, Ownka, Shaulha, Sulha, Vola, Volen, Yevelda

## Half-Orc Traits

Your half-orc character has certain traits deriving from your orc ancestry.

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.

**Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age

noticeably faster and rarely live longer than 75 years.

**Alignment.** Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

**Size.** Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Menacing.** You gain proficiency in the Intimidation skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Languages.** You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

## **Halflings**

Folk think of elves as aloof and graceful, dwarves as fierce and hardy, and of gnomes- if they think of them at all- as clever and shy. Halflings, in contrast, have the reputation of being deft and plucky.

Halflings, or hin as they call themselves, exhibit a natural adroitness that often surprises larger folk. This nimbleness regularly comes in handy when their courage outruns their common sense, and tales about halflings abound with lucky breaks and narrow escapes. Beyond these typical elements of the halfling character, halflings can be divided into two major subraces. Many aspects of the two groups' cultures make them distinct, but even without such trappings they are dis-tinct due to a divergence in what seems to be a primal drive: to go or to stay. Lightfoot halflings are travelers as a rule, with tongues and hearts as nimble as their feet. Whereas if strongheart halflings are on the move, it al-ways seems driven by a desire to return to home or find and settle in a new one. As the saying goes, "Lightfoot, light hearted. Strongheart, strong footing."

Although there are many halfling communities, par-ticularly in the lands in and around Luiren, halflings frequently fit themselves into dwarven, gnomish, elven, and human societies. Lightfoots breeze into communities as they travel, make friends easily, and then move on as the wind or whimsy takes them. Stronghearts settle in, make themselves at home, and weave themselves so deftly into the fabric of a community that it becomes hard for folk to think of a time without them.

### **Small and Practical**

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They are inclined to be stout, weighing between 40 and 45 pounds.

Halflings' skin ranges from tan to pale with a ruddy cast, and their hair is usually brown or sandy brown and wavy. They have brown or hazel eyes. Halfling men often sport long sideburns, but beards are rare among them and mustaches even more so. They like to wear simple, comfortable, and practical clothes, favoring bright colors.

Halfling practicality extends beyond their clothing. They're concerned with basic needs and simple pleasures and have little use for ostentation. Even the wealthiest of halflings keep their treasures locked in a cellar rather than on display for all to see. They have a knack for finding the most straightforward solution to a problem, and have little patience for dithering.

### **Kind and Curious**

Halflings are an affable and cheerful people. They cherish the bonds of family and friendship as well as the comforts of hearth and home, harboring few dreams of gold or glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity. They love discovering new things, even simple things, such as an exotic food or an unfamiliar style of clothing.

Halflings are easily moved to pity and hate to see any living thing suffer. They are generous, happily sharing what they have even in lean times.

### **Blend into the Crowd**

Halflings are adept at fitting into a community of humans, dwarves, or elves, making themselves valuable and welcome. The combination of their inherent stealth and their unassuming nature helps halflings to avoid unwanted attention.

Halflings work readily with others, and they are loyal to their friends, whether halfling or otherwise. They can display remarkable ferocity when their friends, families, or communities are threatened.

## Pastoral Pleasantries

Most halflings live in small, peaceful communities with large farms and well-kept groves. They rarely build kingdoms of their own or even hold much land beyond their quiet shires. They typically don't recognize any sort of halfling nobility or royalty, instead looking to family elders to guide them. Families preserve their traditional ways despite the rise and fall of empires.

Many halflings live among other races, where the halflings' hard work and loyal outlook offer them abundant rewards and creature comforts. Some halfling communities travel as a way of life, driving wagons or guiding boats from place to place and maintaining no permanent home.

## Exploring Opportunities

Halflings usually set out on the adventurer's path to defend their communities, support their friends, or explore a wide and wonder-filled world. For them, adventuring is less a career than an opportunity or sometimes a necessity.

## Halfling Names

A halfling has a given name, a family name, and possibly a nickname. Family names are often nicknames that stuck so tenaciously they have been passed down through the generations.

**Male Names:** Alton, Ander, Cade, Corrin, Eldon, Errich, Finnan, Garret, Lindal, Lyle, Merric, Milo, Osborn, Perrin, Reed, Roscoe, Wellby

**Female Names:** Andry, Bree, Callie, Cora, Euphemia, Jillian, Kithri, Lavinia, Lidda, Merla, Nedda, Paela, Portia, Seraphina, Shaena, Trym, Vani, Verna

**Family Names:** Brushgather, Goodbarrel, Greenbottle, High-hill, Hilltopple, Leagallow, Tealeaf, Thorngage, Tossobble, Underbough

## Halfling Traits

Your halfling character has a number of traits in common with all other halflings.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

**Alignment.** Most halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Brave.** You have advantage on saving throws against being frightened.

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

**Subrace.** Choose one of these subraces.

## ***Lightfoot***

For lightfoot halflings, neither the journey nor the destination matters more; the important thing is to keep moving. The life of a lightfoot is one long exploration with each new horizon, new town, or new face a chance to find something delightful.

Lightfoot halflings typically travel in small bands, using whatever conveyance is convenient but just as easily striking out on foot. Bands consist of loosely related individuals, and when bands meet, membership frequently shifts. Lightfoot halflings typically excel at tasks related to travel- be it navigation, handling pack animals, foraging, sailing, and cartwright work- having tried their hand at all such things before or learned from other lightfoots met during their journeys.

Lightfoot halflings are highly social, often as curious about other people as they are about what might lie around the next bend. They characteristically possess an easygoing and open attitude, curious about others and willing to share of themselves, which enables them to make friends easily. Their facile friendships and ease with partings can make lightfoot halflings seem disingenuous to others. Lightfoot halflings get stereotyped as flighty, easily distracted, fickle, and unreliable. But their friendships and courtships, if brief, tend to be genuine. The staid and stable life that most other people desire just isn't part of their character.

Lightfoot halflings have all the racial traits of lightfoot halflings in the *Player's Handbook*. They share the skin, hair, and eye tones of humans, but most lightfoot halflings have hazel or brown eyes and brown hair. Lightfoot halflings don't grow facial hair except that males and females typically grow short sideburns.

**Ability Score Increase.** Your Charisma score increases by 1.

**Naturally Stealthy.** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

## ***Strongheart***

Creatures of the earth who love a warm hearth and pleasant company, strongheart halflings are folks of few enemies and many friends. Stronghearts are sometimes referred to fondly by members of other races as "the good folk," for little upsets stronghearts or corrupts their spirit. To many of them, the greatest fear is to live in a world of poor company and mean intent, where one lacks freedom and the comfort of friendship.

When strongheart halflings settle into a place, they intend to stay. It's not unusual for a dynasty of strong-hearts to live in the same place for a few centuries. Strongheart halflings don't develop these homes in seclusion. On the contrary, they do their best to fit into the local community and become an essential part of it. Their viewpoint stresses cooperation above all other traits, and the ability to work well with others is the most valued behavior in their lands. Pushed from their nests, strongheart halflings typically try to have as many comforts of home with them as possible. Non-stronghearts with a more practical bent can find strongheart travel habits maddening, but their lightfoot cousins typically enjoy the novelty of it- so long as the lightfoots don't have to carry any of the baggage. While often stereotyped as fat and lazy due to their homebound mindset and obsession with fine food, strongheart halflings are typically quite industrious. Nimble hands, their patient mindset, and their emphasis on quality makes them excellent weavers, potters, wood carvers, basket makers, painters, and farmers.

Strongheart halflings have all the racial traits of stouts in the *Player's Handbook*. Strongheart halflings are shorter on average than their lightfoot kin, and tend to have rounder faces. They have the skin tones and hair colors of humans, with most having brown hair. Unlike their lightfoot cousins, strongheart halflings often have blond or black hair and blue or green eyes. Males don't grow beards or mustaches, but both males and females can grow sideburns down to mid-cheek, and both genders plait them into long braids.

**Ability Score Increase.** Your Constitution score increases by 1.

**Stout Resilience.** You have advantage on saving throws against poison, and you have

resistance against poison damage.

### ***Ghostwise***

Ghostwise halflings trace their ancestry back to a war among halfling tribes that sent their ancestors into flight from Luiren. Ghostwise halflings are the rarest of the kind, found only in the Chondalwood and a few other isolated forests, clustered in tight-knit clans.

Many ghostwise clans select a natural landmark as the center of their territory, and members carry a piece of that landmark with them at all times. Clan warriors known as nightgliders bond with and ride giant owls as mounts.

Because these folk are clannish and mistrustful of outsiders, ghostwise halfling adventurers are rare. Ask your DM if you can play a member of this subrace.

***Ability Score Increase.*** Your Wisdom score increases by 1.

***Silent Speech.*** You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

## **Humans**

Humans dwell in every corner of Toril and encompass a full range of cultures and ethnicities. Along the Sword Coast and across the North, humans are the most pervasive of the races and in many places the most dominant. Their cultural and societal makeup runs the gamut, from the cosmopolitan folk who reside in great cities such as Baldur's Gate and Waterdeep to the barbarians who rage throughout the Savage Frontier.

Humans are famous for their adaptability. No other race lives in so many diverse lands or environments, from lush jungles to burning deserts, from the eternal cold of the Great Glacier to the fertile shores along rivers and seas. Humans find ways to survive and to thrive almost anywhere. In locations where elves and dwarves have withdrawn, humans often move in and build anew alongside or on top of an earlier community.

It follows, then, that the most common feature of humans is their lack of commonality. This diversity has enabled human civilizations to grow faster than those of other races, making humans one of the dominant races in much of the world today. It has also led to conflicts between communities of humans because of their cultural and political differences. If not for their penchant for infighting, humans would be even more populous and predominant than they already are.

### **A Broad Spectrum**

With their penchant for migration and conquest, humans are more physically diverse than other common races. There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds. Human skin shades range from nearly black to very pale, and hair colors from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. A lot of humans have a dash of nonhuman blood, revealing hints of elf, orc, or other lineages. Humans reach adulthood in their late teens and rarely live even a single century.

### **Variety in All Things**

Humans are the most adaptable and ambitious people among the common races. They have widely varying tastes, morals, and customs in the many different lands where they have settled. When they settle, though, they stay: they build cities to last for the ages, and great kingdoms that can persist for long centuries. An individual human might have a relatively short life span, but a human nation or culture preserves traditions with origins far beyond the reach of any single human's memory. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy. Individually and as a group, humans are adaptable opportunists, and they stay alert to changing political and social dynamics.

### **Lasting Institutions**

Where a single elf or dwarf might take on the responsibility of guarding a special location or a powerful secret, humans found sacred orders and institutions for such purposes. While dwarf clans and halfling elders pass on the ancient traditions to each new generation, human temples, governments, libraries, and codes of law fix their traditions in the bedrock of history. Humans dream of immortality, but (except for those few who seek undeath or divine ascension to escape death's clutches) they achieve it by ensuring that they will be remembered when they are gone.

Although some humans can be xenophobic, in general their societies are inclusive. Human lands welcome large numbers of nonhumans compared to the proportion of humans who live

in nonhuman lands.

## **Exemplars of Ambition**

Humans who seek adventure are the most daring and ambitious members of a daring and ambitious race. They seek to earn glory in the eyes of their fellows by amassing power, wealth, and fame. More than other people, humans champion causes rather than territories or groups.

## **Human Names and Ethnicities**

Having so much more variety than other cultures, humans as a whole have no typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly), but most parents give names that are linked to their region's culture or to the naming traditions of their ancestors.

The material culture and physical characteristics of humans can change wildly from region to region. In the Forgotten Realms, for example, the clothing, architecture, cuisine, music, and literature are different in the northwestern lands of the Silver Marches than in distant Turmish or Impiltur to the east—and even more distinctive in far-off Kara-Tur. Human physical characteristics, though, vary according to the ancient migrations of the earliest humans, so that the humans of the Silver Marches have every possible variation of coloration and features.

In the Forgotten Realms, nine human ethnic groups are widely recognized, though over a dozen others are found in more localized areas of Faerûn. These groups, and the typical names of their members, can be used as inspiration no matter which world your human is in.

### ***Calishite***

Shorter and slighter in build than most other humans, Calishites have dusky brown skin, hair, and eyes. They're found primarily in southwest Faerûn.

***Calishite Names:*** (Male) Aseir, Bardeid, Haseid, Khemed, Mehmen, Sudeiman, Zasheir; (female) Atala, Ceidil, Hama, Jasmal, Meilil, Seipora, Yasheira, Zasheida; (surnames) Basha, Dumein, Jassan, Khalid, Mostana, Pashar, Rein

### ***Chondathan***

Chondathans are slender, tawny-skinned folk with brown hair that ranges from almost blond to almost black. Most are tall and have green or brown eyes, but these traits are hardly universal. Humans of Chondathan descent dominate the central lands of Faerûn, around the Inner Sea.

***Chondathan Names:*** (Male) Darvin, Dorn, Evendur, Gorstag, Grim, Helm, Malark, Morn, Randal, Stedd; (female) Arveene, Esvele, Jhessail, Kerri, Lureene, Miri, Rowan, Shandri, Tessele; (surnames) Amblecrown, Buckman, Dundragon, Evenwood, Greycastle, Tallstag

### ***Damaran***

Found primarily in the northwest of Faerûn, Damarans are of moderate height and build, with skin hues ranging from tawny to fair. Their hair is usually brown or black, and their eye color varies widely, though brown is most common.

***Damaran Names:*** (Male) Bor, Fodel, Glar, Grigor, Igan, Ivor, Kosef, Mival, Orel, Pavel, Sergor; (female) Alethra, Kara, Katernin, Mara, Natali, Olma, Tana, Zora; (surnames) Bersk, Chernin, Dotsk, Kulenov, Marsk, Nemetsk, Shemov, Starag

### ***Illuskan***

Illuskans are tall, fair-skinned folk with blue or steely gray eyes. Most have raven-black hair,

but those who inhabit the extreme northwest have blond, red, or light brown hair.

***Illuskan Names:*** (Male) Ander, Blath, Bran, Frath, Geth, Lander, Luth, Malcer, Stor, Taman, Urth; (female) Amafrey, Betha, Cefrey, Kethra, Mara, Olga, Silifrey, Westra; (surnames) Brightwood, Helder, Hornraven, Lackman, Stormwind, Windrivver

### ***Mulan***

Dominant in the eastern and southeastern shores of the Inner Sea, the Mulan are generally tall, slim, and amber-skinned, with eyes of hazel or brown. Their hair ranges from black to dark brown, but in the lands where the Mulan are most prominent, nobles and many other Mulan shave off all their hair.

***Mulan Names:*** (Male) Aoth, Bareris, Ehput-Ki, Kethoth, Mumed, Ramas, So-Kehur, Thazar-De, Urhur; (female) Arizima, Chathi, Nephis, Nulara, Murithi, Sefris, Thola, Umara, Zolis; (surnames) Ankhalab, Anskuld, Fezim, Hahpet, Nathandem, Sepret, Uuthrakt

### ***Rashemi***

Most often found east of the Inner Sea and often intermingled with the Mulan, Rashemis tend to be short, stout, and muscular. They usually have dusky skin, dark eyes, and thick black hair.

***Rashemi Names:*** (Male) Borivik, Faurgar, Jandar, Kanithar, Madislak, Ralmevik, Shaumar, Vladislak; (female) Fyevarra, Hulmarra, Immith, Imzel, Navarra, Shevarra, Tammith, Yuldra; (surnames) Chergoba, Dyernina, Iltazyara, Murnyethara, Stayanoga, Ulmokina

### ***Shou***

The Shou are the most numerous and powerful ethnic group in Kara-Tur, far to the east of Faerûn. They are yellowish-bronze in hue, with black hair and dark eyes. Shou surnames are usually presented before the given name.

***Shou Names:*** (Male) An, Chen, Chi, Fai, Jiang, Jun, Lian, Long, Meng, On, Shan, Shui, Wen; (female) Bai, Chao, Jia, Lei, Mei, Qiao, Shui, Tai; (surnames) Chien, Huang, Kao, Kung, Lao, Ling, Mei, Pin, Shin, Sum, Tan, Wan

### ***Tethyrian***

Widespread along the entire Sword Coast at the western edge of Faerûn, Tethyrians are of medium build and height, with dusky skin that tends to grow fairer the farther north they dwell. Their hair and eye color varies widely, but brown hair and blue eyes are the most common. Tethyrians primarily use Chondathan names.

***Chondathan Names:*** (Male) Darwin, Dorn, Evendur, Gorstag, Grim, Helm, Malark, Morn, Randal, Stedd; (female) Arveene, Esvele, Jhessail, Kerri, Lureene, Miri, Rowan, Shandri, Tessele; (surnames) Amblecrown, Buckman, Dundragon, Evenwood, Greycastle, Tallstag

### ***Turami***

Native to the southern shore of the Inner Sea, the Turami people are generally tall and muscular, with dark mahogany skin, curly black hair, and dark eyes.

***Turami Names:*** (Male) Anton, Diero, Marcon, Pieron, Rimardo, Romero, Salazar, Umbero; (female) Balama, Dona, Faila, Jalana, Luisa, Marta, Quara, Selise, Vonda; (surnames) Agosto, Astorio, Calabria, Domine, Falone, Marivaldi, Pisacar, Ramondo

### ***Others***

Several other noteworthy groups of humans are discussed here. Some are significant minorities in regions or nations that border the North, while others are prevalent in parts of the world far from the Sword Coast.

## **Arkaiun**

Short in stature with tan skin and dark hair, the Arkaiuns dwell primarily in Dambrath as well as Halruaa and the Shar. Many Arkaiuns lived under the yoke of drow slavery centuries ago after a failed military campaign against the dark elves, which led to the eventual destruction of the Arkaiun kingdom in Dambrath.

**Arkaiun Names:** (Male) Houn, Rhivaun, Umbril, Xaemar, Zeltaebar; (female) Glouris, Maeve, Sevaera, Xaemarra, Zraela; (surnames) Lharaendo, Mristar, Wyndael

## **Bedine**

Dark-skinned and dark-haired, the Bedine were warriors and nomads in southern Anauroch. Once divided into over a hundred tribes, the clannish Bedine mostly kept to their desert lands and interacted little with outsiders, except for trading. Over the generations, more Bedine have become city dwellers, leaving behind their nomadic ways, and reducing the number of tribes that still espouse their traditional way of life.

**Bedine Names:** (Male) Aali, Rashid, Tahnon, Tanzim, Whalide; (female) Aisha, Farah, Nura, Rashida, Zalebyeh; (tribe names) Alaii, Bordjia, Clelarra, Desai, Dakawa, Dursalai, Goldor, Iriphawa, Kellordrai, Lalajar, Qahtan, Yethtai, Zazalaar

## **Ffolk**

The Ffolk of the Moonshae Isles are descended from Tethyrian settlers who came to the isles a thousand years ago. The Ffolk have a deep respect for nature, and are primarily farmers, worshiping the goddess they call the Earthmother and keeping to old druidic ways. Ffolk shipwrights are well regarded, having proven their ability to build sturdy ships that are capable of weathering the tumultuous seas around their home.

**Ffolk Names:** (Male) Artur, Bern, Colin, Manfred, Tristan; (female) Alicia, Gennifer, Meridith, Elaine, Olivia; (surnames) Archer, Gareth, Leed, Kendrick, Morgan, Waters

## **Gur**

Related to the Rashemi, Gurs are stout, dusky-skinned, and dark-haired. They consider themselves "children of Selûne," and most of them revere the moon goddess. Gur communities live a nomadic existence wandering the Western Heartlands, leading others to refer to them as "the people of the highway."

**Gur Names:** (Male) Boriv, Gardar, Madevik, Vlad; (female) Varra, Ulmarra, Imza, Navarra, Yuldra; (surnames) Chergoba, Drazlad, Tazyara, Vargoba, Stayankina

## **Halruaan**

The people of the mysterious and magical kingdom of Halruaa, the Halruaans are touched by magic, and many of them are talented in the Art. They and their land vanished during the Spellplague, but just as mysteriously returned after the second Sundering. Most Halruaans have blond or dark hair and olive complexions. Black, brown, and green eyes are the most common.

**Halruaan Names:** (Male) Aldym, Chand, Meleghost, Presmer, Sandrue, Uregaunt; (female) Aithe, Chalan, Oloma, Phaele, Sarade; (surnames) Avhoste, Darante, Maurmeril, Stamaraster

## **Imaskari**

An uprising of Mulan slaves brought about the ruin of Imaskar and its ruling wizards thousands of years ago, but some Imaskari survived and fled into the Underdark. There they changed, developing the pale, smooth skin and whitish hair now common among them. The Imaskari who dominated the region of Mulhorand have been forced into exile by a second uprising of those they dominated.

***Imaskari Names:*** (Male) Charva, Duma, Hukir, Jama, Pradir, Sikhil; (female) Apret, Bask, Fanul, Mokat, Nismet, Ril; (surnames) Datharathi, Melpurvatta, Nalambar, Tiliputakas

## **Nar**

More than a thousand years ago, the dark priests of Narfell amassed great power by treating with demons, but their actions eventually brought about a war that destroyed their civilization. The Nars abandoned their ruined and accursed cities and became nomads and traders. Nars have tanned skin, brown or black eyes, and black hair, often worn long and tied in a tail or topknot.

***Nar Names:*** (Male) Avan, Ostaram, Petro, Stor, Taman, Thalaman, Urth; (female) Anva, Dasha, Dima, Olga, Westra, Zlatara; (surnames) Dashkev, Hargroth, Laboda, Lackman, Stonar, Stormwind, Sulyma

## **Shaaran**

Dark-haired and tan-skinned nomads from southern Faerûn, the Shaarans are skilled hunters, archers, and riders who revere various nature deities. They are organized into clans under the direction of elders and chieftains.

***Shaaran Names:*** (Male) Awar, Cohis, Damota, Gewar, Hapah, Laskaw, Senesaw, Tokhis; (female) Anet, Bes, Idim, Lenet, Moqem, Neghet, Sihvet; (surnames) Cor Marak, Laumee Harr, Moq Qo Harr, Woraw Tarak

## **Tuigan**

A nomadic horde from the vast plains between Faerûn and Kara-Tur, the Tuigans once nearly conquered Faerûn under the great leader Yamun Khahan before being defeated by a coalition of armies. Since those days, Tuigans are sometimes seen on the Sword Coast and in other nearby regions, but not in great numbers.

The Tuigans resemble the Shou, with a bronze or golden cast to their skin and dark hair, but they tend to have darker skin and broader features. Each has only a single name (sometimes handed down from one's par-ent); Tuigans don't use surnames. No strangers to travel, Tuigan traders and adventurers are often familiar with many languages and cultures.

***Tuigan Names:*** (Male) Atlan, Bayar, Chingis, Chinua, Mongke, Temur; (female) Bolormaa, Bortai, Erdene, Naran

## **Ulutiun**

The Ulutiuns are short, dark-haired, golden-skinned people who originated in northern Kara-Tur and migrated westward to Icewind Dale and other cold lands near the Endless Ice Sea. Hunters and gatherers, Ulutiuns live in small tribes that have managed to survive in one of the harshest environments in the world. Each has only a single name (sometimes handed down from one's parent); Ulutiuns don't use surnames.

***Ulutiun Names:*** (Male) Amak, Chu, Imnek, Kanut, Siku; (female) Akna, Chena, Kaya, Sedna, Ublereak

## **Humans' Deities**

The breadth and variety of the human race in Faerûn is never more evident than in the diverse collection of deities that humans worship. The Faerûnian pantheon includes gods of every stripe, and a number of deities whose spheres of influence overlap and compete, which seems to be just how humans like it.

Along the Sword Coast, most human communities have temples and shrines tended by priests who are devoted to various Faerûnian gods. In some of these places, the faithful of deities revered by rulers and other powerful individuals play a greater role in local politics than those

not so favored. In the extreme, worship that is deemed heretical or dangerous is outlawed- for example, in a region where followers of Shar hold authority and power, the worship of her good twin and nemesis Selûne might be against the law.

## **Human Traits**

It's hard to make generalizations about humans, but your human character has these traits.

**Age.** Humans reach adulthood in their late teens and live less than a century.

**Alignment.** Humans tend toward no particular alignment. The best and the worst are found among them.

**Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

**Subtype.** Choose one of the following subtypes.

### ***Diverse***

Humans are able to learn and adapt quickly. Most humans won't be comparable to a member of another race in its specialty, but their strengths lies in the fact, that they have some innate talent in everything.

**Ability Score Increase.** Your ability scores each increase by 1.

### ***Specialized***

Other humans are able to concentrate their talents to a single task and be the master of few, instead the jack-of-all trades. These humans are few and often they'll destined to greatness.

**Ability Score Increase.** Two different ability scores of your choice increase by 1.

**Skills.** You gain proficiency in one skill of your choice.

**Feat.** You gain one feat of your choice.

## Tiefling

Humans with the blood of fiends, most tieflings in Faerûn share a common connection due to the machinations of the archdevil Asmodeus a century ago.

### The Mark of Asmodeus

During the Spellplague, Asmodeus consumed the divine spark of Azuth and thereby achieved godhood. Subsequently, Asmodeus and a coven of warlocks, the Toril Thirteen, performed a rite wherein the archdevil claimed all tieflings in the world as his own, cursing them to bear "the blood of Asmodeus." This act marked all tieflings as "descendants" of the Lord of the Nine Hells, regardless of their true heritage, and changed them into creatures that resembled their supposed progenitor. The other folk of Faerûn, unnerved by the appearance of these devil-beings, became suspicious of all tieflings and occasionally hostile to them.

In spite of what some people believe, however, Asmodeus exerts no power over his "children," and tieflings today are as free-willed- and willful- as they ever have been. Some do choose to serve the Lord of the Nine Hells and his schemes, while others align themselves with different fiendish factions, or none at all, doing their best to stay out of infernal politics.

Since the ritual that spread the curse of Asmodeus a century ago, tieflings have been born on Faerûn that belong to other infernal bloodlines, but those that bear the mark of the archdevil (and their descendants) remain the most numerous examples of their kind by far.

Tieflings in Faerûn generally have the racial traits of tieflings in the *Player's Handbook*, except that those not descended from Asmodeus might exhibit different qualities; see *Tiefling Traits*.

### Infernal Bloodline

Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes: some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelope's horns. They have thick tails, four to five feet long, which lash or coil around their legs when they get upset or nervous. Their canine teeth are sharply pointed, and their eyes are solid colors-black, red, white, silver, or gold-with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.

**Optional:** Not all tieflings are descended from Asmodeus and many who are not look mostly human, besides some devilish traits, which they often hide, if possible. Rather than having the physical characteristics described above choose 1d4+1 of the following features: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goat-like legs; cloven hoofs; a forked tail; leathery or scaly skin; red or dark blue skin; cast no shadow or reflection; exude a smell of brimstone.

### Self-Reliant and Suspicious

Tieflings subsist in small minorities found mostly in human cities or towns, often in the roughest quarters of those places, where they grow up to be swindlers, thieves, or crime lords. Sometimes they live among other minority populations in enclaves where they are treated with more respect.

Lacking a homeland, tieflings know that they have to make their own way in the world and that they have to be strong to survive. They are not quick to trust anyone who claims to be a friend. but when a tiefling's companions demonstrate that they trust him or her, the tiefling

learns to extend the same trust to them, and once a tiefling gives someone loyalty, the tiefling is a firm friend or ally for life.

## **A Race without Home**

As offspring of the infernal, tieflings call no place in Faerûn their own, although some places and nations are more tolerant of them than most. In the North, the largest population of tieflings is found in Neverwinter. Since the Ashmadai, a violent cult dedicated to Asmodeus, is also active in the city, mistrust of tieflings isn't unusual even here, since folk never know if a tiefling is a member of the Ashmadai or was drawn to Neverwinter by the opportunity to blend in that a metropolis provides.

Small and scattered groups of tieflings are found elsewhere across Faerûn, particularly in cosmopolitan cities (where they can be anonymous to some degree) and in rough and poor settlements that welcome anyone who can help them survive and prosper. Tieflings are common in Calimshan, to the south, where many of them fought for the djinn as mercenaries and now serve other masters with the coin to pay them. In the east, many tieflings dwell in Aglarond-escaped slaves from Thay or their descendants- and in Mulhorand, where tieflings are believed to carry the blood of the ancient Mulhorandi gods themselves.

## **Lone Faithful**

Although many Faerunian folk believe that all tieflings worship Asmodeus and the Lords of the Nine Hells, the truth is that only a fraction of them do so, but enough are devil- or demon-worshippers to lend the weight of truth to all the rumors and suspicion.

Tieflings who revere a god other than Asmodeus often worship deities who watch over and care for outsiders, including Ilmater, Mask, Selune, Shar, and Tymora. Gods of knowledge, survival, cunning, and warfare are also common attractions for tieflings who value those qualities. Beshaba has tiefling worshipers who consider the accident of their birth as a kind of cruel joke they have chosen to embrace.

Equally intriguing and disturbing to followers of some faiths in Faerûn are stories spread by tieflings who claim to have visions in which the gods of Faerûn appear to them modeled in the tieflings' own image. One such is the entity they call the "pale horned goddess of the moon" (Selune); another is the "dark, devilish lady of fortune" (Tymora)- an indication, tieflings say, that one's outward appearance and bloodline are less important to the gods than the heart and soul within.

## **Tiefling Names**

A great many tiefling parents follow the naming conventions of the culture in which their offspring are born, such as using human names if they live in a human settlement (the better to seem like "normal" citizens). Others take names derived from the Infernal language that have been passed down since ancient times.

Some younger tieflings, striving to find a place in the world, adopt a name that signifies a virtue or other concept and then try to embody that concept. For some, the chosen name is a noble quest. For others, it's a grim destiny.

In addition, some Faerunian tieflings have names drawn from the language of cultures where they are relatively common and generally accepted, such as Calishite and Mulhorandi, which are foreign-sounding to folk in the North and along the Sword Coast.

Al-Khem and Beni-Asmodai are two common Calishite tiefling surnames that proclaim the race's heritage, along with first names such as Haroun, Ishaq, and Nizam (male) or Hania, Rasha, and Zaar (female). Mulhorandi surnames that begin with "Sia" or "Zia" followed by a god's name indicate a bearer of that god's bloodline, such as Zianhur and Siasobek. First names commonly seen among Mulhorandi tieflings include Aybtep ("horned"), Bahati ("wise

soul"), Het ("smoke"), Kamen ("dark"), Katsu ("star born"), and Kohl ("dark eyed").

**Male Infernal Names:** Akmenos, Amnon, Barakas, Damakos, Ekemon, Iados, Kairon, Leucis, Melech, Mordai, Morthos, Pelaios, Skamos, Therai

**Female Infernal Names:** Akta, Anakis, Bryseis, Criella, Damaia, Ea, Kallista, Lerissa, Makaria, Nemeia, Orianna, Phelaia, Rieta

**"Virtue" Names:** Art, Carrion, Chant, Creed, Despair, Excellence, Fear, Glory, Hope, Ideal, Music, Nowhere, Open, Poetry, Quest, Random, Reverence, Sorrow, Temerily, Torment, Weary

## Tiefling Traits

Tieflings share certain racial traits as a result of their infernal descent.

**Ability Score Increase.** Your Intelligence score increases by 1, choose one of the following.

- *Asmodeus' Blood.* Your Charisma score increases by 2.
- *Feral.* Your Dexterity score increases by 2.

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Alignment.** Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Hellish Resistance.** You have resistance to fire damage.

**Infernal Heritage.** Choose one of the following

- **Infernal Legacy.** You're of Asmodeus' Blood. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once as a 2nd level spell with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can also cast the *darkness* spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Hellfire.** You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *burning hands* spell once as a 2nd level spell with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can also cast the *darkness* spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Devil's Tongue.** You know the *vicious mockery* cantrip. Once you reach 3rd level, you can cast the *charm person* spell once as a 2nd level spell with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can also cast the *suggestion* spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Winged.** You have bat-like wings sprouting from your shoulder blades. You have a flying speed of 30 feet.

**Languages.** You can speak, read, and write Common and Infernal.