

Backgrounds of Faerûn: Children Of The Planes

Enrich your characters with this supplement containing backgrounds and subraces for eleven of the Forgotten Realms planar races: the angelic aasimar, the dark krinith, the diabolic fey'ri, the cursed shadar-kai, the fiendish tanarukk, the devilish tieflings, the varied genasi, the shadowy gloaming, the displaced dragonborn, the malefic durzagon, and the alien killoren!



WELCOME TO THE REALMS

In the "Backgrounds of Faerûn" supplement, we focused on the human kingdoms. In each of these smaller supplements, we investigate groups of the other races that inhabit the world. Thematically, they'll be grouped by family such as Dwarf, Elf, or Gnome.

Each supplement will contain races both old and new, their equipment, their spells, and many other features for these races. Existing races will be given the regions they're native to with bonds for each. If you're picking one of these races, they're intended to work with the existing backgrounds in the *Player's Handbook* or with the backgrounds from the "Backgrounds Of Faerûn" supplement.

If you use a new race, they'll include the race as well as a background specific to that race. Additionally, they'll come with extra content to help you get into the mindset of playing these rare and unusual races. As with the "Backgrounds Of Faerûn" supplement, the backgrounds for new races are intended to be mixed with another background or can be used as is.

Remember to always check with your Dungeon Master if you wish to play one of these races.

HOW TO COMBINE BACKGROUNDS

Let's say you wanted to be a krinith but you wanted to combine the "Shadow Survivor" background with the "Folk Hero" from the *Player's Handbook*.

First, you would choose which of the two backgrounds you want to take the skill, tool and language proficiencies from. This is the background you also take your equipment from.

Second, you choose which of the two backgrounds you want to take your feature from. Either the outsider from the krinith or the rustic hospitality that the folk hero enjoys.

Lastly, you'll pick one trait, ideal, bond, and flaw, one each from either background table. For example, you could choose the folk hero trait and ideal, but use the krinith bond and flaw.

ON EXTRA-PLANAR CREATURES

Most extra planar creatures are not native to Faerûn and as such are likely to be viewed with suspicion or superstition. With the exception of the aasimar, genasi, and tiefling, most of the races here are unknown to the commoners of the realms.

Please check with your DM to see what sort of effect choosing such an odd race will have on the game. Work with them to ensure your character belongs in the story.

ON THE "BACKGROUNDS OF FAERÛN"

The supplement "Backgrounds of Faerûn" is another title written by myself on the Dungeon Master's Guild. It's intended to be a supplement for the human dominated kingdoms of the realms and is otherwise the same as this book. It's not a books of racial specific backgrounds, as many cities in the Forgotten Realms allow all sorts of different folks from different backgrounds.

If you don't own it, don't worry. The rules contained in each of these smaller supplements are more than enough to use for your characters.

If you do happen to own it, then the rules here are easily combined with those rules. Instead of just having a "Halruaan Bounty Hunter", you could mix the Halruaa background with the star elf background and the folk hero background to have a star elf folk hero that's native to halruaa, with the bonds, traits, ideals, flaws, equipment and features of all three backgrounds!

ART CREDITS

Page 5: MonsterManual2-3e_Monk by Wizards of the Coast

Page 5 Sidebar: Types of ranseurs, illustration from a book "Handbuch der Waffenkunde. Das Waffenwesen in seiner historischen Entwicklung vom Beginn des Mittelalters bis zum Ende des 18 Jahrhunderts" by W. Boeheim, , Leipzig, 1890

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AASIMAR

The celestial children, the Aasimar, are a rarely seen folk dwelling in Faerûn. Much like the tieflings of the world, Aasimar carry with them a spark from the outer planes. Traditionally a solar, planetar, or other angelic being, presented below are two new aasimar subraces. The first is born of the inevitables of mechanus and the other is touched by the spirits of Kara-Tur.

The following subraces are intended for use with the Aasimar entry from *Volo's Guide to Monsters*.

JUSTICE AASIMAR (AASIMAR SUBRACE)

Justice Aasimar are created when an Inevitable is destroyed and the spark within is unable to return to Mechanus. The soul of that inevitable is dispersed and absorbed by all those nearby.

As those bystanders die off, the energy returns to mechanus to be slowly reforged. Eventually, only a single mortal will be left with the spark of that Inevitable: a Justice Aasimar.

JUSTICE AASIMAR TRAITS

New Race character has the following racial traits.

Ability Score Increase Your Wisdom score increase by 1.

Law of Mechanus Instead of an angelic guide, you hear the orders of the Inevitables. When you're focused on a task, Mechanus will attempt to guide you in the most efficient manner toward your goal. Remember their logical mechanical minds might not supply the best advice, just the shortest path to your goals.

Superior Focus If you personally witness someone doing one of the following, you may mark them. You can detect the direction of your marked target as well as their current wellbeing (if they're dead, wounded, diseased, poisoned, and so forth). You can dismiss your mark as a bonus action.

- Escape punishment from the law.
- Make an agreement or oath, and then break it.
- Cast a spell or perform a ritual to unnaturally extend their lifespan (examples of which are casting *wish*, becoming a lich or vampire, or sacrificing hundreds to prevent themselves from being stricken with the plague).

VIRTUE AASIMAR (AASIMAR SUBRACE)

The Celestial Empire of Kara-Tur is a most wonderful place. Gods, spirits, dragons, mortals, and all other aspects of life and death are managed by the celestial bureaucracy.

The nine immortals hold responsibility over the nine virtues. They teach by example, often by visiting the lands where mortals dwell. Over time, these teachers can fall in love with the land and mortals who live there, introducing celestial bloodlines into the common folk.

Uncommon in Kara-Tur, virtue aasimar in Faerûn are only really found in Thesk or as nomads wandering the lands.

VIRTUE AASIMAR TRAITS

New Race character has the following racial traits.

Ability Score Increase Your Charisma score increases by 1.

Immortal Virtue Instead of an angelic guide, your soul understands the power of a single virtue thanks to the Immortal who shares your blood. Choose one of the following:

- **Artistry** - You have advantage when helping others complete their writings, paintings, or songs. You also are proficient with Perform and one set of artisan's tools from the following: Calligrapher's supplies, Painter's supplies, or one instrument of your choice.
- **Compassion** - You can sense when others are in emotional or physical pain and divine the source of that pain as though you had asked the character and they answered truthfully.
- **Courage** - You innately know when others are scared, either conventionally or magically. Additionally you have advantage on saving throws against fear.
- **Fidelity** - You know when the loyalty of others is under temptation. It could be someone being unfaithful to their partner, a merchant considering breaking a deal, or a character pushing against their ideals. You have advantage on charisma based checks trying to help them resist that temptation.
- **Honor** - You understand the nature of how honorable a person is. While this isn't a guarantee that they'll keep their word to you, it will give you a feeling of how likely it is. Additionally, you have proficiency with Wisdom (Insight) checks.
- **Karma** - The push and pull of fate is visible to you. As a free action, you may negate disadvantage on checks made by an ally. If you do so, you suffer disadvantage until the end of your next turn. This disadvantage cannot be negated by any other effect.
- **Love** - You have an innate sense of attraction between people, even if they don't understand it themselves. Also as a bonus action, you can see if people are affected by enchantment magic.
- **Respect** - With your active perception checks, you can get vague hints as to the relationships between people and the condition of that relationship. For example, you might sense a brother and sister are having tough times with each other, or understand that while a priest doesn't know it, the mayor hates him (but this wouldn't tell you why).
- **Scholarship** - You gain proficiency with two skills of your choice from Arcana, History, Nature, or Religion. Also, when discussing scholarly topics with others, you know if their grasp of the subject is greater or less than your own.

ANGELIC NOMADS

With the blood of celestials fueling their bodies, Aasimar are the goodly counterpart to Tieflings. In Faerûn, the lands of Mulhorand and Unther were places where gods and men mingled, giving a healthy number of Aasimar but those born elsewhere tended to gravitate towards the larger cities of heroes like Waterdeep or Silverymoon.

Region: Mulhorand, Thesk, Unther, Waterdeep

ROLEPLAYING A AASIMAR

While their celestial origin drives them towards greatness, many Aasimar feel that's a burden and try to run from what they think of as their destiny. Others choose to embrace it, accepting that they have a greater place in the world.

They possess own world view and that of their angelic, celestial, or inevitable companion. These voice might align, allowing them greater clarity regarding their current situation or it might be an echoing chaos, a burning turmoil within.

MULHORAND AASIMAR BONDS

d6 **Bond**

- 1 I never liked the slavery Mulhorand had, and am glad to see it abolished but many former slaves need our help.
- 2 The gods lorded above us before they walked the lands. I see no reason why I should treat them differently now.
- 3 It's said Aasimar carry the blood of the angels, and yet our gods hold no special place for us, something I consider unfair.
- 4 Rebuilding our nation after invasion is more than putting up new houses, it means rebuilding relationships with other nations.
- 5 The Brotherhood of Those Who Smile in the Face of Death are dedicated to stopping evil all around the realms. A worthy cause for my skills.
- 6 The Sisters of the Merciful Mother share their pacifistic ways with those of our lands, but I want to pass their message onto the world.

THESK AASIMAR BONDS

d6 **Bond**

- 1 A descendant of the horde, I travel to escape the horrific damage my ancestors inflicted upon Thesk.
- 2 The shadowmasters inflict great dishonor upon themselves by controlling the destiny of others.
- 3 My soul belongs to the Celestial Court. To that end, I involve myself in mortal politics all too often.
- 4 I venture the lands seeking enlightenment.
- 5 I live for the finer things in life and to enjoy those things with good friends.
- 6 Every day I try to teach my virtue to those who lack it themselves.

UNTHER AASIMAR BONDS

d6 **Bond**

- 1 I left home, questioning the wisdom of Gilgeam. Retaking our homelands is a valiant idea but decimating others to do it is not the right path.
- 2 Let those Mulhorandi free their slaves, as a slaver I'll capture them. Nothing quite like already pre-trained labor.
- 3 Untherites have gone soft over the years. It's my goal to make Unther the largest empire in all the world.
- 4 Under the flag of Tiamat, our dark mistress, I will dominate and command an army of dragons and take over as emperor.
- 5 My blood is a gift, touched by the gods. Let others kneel before their better.
- 6 My guide seems tied to me, sometimes I act out just to bother them.

WATERDEEP AASIMAR BONDS

d6 **Bond**

- 1 Like many who call Waterdeep home, it's my base of operations for all my heroic adventuring!
- 2 Something important was taken from me, and I've chased the culprit here, to the city of wonders.
- 3 There's something about me, an aura, that inspires others. I inspire heroism in the common citizen.
- 4 Waterdeep is always at the center of some sort of trouble, it's my duty to defend my home.
- 5 I protect a sacred text that my enemies consider heretical and seek to destroy.
- 6 A powerful person killed someone I love. I want revenge but my guide is trying to stop me.

SOURCES

Aasimar can be found in the *Volo's Guide to Monsters* from Wizards of the Coast.

KRINTH

*The sky rent open, the castle did appear
wizards and priests, all fell with fear,
As the empire returned, to this world they once controlled,
demonspawn rained, dark terror unfold.*

– Excerpt from *Long Shadows Upon The Land*, by Bolivar Twent, DR 1374

When the civilization of Netheril slipped into the plane of shadow, the humans and natives of that plane inevitably mingled together, creating the sterile Krinth. However, with a touch from the goddess Shar, they were able to breed freely and proliferated. They became the foot soldiers of the Netherese empire, the sword that would retake the realms upon the return of Netheril.

Physically, they resembled humans but with dusky skin and dark features. They always have physical traits from their non-demonic heritage, be it human, dwarf, or orc.

DYING RACE

There are scholars who think that the Netherese were displeased with the krinth and turned instead to the shadar-kai, but this is simply extra-planar conjecture. In truth, their masters simply have gotten bored with the idea of prime material / plane of shadow hybrids.

Since their return to the material plane and subsequent fall, their ranks have dwindled faster than they can be replenished. With the recent fall of Netheril, it's unlikely the surviving krinth will last more than a generation.

PHYSICAL EXPLORATION

Being born of demonic heritage means having impulses for more physical gratification. Krinth children play via inventing games and sports. Adults play by training hard in martial combat and enjoying brief moments of carnal play.

Other tactile experiences include drinking, excessive eating, and bar fights. When finding a new weapon, they would decide to use it until they find something newer. When seeing a new textile or metal they might try to taste or feel it. Of course, new foes are always a welcome experience.

BURNING HATRED

The krinth absolutely hate the shadar-kai and their Raven Queen. Similar to orcs and elves, this hatred runs deep and burns within. Shadow plane born krinth often form bands to harass shadar-kai and those on the material plane hunt down rumors of their actions so they might put an end to their machinations.

KRINTH ADVENTURERS

Krinth are generally quite focused, humorless and grumpy, however they have exceptional tempers. Hard workers who rarely find time or need for play or creative activities, they generally inherit cruel streaks from their demonic parentage.

NAMES OF THE KRINTH

Trueborn krinth, that is those born of other krinth, take human, dwarf, or orc names. Demonspawn often take half-names that sound like both of their parents. For example, a dwarf-demon hybrid might have the name Ixzil Ironear and an orcish hybrid might take Thorog Szach.

KRINTH TRAITS

Your Krinth character has the following racial traits.

Ability Score Increase Increase your Constitution score by 2.

Age Most krinth were considered adults by 20, and considered old age to be somewhere between 150 and 200.

Alignment Trueborn can be of any alignment, although demonspawn tended towards any evil alignment.

Size Your krinth character is medium sized.

Speed Your krinth character has a base walking speed of 30 feet.

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. You can't discern color in darkness, only shades of gray.

Shadow Shroud You have resistance to necrotic damage. Additionally, you are proficient in Dexterity (Stealth) checks.

Devils Resilience You have advantage on saving throws against being Frightened.

Weapon Training You are proficient with the Krinth Ranseur.

Subrace Choose either Trueborn or Demonspawn. You gain the traits listed under your chosen subrace in addition to those above.

TRUEBORN (KRINTH SUBRACE)

Your parents were both krinth as well. You feel superior to your demonspawned cousins.

Ability Score Increase Increase your Wisdom score by 1.

Languages Your krinth character speaks, reads, and writes, Common and your choice of Orc or Dwarvish.

DEMONSPAWN (KRINTH SUBRACE)

Original stock, your parent was likely a human, orc, or dwarf, and a shadow plane dwelling demon. While ostracized by the Trueborn krinth, they were equally valued by the Netherese.

Ability Score Increase Increase your Strength score by 1.

Languages Your krinth character speaks, reads, and writes, Abyssal and Common.

KRINTH SIZE

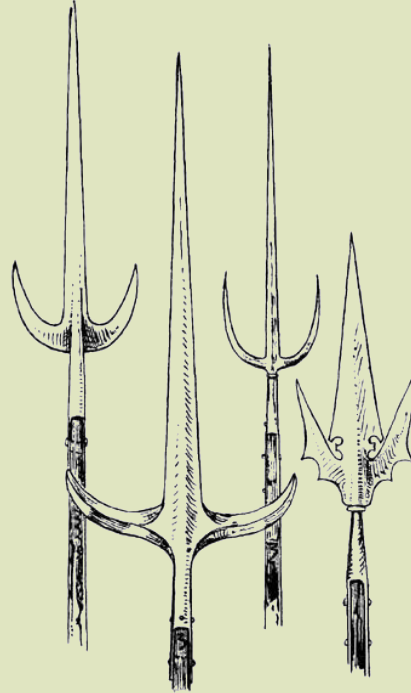
Gender	Average Height	Average Weight
Male	5'2" - 6'2"	150 - 250 lbs
Female	5'0" - 6'0"	130 - 225 lbs

Krinth Ranseur

The krinth didn't actually invent this weapon, it was simply popularized by the netherese militia. Often equipped with a short sword as a backup weapon, this long metal pole speak has two hooks at the spear-end.

Ranseur - Martial Melee Weapon - 60 gp - 1d10 piercing - heavy, reach, two-handed, special.

Special: As a bonus action, you deny your foes any bonus to their AC from shields or weapons (as with the *Defensive Duelist* feat).



SHADOW SURVIVOR

KRINTH

Following the demise of Myth Drannor and Thultanthar, the krinth that were part of the netherese army were scattered into the lands surrounding Cormanthor. But the krinth have been given all the skills they need to survive.

Skill Proficiencies: Perception and Survival

Tool Proficiencies: Woodcutter's tools and Smith's tools

Equipment: A set of slaves clothing, one set of tools with which you are proficient, a crude map of faerûn, a belt pouch containing ten small gems, each worth 3 gp.

Region: The Anauroch, The Moonsea, The Sea of Fallen Stars, The Underdark

Suggested Classes: Barbarian, Fighter

FEATURE: OUTSIDER

Your features are obviously derived from an otherworldly source and those of the Netheril are often feared. Unless someone has a direct need to talk to you, others avoid your presence. Walking into an inn might cause patrons who have *almost* finished their drinks to leave early.

Those who recognize you for your race might either take a great interest in you (such as a Thayan zulkir wanting to know more about Netheril) or a great hatred towards you (such as a Sembian nobleman who has lost everything thanks to their enslavement).

SUGGESTED CHARACTERISTICS

While you keep to yourself when your netherese superiors are absent, there's still an innate desire to try out as many physical experiences as possible. This is more to alleviate boredom than true curiosity, but rarely do such moments leave a lasting emotional experience.

d8 Krinth Personality Trait

- 1 I proclaim the glory of Netheril wherever I can.
- 2 If I think someone can put up an interesting fight, I try to provoke them into attacking me.
- 3 Even the smallest inconvenience can send me into a deafening rage.
- 4 I've grown up knowing that the krinth are the greatest slaves in all the empire. Even when in a foreign land, I expected to be treated exceptionally.
- 5 We've learned from our masters that allies are a powerful resource. I try to have as many as I can manage.
- 6 I'd rather be concealed by shadows than out in the open.
- 7 When presented a challenge, even if it's one I know is insurmountable, I must try to complete it!
- 8 I'm oblivious to etiquette and social expectations.

d6 Krinth Ideal

- 1 **Structure:** By having our overlords direct us, we are more effective a force. **(Lawful)**
- 2 **Glory:** The annals of history will only care about glory, not pitiful concepts such as good or evil. **(Neutral)**
- 3 **Enforcer:** Our lords have formed demands which others must obey. It's my duty to enforce those demands any way I see fit. **(Chaotic)**
- 4 **Power:** The Netherese have proven that power decides fate. **(Evil)**
- 5 **Greed:** I may be a slave, but I'm a slave that has a life of luxury. Better than a starving gutter-rat. **(Evil)**
- 6 **Might:** You have no grounds trying to give me orders when I can grind you into a fine powder. **(Evil)**

d6 Krinth Bond

- 1 My kind are dying, the Shadar-Kai are to blame. I will eviscerate every last one of them.
- 2 Netheril has fallen, it's time to learn my greater place in this world.
- 3 We are abominations, but even a mistake can lead a life to make the world better.
- 4 Rebuilding Netheril should be our focus. My adventures lead me to find new sources of power for our masters.
- 5 A life of slavery spent toiling for masters that lay below crushed stone. I have to make what time I have left worth something.
- 6 I'm trying to find why our race is dying out, and what might be done to save it.

d6 Krinth Flaw

- 1 I offend everyone by my patriotism towards Netheril.
- 2 My anger is unquenchable.
- 3 I have a phobia of bright places.
- 4 I refuse to answer to authority that isn't of the empire.
- 5 I have no internal narration.
- 6 My understanding of humor is limited, I take most things literally.

TIEFLING

His wife screamed as she pushed, following the orders of the wet nurse. All Brom could do was stand nearby and be ready to receive his son. Of course there was a chance he would have a daughter, but without an heir his family would be done within a generation.

No, he had to have his son. His perfect son. He needed a son so badly, it's why he sought out that summoner. It's why he signed that contract with... Gods what had he done? He recalled the dark ritual, just as the cry of his new babe could be heard.

The wet nurse gave up a prayer as she handed the babe to his father. His wife lay unmoving, her breathing so very shallow. His looked at his son, the babe's horns glistening with blood. His tail wrapping around the nobleman's wrist. His perfect son.

The tiefling is the child of a bloodline containing demonic, fiendish, or even deific, components. Most commonly found is the horned and tailed tiefling but scholars know that such evil creatures do not stop at breeding with humans and so mixes between dwarves, elves, halflings, and even orcs exist.

Alternative Tiefling

The rules in this book support rules for Fey'ri, Tanarukk, Tieflings, and others. Presented here is an alternative Tiefling.

Variants for Tiefling exist in the *Sword Coast Adventurer's Guide*. The base tiefling they're expected to alter is the one from the *Player's Handbook*.

If you wish to use these variants, then simply make their alterations to the base Tiefling as it is statistically identical to the one presented here.

TIEFLING TRAITS

Your Tiefling character has the following racial traits.

Ability Score Increase Your Charisma score increases by 1.

Age Tieflings mature at the same rate as the race they were mixed with, but a few years longer.

Alignment Tieflings might not have an innate tendency towards evil, but many of them end up there. Most tend towards a chaotic alignment.

Size As with their age, Tieflings weigh roughly the same as the race they are mixed with, although usually with a slightly lighter build. Your Tiefling character is medium size.

Speed Your Tiefling character has a base walking speed of 30 feet.

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. You can't discern color in darkness, only shades of gray.

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

Subrace Choose one of the following: Tiefling, Fey'ri, Tanarukk, Durzagon, or Whispling. You gain the traits listed under your chosen subrace in addition to those above.

TIEFLING

The tiefling most folk are familiar with in the realms. In the past, they were all of varying demonic bloodlines but recently the ascension of Asmodeus has changed history, making nearly all but the most recently born tieflings resemble himself. Oddly colored skin, horns, and tails, are all common features one can find in the human born tieflings.

If you are choosing the Tiefling subrace, you gain the following traits in addition to those above.

Hellish Resistance : You have resistance to fire damage.

Infernal Legacy : You know the thaumaturgy cantrip.

When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

SOURCES

The Tiefling is a race found in the *Player's Handbook*.



DURZAGON

The Fey'ri happened when elves tried to harness the power of demons for their bloodlines. Durzagons are the inverse situation, where demons seek to make their power on the material plane much stronger.

By infiltrating the ranks of the duergar, they hope to gain a foothold in the Underdark, and prospectively, the surface world.

HIDDEN THREAT

Durzagon are dangerous, both to the duergar society they infiltrate as well as to those around them. Once enough durzagon have infiltrated, they then control the resources of that society with a more malific intent than the duergar would have.

LEADERS OF SOCIETY

As they infiltrate duergar life, durzagon seek out to replace leaders and generals. Anyone who commands a large number of the gray dwarves. This is because durzagon don't produce many offspring, and so replacing an entire city would take far too long.

TRUSTWORTHY PARASITES

The gray dwarves are, as evil races go, quite regimented. While they'll not blink an eye at slaving or murder, everything needs to be done the right way. They nearly always keep their word, the idea of lying is an entirely alien concept and they are the utmost definition of reliable. The durzagon must act this way as well, lest they be discovered.

DURZAGON ADVENTURERS

The durzagon that have already infiltrated duergar society essentially act as the duergar act. The rest are generally enacting the will of the durzagon council.

NAMES OF THE DURZAGON

Durzagon have two names: their duergar name and their demonic name. The demonic names are generally difficult for mortal lips to pronounce, like "Tzagalar" or "Ekilakilik".

DURZAGON TRAITS (TIEFLING SUBRACE)

Your Durzagon character has the following racial traits.

Ability Score Increase You increase two of the following ability scores by 1 or one of the following ability scores by 2: Strength, Constitution, or Wisdom.

Speed Your durzagon base walking speed is 25. Your speed is not reduced by wearing Heavy Armor.

Light Sensitivity While in sunlight, you have disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Beard Quill Your beard has hidden quills within it that can be snapped off and used as a poisoned dagger. Breaking off a quill takes no action and it is treated in all respects as a dagger, but the damage is entirely poison. Additionally, creatures damaged by this are Poisoned until the end of their next turn.

After a successful attack, the quill is useless.

Infernal Magics You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *enlarge* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Language Your durzagon character can speak, read, and write Common, Dwarvish, and Infernal.



SHADOW INFILTRATOR

DURZAGON

Slithering into duergar society, infiltrators are experts at forwarding the unknown goals for the durzagon. They learn the skills they need to ensure they remain hidden.

Skill Proficiencies: Deception and Persuasion

Tool Proficiencies: Brewer's Supplies and Mason's Tools

Equipment: A set of clothing of duergar style, a rough map of a duergar city and the surrounding region, a belpouch with 25 gp and a set of forged documents that hold up to inspection declaring the character as belonging to a duergar clan.

Region: The Underdark

Suggested Classes: Bard, Fighter, Cleric

FEATURE: FRIENDS ON THE INSIDE

You can call on your contacts within the durzagon community to secure secret passage into or out of infiltrated societies for yourself and your adventuring companions, no questions asked. Because you're calling in a favor, you can't be certain they will be able to help on your timetable or at all.

Your Dungeon Master will determine whether you can be smuggled into or out of the settlement. In return for your passage, you and your companions may owe assisting NPC characters a favor and/or may have to pay bribes.

SUGGESTED CHARACTERISTICS

A dour exterior, with a no-nonsense way of things, is the duergar way. Much like an Ox, the duergar mind is a stubborn thing. The duality of the durzagon, however, means that they also have a cruel streak that they must express from time to time.

d8 Durzagon Personality Trait

- 1 When I can get away with it, I like to torture my foes.
- 2 A life of excess is the fiendish way, something I try to embrace in little ways.
- 3 One of the few things duergar are passionate for is procreation, something I'm fine with indulging in.
- 4 Out of boredom, I collect a unique type of object. Except now, I find great passion in my collection.
- 5 Every few nights I slip out and find some helpless being to murder and flay.
- 6 The duergar palate is so unrefined they can't taste my wonderful culinary creations. This is good, for if they knew what ingredients I used, they would retch it back up.
- 7 All this infiltration stuff is getting old, if I don't find something interesting I'm likely to venture out of this dark hole and find something fun!
- 8 I like to encourage duergar to do really dangerous or stupid things.

d6 Durzagon Ideal

- 1 **Lordship:** Our plans are running on decades of infiltration. Ruling the duergar is simply the natural way of things. **(Chaotic)**
- 2 **Power:** Power is meant to be used, shown off. No sense having it if you aren't willing to use it. **(Chaotic)**
- 3 **Cunning:** Let others fight your battles for you. Even if you're the one that started those battles. **(Chaotic)**
- 4 **Aspiration:** Always strive for more, to be greater. That is the infernal truth. **(Neutral)**
- 5 **Greed:** It's not enough to be better than others, you should have more than they do as well. **(Evil)**
- 6 **Retribution:** Let anyone who draws your blood be drained of theirs. **(Evil)**

d6 Durzagon Bond

- 1 I've been given a task of making an alliance between our duergar and the drow. Not an easy task.
- 2 My cover was blown and now I cannot return to the duergar city. I must find a way to restore my position.
- 3 My demonic sire was summoned and imprisoned by an unwise wizard. If I free them, I'll be owed a demonic favor.
- 4 I want to establish a duergar colony near the surface under the guise of raiding, but really it's just so I can start a new demonic cult in the human lands.
- 5 I had my minions excavate an old ruin. They returned with a powerful artifact that was used to banish me. The nature of this artifact eludes me, and I dare not return until I have a plan for dealing with it.
- 6 Everything was going so well, until a demon prince crashed through our city, scattering duergar everywhere. Now, I'm lost and alone and starting over.

d6 Durzagon Flaw

- 1 I have a love for excess, be it money, food, or carnal pleasures.
- 2 My cruelty knows no limits, but sometimes I get lost in the pleasure of pain.
- 3 The burning hatred I feel for mortals is barely held in check, making dealing with them difficult.
- 4 When I get bored, I wander. My own kin have told me to fix this or leave.
- 5 I can't stop lying. Even about the smallest details of the day.
- 6 I have an obsession for correctness. If someone does or says something that is incorrect, I reprimand them. Hard.

FEY'RI

In a time long ago, House Dlardrageth of Earlann (what is now Cormanthor) had summoned powerful demons to help them purify their bloodlines. What was created instead were demonfey, half breeds, the Fey'ri.

Surviving through wars, temporal stasis, and their own hubris, the few Fey'ri still walking through the realms are a dangerous force indeed.

Although more chaotic in terms of their demonic expression, all Fey'ri have a large pair of wings that they can hide with magic.

SCIONS OF HOUSE DLARDRAGETH

All Fey'ri can trace their lineage back to the first born of House Dlardrageth, and are proud of that powerful lineage. This pride extends to Fey'ri plots ranging from restoring the glory of their house to finding ancient artifacts crafted by it's elders long ago.

GOLDEN BLOOD

The Fey'ri have some of the most upturned noses in all of the realms, considering even their fellow sun elves to be lesser beings.

Gathering allies is a difficult expenditure for them, and even when they find themselves in situations where it isn't called for they'll end up lying, betraying, or otherwise cheating said allies.

MASTERS OF DECEPTION

Because of their natural talent for lying and their magical ability to transform themselves, it's never quite clear where or when you'll find a Fey'ri. Only their limited bloodlines and obsession with clan purity keeps their numbers small within the realms.

FEY'RI ADVENTURERS

Fey'ri are haughty, obsessive, arrogant, and callous. And most would say those are their positive traits.

NAMES OF THE FEY'RI

Fey'ri use the same names as the sun elves.

FEY'RI TRAITS (TIEFLING SUBRACE)

Your Fey'ri character has the following racial traits.

Ability Score Increase Your Dexterity score increases by 2.

Speed Your Fey'ri character has a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Liar's Tongue Your Fey'ri character has proficiency with Charisma (Deception) skill checks.

Magical Disguise You can cast *Disguise Self*, however you can extend it's duration by concentrating after the first hour. You regain the ability to cast it this way when you finish a long rest. The spell save to inspect your disguise is based on your Charisma.

Languages Replace your Infernal language with Abyssal.



THE LAST HEIR

FEY'RI

Fey'ri physically resemble both sides of their heritage. The sun elf side expresses an innate beauty that extends beyond the ken of most mortal concepts of the subject. The demonic side expresses itself as wings and often other features such as tails, scales, horns, or the scent of brimstone.

Skill Proficiencies: Arcana and Intimidate

Language Proficiencies: One language of your choice.

Tool Proficiencies: One musical instrument of your choice.

Equipment: A set of elegant clothing, a musical instrument of which you are proficient, an elaborate token that other followers of Lilianviaten can recognize, and a belt pouch with 25 gp.

Region: Westgate

Suggested Classes: Any

FEATURE: ALLY OF THE PROPHET

The noble Fey'ri known as Lilianviaten Dlardrageth is said to be one of the first Fey'ri and quite possibly the last living heir of house Dlardrageth.

After spending at least a week within a city, you can contact Liliaviaten's network of spies, relaying information back and forth. The Fey'ri has been all over the realms, ranging from the Sword Coast all the way to the Sea of Fallen Stars.

Although equally known for his treachery (to the point where he had even abandoned his elven god for Beshaba), equally is he known for rewarding his devout followers in the realms.

SUGGESTED CHARACTERISTICS

Fey'ri have machinations and schemes ongoing at nearly all times. Your mind should be a steel trap in which your foes can fall into. Your superior mind is beyond that even of the sun elves and your magical talents (should you choose to pursue them) vastly outstrips the power of lesser beings.

d8 Fey'ri Personality Trait

- 1 Don't even try, I'm better than you in every way.
- 2 The ancient wars of our people have pushed us down in every way possible, and yet we stand. A tribute to our strength, I'm quick to talk about.
- 3 Those who disrespect me quickly feel the underside of my boot.
- 4 I try to take a new form every day.
- 5 My demonic features are my best features, I spend time enhancing them through dress and makeup.
- 6 The danger of my boredom is legendary.
- 7 Listening to me is the safest thing you can do.
- 8 I'll never utter a threat, but you'll know when I'm displeased.

d6 Fey'ri Ideal

- 1 **Purity:** Our bloodlines separate us from 'common' elves, something that gives me great pride. **(Lawful)**
- 2 **Magic:** Some use magic, but we are *part* of it. **(Neutral)**
- 3 **Dominion:** If not for the crown wars, the world would be awash with my kind. But it's never too late to try again. **(Chaotic)**
- 4 **Responsibility:** We are magnificent miracles walking the mortal realms. It would be criminal to remain obscure. **(Good)**
- 5 **History:** It's important to know where you come from, to give you direction **(Neutral)**
- 6 **Power:** When you have more power than others, your life is innately better. **(Evil)**

d6 Fey'ri Bond

- 1 The only real goal for Fey'ri is to restore our houses to their former glory.
- 2 Helping Lilianviaten is as good as helping any other force in the realms.
- 3 Artifacts of house Dlardrageth belong to us. I adventure to find and liberate them from whatever scum currently holds them.
- 4 To learn powerful blood magic, is my only desire.
- 5 I've heard tales of an artifact that can grant my demonic gifts to other elves. A worthy way to elevate the Fey'ri.
- 6 Who cares about our people. We live for hundreds of years. I want to forge an empire dedicated to my glory.

d6 Fey'ri Flaw

- 1 I don't recognize when I've pushed others too far.
- 2 Even when presented with so called "better" ideas, I still refuse to accept them if I've supplied my own.
- 3 Pretty much I'll betray you the moment it's in my favor. No hard feelings, just looking out for me!
- 4 I'm a mutt, a Fey'ri that was born of a Fey'ri and an elf. Others of my kind would attack me on sight.
- 5 Calling me an "artifact addict" would be putting it mildly, when I hear about rare items I must have them!
- 6 I treat others like dung under my shoes. Because essentially, they are.

TANARUKK

When orcish leaders are desperate, they might turn to breeding with denizens of the Abyss. Humanoids who use orcs for labor and as slaves might also try to force their breeding with these planar evils. Of course, within the domains of demons, kidnapped orcs forced to breed can produce powerful legions of tanarukk. Whatever the source, these abyssal abominations are powerful foes for any who cross their paths.

OUTCASTS

Within orcish tribes, abyssal bloodlines can last generations. When a tanarukk is born, it's considered a grave sign and usually the infant is killed.

In some instances, however, the tribe finds a use for the babe and they allow the child to grow into adulthood.

However, these natural tanarukk are always watched and never trusted.

SMOLDERING RAGE

The synergistic nature between orcs and demons causes a burning that never goes away within the soul of tanarukk characters. Even the smallest things can set them off, and their anger never seems to curb. It's one of the reasons that abyssal lords favor them as troops.

FEARFUL LINEAGE

The secret to creating a tanarukk magically is held by Baphomet, and a secret that he freely shares with those who pledge themselves to his designs. Because of that,

TANARUKK ADVENTURERS

Most tanarukk find two places in life: used as an intimidating agent on behalf of orcish tribes or as foot soldiers in a horde of demonic troops. Either way, their magical talents and excess of muscle are equally useful in most situations.

NAMES OF THE TANARUKK

Tanarukk use the same names as orcs.

TANARUKK TRAITS (TIEFLING SUBRACE)

Your Tanarukk character has the following racial traits.

Ability Score Increase Your Strength score increases by 2.

Size: Tanarukk 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.

Thick Hide Your unarmored AC is equal to 12 plus your Dexterity bonus.

Fiendish Resilience You have resistance to fire damage.

Demonic Flames. You know the *Produce Flame* cantrip. When you reach 3rd level, you can cast the *Continual Flame* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th level, you can cast the *Flame Blade* once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your spellcasting ability for these spells.

Languages Replace your Infernal language with Abyssal.

Tanarukk Battle Gauntlet

Martial Melee Weapon

Reach: 5 ft.

Damage: 1d6 Bludgeoning

Special Qualities: Light, Special

Special: When left in a hot flame for at least 1 minute, these gauntlets deal 1d4 additional fire damage on successful hits. At the start of each of your turns, take 1 fire damage. This lasts for a duration of 1 minute.

These metal gauntlets are favored by the Tanarukk. While their impressive strength allows them to utilize these weapons as well as any sword, they enjoy using the heat benefit to great effect as their resistance to fire negates the damage they would otherwise suffer for using them.



WAR LEADER

TANARUKK

Short and stocky, covered in thick black matted hair, the tanarukk is a sight to behold. Mouths full of razor sharp teeth and a thick hide, they exhibit the violent behaviors of both sides of their bloodlines.

As a warleader, you once had a warband but at somepoint in your past it was destroyed or disbanded.

Skill Proficiencies: Intimidate and Persuasion

Tool Proficiencies: Leatherworker's tools and Smith's tools

Equipment: A set of orcish clothing, a sack made from the skin of someone or something you killed with 25 gp, a holy icon of an orcish god, and a necklace made out of the teeth of every orc who disagreed with you.

Region: Hellgate Keep, The Silver Marches

Suggested Classes: Barbarian, Fighter, Sorcerer

FEATURE: CALL TO WAR

You can put out a call to the orcish tribes of the lands. Within 6 + 1d10 days, the orcs amass at a single location of your choice but nowhere near "civilized" lands.

While you cannot control them directly, they have gathered at your call and if presented with a deal they find amicable, you'll find yourself surrounded by allies.

If you attempt to do this too often, or use it to betray the orcs, you are instead branded as a foe and are recognized by orcs of every realm as such.

SUGGESTED CHARACTERISTICS

While leading is a job for those with the mental fortitude and cunning wit, you establish your dominance through strength.

d8 Tanarukk Personality Trait

- 1 If you offend me, I'll kill you and eat you. If you offend me a lot, it won't be in that order.
- 2 It's my job to tell others what to do. I love my job.
- 3 Since everyone else is weaker than me, I take it upon myself to do any difficult tasks on behalf of the group.
- 4 I play with fire, lighting myself and everything around me aflame when in combat. There's nothing more thrilling than searing heat.
- 5 My body is adorned with trophies from every kill I've ever made. A temple to my greatness!
- 6 After every kill, I mark it upon my flesh. My many scars tally my kills.
- 7 I won't ever be found without a drink in my hand.
- 8 Tanarukk are made to dominate those weaker, yet I have no interest in leadership.

d6 Tanarukk Ideal

- 1 **Change:** The world is dominated by humans, elves, and dwarves. Let's change that. **(Chaotic)**
- 2 **Independence:** If you aren't strong enough on your own, you deserve to die. **(Chaotic)**
- 3 **No Limits:** Let no one stand in your path, if you can't overcome this challenge then you are weak. **(Chaotic)**
- 4 **Power:** Having a warband means you're never wrong until someone has the strength to stop you. **(Evil)**
- 5 **Master:** There is no other option than to serve those stronger than you. Obey me. **(Evil)**
- 6 **Might:** Might makes right. If someone tries to argue this point, they are simply weaker than you. **(Evil)**

d6 Tanarukk Bond

- 1 My warband was scattered by a dragon trying to press us into service. I got away so I can kill the scaled idiot.
- 2 I was born into the nine hells, sent to battle and banished to the mortal realm. Here, I'll live as a king.
- 3 It was a bloodbath, I walked my tribe right into battle and was the only survivor. They were weak, and I'll never choose such weak warriors to lead ever again.
- 4 When I was born, my tribe thought they killed me and left me for dead. I lived and survived because I'm strong.
- 5 I tried to take over my tribe, something they tried to kill me for. Now that the tribe is dead, I wander looking for a greater challenge.
- 6 The tribe I come from made a deal with Baphomet for abyssal power. When I was born, he whispered in my ear his plans for me, and when I came of age I wandered off. The tribe now hunts me as I complete my father's plans.

d6 Tanarukk Flaw

- 1 I'm easily distracted by combat, I'll often forget other responsibilities when I could be fighting something.
- 2 I walk around like I'm better than you and could kill you.
- 3 I have no sense of honor and would break my word as easily as I would your neck.
- 4 My teeth make it hard to talk at all, so I don't.
- 5 The whispers of the abyss haunt me constantly, resulting in an anger ready to explode.
- 6 I'm afraid of elves, a problem for my kind who so enjoy warring with them.

DRAGONBORN

CHILDREN OF ABEIR

Dragonborn are in a bad place, within the realms. Being junctioned into Faerûn, with Tymather being a new land that found itself in a unique position politically. This was a time of upheaval and it ended with the return of Unther, costing them much their own homelands. Except for the dragonborn that fled to other countries, they are stuck in a losing war against the untherites, with their already few resources dwindling.

Yet, a strong soul, proud sense of honor, and a handful of allies could see the war turn and the dragonborn finally find their place on Toril. Of course, legend holds that there are other dragonborn homelands in the west, far from the sword coast.

Choose one of the regions use those bonds with the background you chose for your dragonborn character.

Region: Disposed, Tymather

ROLEPLAYING A DRAGONBORN

Most dragonborn tend towards an honorable lifestyle. Their foes are treated with respect when defeated, and are quick to congratulate when overcome by more capable combatants.

Dragonborn wear their emotions in the open, although they don't swing as wildly as some other races.

Far from stubborn, dragonborn also feel that when challenged, they are presented with a chance to grow and accept it readily.

Something that is less known about dragonborn, they dispise and hunt down dragons.

DISPOSED DRAGONBORN BONDS

d6 **Bond**

- 1 From across the sea, I arrived on a boat. I see a new land of opportunities.
- 2 My journey has been long and hard, now I search for a place to call home.
- 3 I've survived this long on my own, I've learned to live in harmony with nature and the comfort of civilization is something that no longer appeals to me.
- 4 Evil exists everywhere and my arm will be there to hold the shield of justice against such vile forces.
- 5 My kin from across the sea aren't entirely aware that we need their assistance in Tymather. I seek audience with whatever leadership they have.
- 6 I seek out portals or magics that could help return the dragonborn to Abeir.

TYMATHER DRAGONBORN BONDS

d6 **Bond**

- 1 While our foes outnumber us and only desire our total destruction, I still search for ways to make peace between our two races.
- 2 This world is full of magics unknown. There must be something out there that will help elevate the dragonborn above destruction.
- 3 Only absolute elimination of other races within our lands will secure our future.
- 4 Our kind are new to this world. That means it lacks our philosophy, art, music, and other culturally significant material. I adventure to gather money, so that I might fix this problem.
- 5 While at war with unther, there are many other nations surrounding ours. It's time to make allies, instead of enemies.
- 6 I strive to build a new fortress, something to grow into a city that can protect my kind.

SOURCES

Dragonborn can be found in the *Player's Handbook*.



SHADAR-KAI

A blurb written in universe, generally around a paragraph. Simply put, just a bit of prose.

Their human ancestors having long ago moved to the plane of shadow found themselves cursed by the gods. It was only with the blessings of the Raven Queen that their kind had been fully transformed into the Shadar-Kai. A mysterious and passionate race, they can be found in many urban cities and all across the underdark.

CURSE OF THE SHADOWFELL

All Shadar-Kai have a fearful curse within their blood. Over time, their bodies wrack up great amounts of pain. Visiting the shadowfell alleviates this but eventually the pain caused will be too great. Surrendering to this pain in death results in the creation of shadow-demons.

SURFACE PASSIONS

To ignore their pain, Shadar-Kai live life in the moment. Piercings or tattoos that were decided upon a whim, getting into fights with people out of boredom, or changing allegiances simply because it suits them. Their relationships tend to be short and lack any long term meaning.

ALIEN MORALITIES

The concepts of good and evil don't quite exist within the mind of the Shadar-Kai. To them, any act that can be evil can also be applied for good. There is little one could do in changing the mind of a Shadar-Kai when debating the philosophy of morality.

SHADAR-KAI ADVENTURERS

Shadar-Kai are often found where they'll be the most effective. Enforcers, murderers, and assassins alike but so too can they be found in wizarding colleges or as knights in the service of kings.

NAMES OF THE SHADAR-KAI

Shadar-kai have similar names to their human counterparts, though they did change slightly due to their isolation in the Shadowfell, with the only real influencing force being the will of the Raven Queen. Their names are often merely the inventions of their parents, though some common names do exist.

Examples include Codren, Mahahn and Shathys for males and Afyn, Floahr, and Zyna for females.

SHADAR-KAI TRAITS

Your Shadar-Kai character has the following racial traits.

Ability Score Increase Your Dexterity score increases by 2 and your Intelligence score increases by 1.

Age The Shadar-kai reach physical maturity at the same rate as humans, but they generally live far longer. A shadar-kai may live up to 800 years

Alignment Shadar-kai society is often seen as cruel and apathetic. The shadar-kai generally strive to create chaos and death, bringing death for both purposes of evil as well as good.

Size Shadar-kai are generally a tad below 6 feet in height and they weigh between 110 and 170 pounds. Your size is medium.

Speed Your base walking speed is 30 feet.

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

Shadow Jaunt As a bonus action, your form becomes wraith-like and you teleport to an unoccupied space within 15 feet. You must take a long rest or expend one hit die as though you used it for healing before you can use this ability again.

Superior Darkvision. Accustomed to the black skies and eternal shadow of the Shadowfell, you have superior vision in dark and dim conditions. You can see in dim light within 120 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 grey.

Shadowy Doom. Choose either Intimidate or Stealth. You are considered proficient with this skill.

Languages You can speak, read, and write Common and Sylvan.

SHADAR-KAI SIZE

Gender	Average Height	Average Weight
Male	5'9" - 6'0"	110 - 170 lbs
Female	5'4" - 5'11"	100 - 160 lbs



KITH

SHADAR-KAI

The kithguard and kithlords of Shadar-Kai society are positions considered a great honor to hold. However, it's not easy to get into such positions and so one has to forward the goals of the Raven Queen to try and earn a title.

Those who are in the process of trying are referred to as Kith.

Skill Proficiencies: Arcana and Stealth

Language Proficiencies: One language of your choice.

Tool Proficiencies: Choose one artisan's tool of your choice.

Equipment: A set of common clothing, badge detailing the rank of Kith, a holy symbol of the Raven Queen, and a belt pouch with 25 gp.

FEATURE: CONNECTIONS HOME

Shadar-kai society is brash and driven by impulse. The finer details of society tends to elude them and so they have a handler who isn't Shadar-Kai that they can relate to. The exact nature of this character should be left up to your DM but they are also someone who holds favor with the Raven Queen.

This individual is someone who can guide you in the ways of modern society, help you make connections and in general succeed at your task of elevating your station, with the understand that once you've ascended beyond Kith that they will remain an important part of your operations.

SUGGESTED CHARACTERISTICS

Shadar-kai are varied, but the few things that are persistent across their entire race is a feeling of ennui, impulsive passion, and no fear of death. The curse on their souls has marked them for death from the day they were born.

d8 Shadar-Kai Personality Trait

- 1 My kind tend to view personal achievements as proof of greatness. I don't respect those without such proof.
- 2 Whenever I visit a town I've never been to, I get a tattoo there as proof of my visit.
- 3 I rarely stop speaking of the greatness of the Raven Queen.
- 4 When someone brags about their great skill, I try to encourage them to show it off.
- 5 I don't like going without a goal in my mind. To not have a task is wasteful.
- 6 When choosing between the easy and hard paths, I often choose the more difficult path. It forges me into a better hero.
- 7 The Raven Queen expects her tools to be razor sharp. To me, adventure is but a whetstone to my skill.
- 8 Any connection we have to the material plane is through the Netherese. When I come across items from Netheril, I try to acquire it at any cost.

d6 Shadar-Kai Ideal

- 1 **Divine Law:** The Raven Queen teaches us, and we thrive. There's no more valuable lesson than that. **(Lawful)**
- 2 **Strength:** You are only worth what you are good at. Spend time and dedication to be the best you can be. **(Chaotic)**
- 3 **Freedom:** The chains of oppression can only serve to forge you into a harder hammer with which to smash them. **(Chaotic)**
- 4 **Fate:** Some things in life cannot be changed, you can only learn how to accept that. **(Neutral)**
- 5 **Cruelty:** The world doesn't care spit if anyone suffers, no reason you should either. **(Evil)**
- 6 **Value:** We are all marked for death, make sure yours is worth something. **(Good)**

d6 Shadar-Kai Bond

- 1 A powerful man used me as an extension of his will. One day, my Queen said no more. Now I'm on the run from his anger.
- 2 I was deep in a dungeon, searching for a powerful weapon. My partner double crossed me. Now I want that weapon AND revenge.
- 3 My oldest friend has gone missing but searching their residence I found a clue. I want to know what happened to them.
- 4 A child I sired many years ago has returned to claim my life for abandoning theirs.
- 5 Early in life, I took a grave wound. I was tended to by a local temple and while I don't share their faith I do feel it's important to help them whenever I can.
- 6 An unlucky streak has given me a pretty sizable debt to a local gambling den.

d6 Shadar-Kai Flaw

- 1 Rare is the evening you wouldn't find me deep in a bottle.
- 2 Our kind prefer the dark, I get cranky if I'm expected to operate in the light.
- 3 Since I believe in deeds, not words, I can be caustic towards strangers.
- 4 I can't stand imperfection. When others falter, I point out their failures.
- 5 Cleanliness is next to godliness. I am compelled to ensure I am well groomed, even in a deep dungeon.
- 6 I hate animals. The cuter, the more I dispise them.

SHADAR-KAI OPTIONS

JAUNT MASTER (FEAT)

When using your *Shadow Jaunt* racial trait, you add five times your Intelligence modifier to the distance travelled, provided no part of your travel crosses daylight (natural or magical).

Additionally, when you use your *Shadow Jaunt* racial trait, you may use your bonus action to attempt a Dexterity (Stealth) check to hide at the end of this teleport (provided it is a suitable location for making such a check).

RAVEN KNIGHT (PALADIN ARCHETYPE)

The Raven Queen calls to her soldiers, and always finds fervent Shadar-Kai waiting. The most faithful of which earn the right to be called a Raven Knight.

TENETS OF THE QUEEN

A paladin who takes this oath has the tenets of the Queen tattooed and scarred into their flesh. Paladins who fail to uphold a tenant will often re-sear their flesh as a reminder of their duty.

Stop Orcus. The demonic lord of undeath defies the natural order of life and death with his undead abominations. You should never let undead or those who create undead go free.

Accept Death Is Part Of Life. A Raven Knight should make no attempt to spare the dead. While it's acceptable to use your abilities to help others (including healing them), assisting or attempting to restore life to those who have passed on is forbidden.

Punish Hubris. The Raven Queen suffers none who would wear the mantle of hubris. When such individuals are found, she expects you to correct the problem.

OATH SPELLS

You gain the oath spells at the paladin level listed.

Paladin Level	Spells
3rd	Ice Knife, Cause Fear
5th	Darkness, Hold Person
9th	Speak with Dead, Spirit Guardians (always appear as Fey)
13th	Death Ward, Guardian of Faith
17th	Antilife Shell (but it only works against undead and fiends), Contact Other Plane (Raven Queen only)

CHANNEL DIVINITY

When you choose this oath at the 3rd level, you gain the following two Channel Divinity options:

Unmake Undead. As a reaction when you strike an undead creature with less current hit points than your maximum, you may use your Channel Divinity feature to force it to make a Wisdom saving throw. On a failure, the creature is destroyed. If your attack was a critical hit, the undead has disadvantage on this saving throw.

Find Undead. As an action, you view the world around you with supernatural eyes, using your Channel Divinity. For 1 minute, out to a distance of 120 feet, all undead you can see have a faint magical outline. Undead that are invisible, are hidden, or are obstructed from view do not have this, but you can feel their presence and direction relative to your position.

You can end this effect on your turn as part of any other action. If you fall Unconscious, this effect ends.

SCORN OF THE RAVEN QUEEN

Starting at the 7th level, you and all friendly creatures within 10 feet of you gain resistance to necrotic damage. Additionally, whenever a creature dies within this aura, you and all friendly creatures can move up to 10 feet if you can end that movement within melee reach of an enemy.

At 18th level, the range of this aura increases to 30 feet.

FOE OF ORCUS

Starting at the 15th level, you have advantage on all saving throws caused by spells or abilities from Undead or Fiends.

CHOSEN OF THE RAVEN QUEEN

Starting at 20th level, you become an extension of the Raven Queen's will. As an action, you can be filled with her essence, and gain the following benefits for 1 hour:

- Black feathered wings sprout from your back, granting you a fly speed of 40 feet.
- You can step into a shadow, and exit any other shadow visible from the point you entered but no further than 60 feet away.
- Killing a foe restores a number of hit points equal to the number of hit dice that foe had. If you are at maximum hit points, you instead gain an equal number of temporary hit points.

Once you use this feature, you can't use it again until you finish a long rest.

SPIKED CHAIN (WEAPON)

Spiked Chain (Martial Melee Weapon)

Cost: 50 gp

Weight: 8 lbs

Damage: 1d4 slashing

Special: Finesse, Special

The spiked chain is a weapon that the Shadar-Kai favor heavily. It is a long chain with two daggers on either end. Attacks with this weapon either utilize the reach of the weapon, or both daggers, in a whirling display of death.

The weapon can be used as a weapon with Reach (10 ft.) in one hand, or as a two-handed weapon that deals an additional die of damage.

Either way, the weapon always has the Finesse property.

GENASI

SCIONS OF THE ELEMENTS

Descendants of those created in the union of genies, dao, and other elemental lords, with common humans these proud people have gone from being a minor feature of the realms to a proper civilized folk themselves.

Choose one of the regions use those bonds with the background you chose for your genasi character.

Region: Calimshan

ROLEPLAYING A EXISTING RACE

The genasi are a passionate people, as colorful and bright as the elements. When they're loving, they burn with passion. When angry, they boil with the fury of the tides. These are a people who wear their hearts on their sleeves.

However, it is important to remember that each type of element has a drastic effect on the culture and attitude of a genasi. Earth genasi tend to be as stubborn as air genasi are flitty. A hot headed fire genasi will likely be quicker to anger than a cold and logical water genasi.



CALIMSHAN GENASI BONDS

- | d6 | Bond |
|----|---|
| 1 | Our kind ruled these lands, enslaving humans and other races. It was a grand time and I'd love to return it to that glory. |
| 2 | The large cities of Calimshan do not respect the natural order of nature. That's why I prefer to live in the wilds of the region. |
| 3 | One of the 'noble' pashas of Calimshan took a particular hatred to me, even forcing the family of my beloved to arrange a marriage to her. I will free her from this bondage, and him from his mortal coil. |
| 4 | Almraiven was one of the few human bastions to withstand the iron clad rule of the genasi. However, that doesn't mean it went untouched and as a representative for thousands of years of culture, I now call it home to help with repairs. |
| 5 | The efreeti holding crystal, Calimemnon, shattered. I'm trying to find all the pieces. Even shattered, they no doubt hold power. |
| 6 | Our lands are rich. We are the lifeblood of money in the realms. One day, I'll have more than anyone. |

SOURCES

The Genasi can be found in the *Elemental Evil Player's Guide*

ALTERNATIVE GENASI

Ability Score Increase: Choose Strength, Dexterity or Constitution. That ability score gains +1.

Age: Genasi tend to live as long as a normal human.

Alignment: Genasi, like the elements they're born from, favour neutrality. Most Genasi have a neutral alignment. Some even prefer true neutral.

Size: Genasi tend towards the same sizes as humans of the region they're from.

Speed: 30 Feet

Languages: Primordial and Common.

Skill: Gain proficiency in Arcane.

Subraces: Choose one of the Genasi Subraces: Air, Earth, Fire, Water.

Air

Ability Score Increase: Increase your Intelligence ability score by +2

Natural Resistance: Gain resistance against Thunder damage.

Cantrip: Gain Shocking Grasp at the first level. Gain Feather Fall at the third level. Gain Gust at the fifth level.

The first level spell is a cantrip, the other two require a long rest before you can cast them again. These spells use your intelligence instead of their normal ability score.

Earth

Ability Score Increase: Increase your Wisdom ability score by +2

Natural Resistance: Gain resistance against Acid damage.

Cantrip: Gain Acid Splash at the first level. Gain Shield at the third level. Gain Acid Arrow at fifth level.

The first level spell is a cantrip, the other two require a long rest before you can cast them again. These spells use your Wisdom instead of their normal ability score.

Fire

Ability Score Increase: Increase your Charisma ability score by +2

Natural Resistance: Gain resistance against Fire damage.

Cantrip: Gain Fire Bolt at the first level. Gain Burning Hands at the third level. Gain Scorching Ray at the fifth level.

The first level spell is a cantrip, the other two require a long rest before you can cast them again. These spells use your Charisma instead of their normal ability score.

Water

Ability Score Increase: Increase your Wisdom ability score by +2

Natural Resistance: Gain resistance against Cold damage.

Cantrip: Gain Ray of Frost at the first level. Gain Fog Cloud at the third level. Gain Misty Step at the fifth level.

The first level spell is a cantrip, the other two require a long rest before you can cast them again. These spells use your Wisdom instead of their normal ability score.



GLOAMING

'Blast every last inch of the underdark' thought Gamaran. Every foot looks just like the last, every corner and crevice filled with some spider or ooze. To calm his mind, the rogue thought of the treasure.

Lukrik has never ever been a braggart, but the description he gave made Gamaran think twice about that fact. An unguarded hoard that would make a dragon blush! And he hadn't even seen anyone guarding it!

The darkness around him was something Gamaran found comforting. As his eyes finally spied the room he was looking for, he noticed an odd glint of light off of the coins. It was though a million soft hued candles were right behind him.

Deep in the underdark, many races dwell. From the fervent Drow to the alien illithid. But if you know where to look, you'll find a being so rare there are scholars who think they do not exist. Giant furry wings, reaching out from their backs. Bodies, smooth and supple, speaking more of grace than strength. Alien eyes and glowing skin, it's not surprising that when a gloaming is rarely spotted, they're presumed to be a tiefling of some sort.

Gloamings fill a unique niche in the lightless world of the Underdark. Drow enslave them, giving the gloamings a singular foe to unite against. Illithids leave them alone, finding them to be unpalatable. An obsession with the other planetouched races drives them to seek out these kin, but they hold no special reservations for these distant cousins.

TIES TO SHADOW

Gloaming are creatures touched by the shadowfell. What few cities they have on the material plane usually straddle the planar confluence between these realms. They feel a certain curiosity for this realm and often focus on gaining the skills needed to explore it.

HATRED FOR RELIGION

Their philosophy is one focused less on the greater cosmic scale of things, and more on the individual and their connection to the living world. Your spirit, your place within the world, is a personal and unique experience and being told by an institution how that connection should be treated is counter to the gloaming mindset.

NO TWO ARE ALIKE

The gloaming focus on what makes the individual special. They take this to extremes. While two gloaming may share an interest in wood carving, they'll each decide to specialize in a different sort. It's not unusual to find a gloaming wandering until they can find a niche for their talents.

GLOAMING ADVENTURERS

Because of their very wandering nature, most gloamings are adventurers. Very few feel the need to settle down and those that do rarely stay where they are.

NAMES OF THE GLOAMING

Their placement of importance upon being unique drives each Gloaming to find it's own name that is unlike any other. There is no "common" name and aside from nicknames they are given for the sake of others, their personal name is a deeply important matter to them.

GLOAMING TRAITS

Your Gloaming character has the following racial traits.

Ability Score Increase Increase your Charisma score by 2, and your Dexterity score by 1.

Age Gloamings reach maturity early, around the age of 13. They can live for 200 to 300 years.

Alignment Although their presence can be somewhat overwhelming, there is no one alignment that Gloaming favor. They tend to accept that all viewpoints are different but that does not make them wrong.

Size Gloamings range between 2'7" and 3'2". Your gloaming character size is Small.

Speed Your base walking speed is 25 feet.

Flight You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor.

Darkvision 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.

Illumination Your skin is illuminated. You may control the brightness from barely visible to as bright as the *Light* spell, or you can turn the effect off entirely. It may be any color you wish but cannot be changed once chosen. Scars and tattoos do not illuminate, and as such many Gloamings use their body as a tapestry dedicated to their self and their unique story.

Individualism You have advantage on skills used to determine what the meaning behind a gloaming's tattoos or scars.

Also choose one skill and one artisan's tool, musical instrument, or gaming set. You are proficient in that skill and tool.

Languages You can speak, read, and write Undercommon.

GLOAMING SIZE

Gender	Average Height	Average Weight
Male	2'7" - 3'2"	20 - 25 lbs
Female	2'6" - 3'	18 - 24 lbs

GLOAMING

EXPLORERS OF THE DEEP

With a penchant for adventure, a deeply philosophical mind, and burning questions about themselves and their place in the world, Gloamings are quite adventurous.

Skill Proficiencies: Stealth, and pick one from Arcane, History, or Nature.

Language Proficiencies: One language of your choice.

Tool Proficiencies: If you have more proficiencies in artisan's tools, pick an instrument to become proficient with. Otherwise, choose a set of artisan's tools to become proficient with.

Equipment: A set of clothing from distant lands, a set of tools or instrument with which you are proficient, a belt pouch containing 25 gp, a set of tattoo needles or scarification tools, and a stone that glows in the presence of a new moon.

Region: The Underdark

FEATURE: INSTINCTUAL NAVIGATION

You are used to navigating the deep places of the earth. You never get lost in caves or mines if you have either seen an accurate map of them or have been through them before. Furthermore, you are able to scrounge fresh water and food for yourself and as many as five other people each day if you are in a mine or natural caves.

SUGGESTED CHARACTERISTICS

Although the gloamings are as varied as humans, they take their individuality and freedom far more seriously. Gloamings are also quite against competition. The idea that trying to beat others can help them train to be better is a valuable lesson, but one that can be done without such contests.

d8 Gloaming Personality Trait

- 1 I whistle when I'm alone.
- 2 There's nothing I enjoy more than discussing how others see themselves.
- 3 It seems I can't help but give others nicknames I find suiting to them.
- 4 Whenever someone provides me food or shelter, I like to leave them decorations to brighten their day.
- 5 The world is a strange place, I have a curious mind driven to see it all.
- 6 I'm interested in learning more about why others are so content to allowing their faiths to tell them how to live.
- 7 I've got a joke for every situation.
- 8 I'm argumentative, often for the sake of just being contrary.

d6 Gloaming Ideal

- 1 **Respect:** Treat others as you would yourself. **(Lawful)**
- 2 **Freedom:** There is nothing worse than slavery. **(Chaotic)**
- 3 **Adventure:** The world is too varied to only focus on a slice of it. **(Neutral)**
- 4 **Individuality:** Don't worry about fitting in, instead embrace yourself. **(Neutral)**
- 5 **Balance:** Keep watch on those who claim to know what is best for you, and challenge it when such authority is abused. **(Evil)**
- 6 **People:** The world would be a boring place without people to live in it. **(Good)**

d6 Gloaming Bond

- 1 I enjoy collecting a specific type of thing.
- 2 We've only got one life to live, why spend it in one place?
- 3 I've heard tales of others who have been touched by the shadowfell. I'd like to meet them some day.
- 4 We gloamings have no formal cities of our own. I want to be the first to found a gloaming city.
- 5 The drow are one of the few races we consider abhorrent. I aim to be the perfect drow slayer.
- 6 Slavery is rampant in the underdark, my passion pushes me into freeing those who are enslaved.

d6 Gloaming Flaw

- 1 I'm irritated when others are skilled in the same arts as myself.
- 2 I insist my allies each use a different weapon, set of armor, spells, or other abilities so they do not overlap in skill.
- 3 I have a hard time telling others apart without the benefit of identifying traits.
- 4 Once I've experienced something, I nearly always lose interest in it.
- 5 I'm rude to clerics, paladins, and other faithful individuals.
- 6 I use my abilities to make my surroundings comfortable for me, regardless of how that affects others.

KILLOREN

Masses of skeletons marched through the thicket. From the branches, the strange creature watched their movements. The undead had yet to notice his form in the tree. It was then that the spirit of the destroyer began to flow through him, demanding he lay their bones to rest once more.

He could think of nothing else as his hair and eyes shifted to a deep black hue. Weapons in hand, the wind kissed his cheek as he intentionally fell from the bough.

The realms are full of races that are old. The elves and dwarves hold over from the first age. Dragons warred with demons in times so distant, their legends have long since faded from memory. Even humans are a relatively old race, when compared to the Killoren.

Intellectuals aren't sure if they've always existed, and simply recently woke or if they're a new creation all together. Where most of the other planetouched races are all long descended, their outsider blood quite diluted, the Killoren seem to be a defense created by nature itself.

Compact bodies with skin ranging from tan to green, much like that of an elf. Their skin in youth is supple and soft like a new fresh leaf. As they age, their skin takes the texture of a withered, dried leaf or even bark. Their eye and hair shift colors, depending on what aspect of nature they are manifesting.

New Killoren are grown by the forces of nature when required. Those new beings are born as fully formed adults, with no knowledge of who they are or why they've been created. Instinctually, they know where their kind gather and follow that until they reach Killoren settlements.

Another name for the Killoren is the Wilden.

FEYWILD DEFENDERS

Even being a spontaneous creation of nature, they are still creatures that fit between two worlds. The feywild and the prime material plane together formed convergence points where the Killoren tend towards being created. Even the Killoren themselves aren't sure why their genesis occurs but they are guided enough by nature to know better than to question their maker or makers.

OTHERWORLDLY SOCIETY

Not being born, no Killoren holds another as what others would think of as 'family'. However, all being born of the same primordial force, nature, they all feel a deep connection to the world around them and each other. Rare would be the Killoren who could bring themselves to harm nature or another Killoren, for that would be tantamount to harming themselves.

BORN WITH A PURPOSE

Although no one, not the elves nor the dwarves nor the humans, have figured out why the Killoren have begun popping up, the Killoren themselves have a theory: after the Spellplague and the Sundering, the forces of nature were looking for a more proactive defense.

KILLOREN ADVENTURERS

The Killoren adventure only to explore the world around them. Creating maps, gathering intelligence on other races, finding threats to nature and ways of overcoming those threats. Adventuring is an important part of Killoren life.

NAMES OF THE KILLOREN

Killoren, upon creation, choose a name for themselves. Later, once they've found a tribe, they add the tribal name to their own. Finally, upon success in a rite of passage, they add a communally decided name. These names are always spoken together, giving Killoren only a single three-part name.

Examples include Dur-min-din, Enn-im-bel, or Shall-a-bar.

KILLOREN TRAITS

Your Killoren character has the following racial traits.

Ability Score Increase Increase your Wisdom score by 2 and your Constitution score by 1.

Age Killoren are born mature. To date, the natural lifespan of a Killoren is unknown but it seems like they do not age.

Alignment The typical alignment for a character of this race.

Size Killoren range between 5'4" to 5'9". Your Killoren character size is medium.

Speed Your base walking speed is 30 feet.

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

Child of Nature You have proficiency on Handle Animal and Nature checks.

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.

Trance Killoren 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 Sylvan and Common.

Aspect Manifestation You constantly manifest one of the following aspects. You can change which aspect you're manifesting during a short rest.

Aspect of the Ancient. Your eyes turn sky blue and your hair becomes pure white. You can cast the *Druidcraft* cantrip as an action.

Aspect of the Destroyer. Your eyes and hair become jet black. If you're struck by a foe with a melee attack, you can use your reaction to attack them with a melee weapon attack of your own. If this attack hits, add your Wisdom bonus to damage if the creature is an aberration, fiend, humanoid, ooze, or undead.

Aspect of the Hunter. Your eyes and hair become green. You have advantage on Stealth checks and Perception checks in areas of plant growth.

WILD SCOUT

KILLOREN

Also known as the Wilden and Plantfolk, these feywild touched creatures are living cross-sections. They are created by the living force of nature from both the feywild and material planes, and they're also both plants and animals. Killoren have no kingdoms and don't even think of ownership like this. Instead, they see themselves as stewards of nature, guiding plant growth and protecting it from outside forces.

Skill Proficiencies: Stealth and Survival

Tool Proficiencies: Weaver's tools and Woodcarver's tools

Equipment: A set of killoren style clothes, a set of tools you are proficient with, an explorers kit, and a living plant that can be used as a pouch with 25 gp worth of gems inside.

Region: Cormanthor, The High Forest, The Yuirwood

FEATURE: ONE WITH NATURE

You can determine the health of the area you are in. If there is something that is affecting the natural state of the land or weather, such as a creature lair or magical spell, you can recognize this. You can recognize if a beast is native to the region or not, how rare they are, and if they are aggressive.

SUGGESTED CHARACTERISTICS

Killoren see themselves as nature answering the question "what to do about the humanoid races?". They want to protect nature at all costs, and see any who would destroy or alter it put to a swift end.

d8 Killoren Personality Trait

- 1 I prefer a life of solitude. Allies just slow me down.
- 2 There's nothing I won't do for my tribe.
- 3 My wrath is exceptional for those who disrespect nature.
- 4 Nature crafts us to protect it, but my sense of duty extends to all living things. Even misguided folks of the civilized realms.
- 5 I consider those folk who call themselves "civilized" to be pests unworthy of anything other than my blade.
- 6 Rather than be a staunch defender, I try to make peace with the folk I come across. Friends are more valuable than foes.
- 7 There are signs, all around us, that nature speaks. Omens. It takes a trained eye to see them.
- 8 I'd follow the flimsiest rumor if it was pointing at a threat to nature.

d6 Killoren Ideal

- 1 **Primordial Forces:** The forces that created the world are the ones to obey, not these so called "Gods" (**Lawful**)
- 2 **Red In Tooth And Claw:** There is an order to things, the strong consume the weak. This is natural. (**Lawful**)
- 3 **Strength:** The strong survive, and if we are to help nature survive then we must be strong as well. (**Chaotic**)

d6 Killoren Ideal

- 4 **Organization:** Only together, can we accomplish what needs to be done. (**Good**)
- 5 **Trust:** Stand side by side, knowing those who stand with you will guard your life as you do theirs. (**Good**)
- 6 **Tyranny:** If you empty a city, what happens? Nature overtakes everything. We will overtake everything. (**Evil**)

d6 Killoren Bond

- 1 The Cormanthor forest has seen centuries of ruin. I fight to protect it's ancient eaves.
- 2 Elves of Myth Drannor had left our forest. With their leaving, we can begin clearing out the evils left behind.
- 3 Grandfather tree isn't like the treants or nymphs, but I like to talk to him just the same.
- 4 The high forest has many blights. Orcs, gnolls, and demonfey, all beings which need beware my blade.
- 5 The star elves are disposed from their lands. If we help them, the forest we share will become ours again.
- 6 Wizards from Aglarond and Thay war. I travel far to transplant our woods somewhere safer.

d6 Killoren Flaw

- 1 I like to play with my kills, this has gotten me in trouble in the past.
- 2 My hatred for humanoids is usually lead by the point of my weapons.
- 3 I tend to have a thoughtful wonder of the world around me, which leads me to being distracted.
- 4 Curiosity draws me into places that I should not go, a natural wanderlust.
- 5 I am a force of nature! Let others know this as they try to treaty with me.
- 6 The humanoids of the realms I find so alien, I have to question them about everything they do!

KILLOREN SIZE

Gender	Average Height	Average Weight
Male	5'6" - 5'9"	140 - 170 lbs
Female	5'4" - 6'	130 - 170 lbs



LEGAL

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Inside you'll find resources to help you roleplay the rarely seen planetouched races in the Forgotten Realms.

- 9 New Races
- 2 New Sub-Races
- Alternate Tiefling with 4 subraces
- Alternate Genasi with 4 subraces
- 10 Otherworldly Backgrounds
- 2 New Weapons
- 1 New Feat
- 1 New Paladin Oath
- 1 New Weapon

This supplement is standalone, but works with the entire "Backgrounds of Faerûn" (available on the DMs Guild) line.



Other supplements from this line:

- Backgrounds of Faerûn
- Backgrounds of Faerûn: Dwarven Kingdoms
- Backgrounds of Faerûn: Elven Kingdoms
- Backgrounds of Faerûn: The Small Folk
- Backgrounds of Faerûn: Blood of Gruumsh
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