

Backgrounds of Faerûn: The Small Folk

Enrich your characters with this supplement containing backgrounds for six of the Forgotten Realms gnome and halfling subraces: the hidden deep gnomes, the wily forest gnomes, the inventive rock gnomes, the ethereal ghostwise halflings, the friendly lightfood halflings, and the sturdy stout halflings!



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. As this supplement contains no full backgrounds, you only need to replace your chosen background bond with the ones presented here. However as Backgrounds from the *Backgrounds of Faerûn* can be combined with existing backgrounds as well as the bonds presented here, we've reprinted the rules for combining backgrounds from the *The Dwarven Kingdoms* below.

HOW TO COMBINE BACKGROUNDS

Let's say you wanted to be an arctic dwarf but you wanted to combine the "Hunter On The Ice" 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 hunting dog companion from the arctic dwarf 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 arctic dwarf bond and flaw.

ON THE "BACKGROUND 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

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DEEP GNOME

SOULS TOUGH AS STONE

The deep gnomes are a secretive bunch. Understandingly, when your surroundings are either filled with those who prey or those who are prey, your society will adapt to be as hidden as possible. The svirfneblin have gotten very good at that.

Svirfneblin are often between 3' and 3'9" tall, weighing between 40 and 45 pounds. Their skin is typically gray or brown and hair is usually white (although it rarely grows on males). Almost all deep gnomes have gray or black eyes.

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

Region: Blingdenstone (The Underdark), Deepearth (The Underdark), Mantol-Derith (The Underdark), and The Sword Coast North.

ROLEPLAYING A DEEP GNOME

Most deep gnomes fall into one of three categories: explorers, prospectors, or illusionists. These roles directly fit in how to prevent your home from being found, defend it if someone does manage to find it, and how to help your city grow.

Sullen, but not depressed. Deliberate, but not slow. Happy, but not festive. All these things are traits that are easily attributed to the deep gnomes. Another trait many apply to the deep gnomes: dangerous.

BLINGDENSTONE DEEP GNOME BONDS

d6 Bond

- 1 Our home was occupied by drow and wererats. I push our kind towards uncharacteristic violence when we deal with those foes.
- 2 The other races of the underdark don't appreciate good artwork. I like to leave small sculptures in empty tunnels in hopes to inspire others.
- 3 We've lost our city once before, and since I like to be prepared, I search for new homes while I adventure. Just in case we are ousted once more.
- 4 Ogremoch's Bane is a powerful force that affects earth elementals. I have a suspicion that more of these forces exist for other elements, I just need to find them to prove it!
- 5 Deep underground, we can ferment mushrooms but I dream one day of trying ales from the surface world.
- 6 Keeping our home safe is all I've ever known. If I adventure, it's always keeping that in mind. Gear I find might be best used there, or spells to cloak our cavern. Regardless, that is what keeps me moving forward.

Blingdenstone is a city below the Sword Coast North.

DEEPEARTH DEEP GNOME BONDS

d6 Bond

- 1 We tried being secretive and defending our city without assistance, but it was only thanks to the humans that we have been able to reclaim our lands. Something I'll always respect their kind for.
- 2 When the allies of Orcus had displaced us, I had thought all was lost. Now when I come across the undead, I show them what for!
- 3 Bloodstones are the most beautiful gemstone I've ever laid eyes on. Anything I craft uses bloodstones somehow and if someone has bloodstones, I'll often try to trade for them.
- 4 The surface dwellers are under a tyrants fist. When given the chance, I like to slip into town and leave small trinkets and even gemstones to help the common folk out.
- 5 Our kin have always had a good relationship with the dwarves of Damara. Wherever I go, I like to extend extra courtesy to any dwarves I meet.
- 6 The barbarians of the great glacier believe in the spirits of the land, air, and sky. Respect for nature is something I highly admire.

Deepearth is a city below Damara.

MANTOL-DERITH DEEP GNOME BONDS

d6 Bond

- 1 The black market of Mantol-Derith is a great way to acquire goods you can't get elsewhere. That's why I have a Zhentarim friend who keeps an ear out for me.
- 2 While we have an uneasy alliance, the drow here still give me spine-shivers. There's one tall lady who particularly scares me, for she has specific interest in me.
- 3 The duergar will never lie to you, but I doubt the reason is anything other than they lack the imagination to craft stories. Not me, I write everything down that happens to me. You never know if it'll make a great book!
- 4 Down here in the grotto, there are many secrets. I even have a secret friend no one can know about. She lives deep in the waters around Mantol-Derith.
- 5 I've met a few of the Myconids in my travels, and I sincerely believe their kind and ours should have a symbiotic relationship. Maybe I can even be the diplomat that gets the ball rolling.
- 6 When Blingdenstone was taken back, the goldwhisker clan was scattered. I helped move many of them through Mantol-Derith, and was thanked by more than a few of them with the promise to pay me back later.

Mantol-Derith is a city below the Sword Coast North.

SWORD COAST NORTH DEEP GNOME BONDS

d6 Bond

- 1 The surface world is no place for a proper Gnome, but I have to admit that the people here are much friendlier than the Underdark. I've even come to find love up here, in the daylight.
- 2 As a craftsgnome, Silverymoon has been one of my greatest sources of inspiration. However, I look towards other cities of the coast, to grow as an artist.
- 3 In Waterdeep, I met a fortune teller who spoke of a great treasure hidden near great danger. The details were light, but I'm sure there's something to the fortune.
- 4 My family all reside along the triboar trail. I've worked long and hard to ensure we settled into a safe location within the North, but a shadow lags behind me. A hidden foe from my past. I now travel to find who they are and what they want but most importantly: to keep them away from those I love.
- 5 Of all the surface cities, Luskan feels most like home. My kin have the skills to survive in the Underdark, and Luskan gives the greatest chance to ply those skills.
- 6 Gnomes are not known for being good sailors, but there's something about the sea that calls to me. Being a sailor is all I want to do with my life.

SOURCES

The Deep Gnome is a subrace for Gnome that can be found in the *Elemental Evil Player's Companion* published by Wizards of the Coast.

Mushroom Cap

Helmet, uncommon

This oddly shaped hat resembles the cap of a mushroom, but for the deep gnomes it blends in perfectly with the wilds of the underdark. However, gnomes on both the surface and underdark find the magical benefit to be far more valuable than simple camouflage.

Once per day, as a bonus action, the wearer can transform into a mushroom of your size. Minor physical damage to the mushroom doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) ends the effect.



FOREST GNOME

DIMINUTIVE DEFENDERS OF NATURE

A rarely seen branch of Gnomekind, the forest gnomes are impossibly shy and reclusive. Preferring to live a quiet comfortable life, forest gnomes become adventurers only when their hidden lives are threatened.

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

Region: Aglarond, and the Great Dale.

ROLEPLAYING A FOREST GNOME

With the aid of nature and illusions, forest gnomes enjoy a quiet life of solitude. Days are spent crafting, gathering food, or merry making with their clan.

While not quick to become an adventurer, when pushed they are both brave and hard working.

AGLAROND FOREST GNOME BONDS

d6 Bond

- 1 In the Yuirwood, I met the most unusual being. An elf, with a light that stayed near their forehead. Not a word was said, and yet I've never been so inspired by beauty before.
- 2 I lost my family when I was young and unlike most of my kind, I grew up in Relkath's Foot and consider myself a defender of Aglarond. I love this country and the people who live here and will defend it unto death.
- 3 The wild Yuir elves were our allies. I carry on and share the knowledge of their gods, in hopes that with enough faith, perhaps they can be restored.
- 4 Illusions that are native to our kind are simple tricks, but we mean no harm. Unfortunately, sometimes others wish to harm us. I have come to Aglarond to learn the ways of magic, so I might ensure that if force is required, my people have it.
- 5 The sea of fallen stars is vast and varied. But it's also filled with danger. Which isn't to say nearby Thay isn't also dangerous. Actually all around us is danger, but thankfully safe Aglarond is always my home.
- 6 The forests of Aglarond are full of beauty and secrets. If someone wishes to harm these fantastic realms of magic, I will stand before them and answer "Not today."

GREAT DALE FOREST GNOME BONDS

d6 Bond

- 1 The druids and rangers of Lethyr are nice enough, but they guard the Mucklestones. I do find portals so interesting, I'd love to try it sometime.
- 2 The firward mountains house horrific monsters, dangerous drow, and even worse. From our corner of the Rawlinswood, everything feels so safe but I worry for the people of the Great Dale. They aren't hidden like us.
- 3 I visit Mauberg's Oak from time to time. The treants there are nice. But last visit, I heard a voice talking to me. It seems the Oak itself wants me to plant an acorn I found far away for it.
- 4 The dalesfolk are slow to trust strangers. We mostly keep away from them but with my tricks, I think I've made a few friends. My family, on the other hand, thinks I'll lead them to our home.
- 5 My clan is my family. There is nothing more important to me than my clan.
- 6 Nature, all nature, is wonderful. From the good things like small furry animals, to the bad things like wyverns. All of it needs respect and protection.

FEYWILD VARIANT

Forest gnomes live in harmony with the world around them. Gnomes that live in the feywild are no exception.

To make a Feywild Gnome, simply add the following trait to your Forest Gnome. As usual, consult your DM to make sure this variant is allowed in their game.

Fey Ancestry: You have Advantage on Saving Throws against being Charmed. Magic cannot put you to sleep.

SOURCES

The Forest Gnome is a subrace for Gnome that can be found in the *Player's Handbook*

ROCK GNOME

GRAND TINKERERS

When someone says "gnome", most folk of the realms picture a rock gnome. Famous for their tinkering with clockwork automatons, their weird "science" approach to investigating the world around them, and their dangerous black powder projectile weapons.

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

Region: The Dalelands, the Great Dale, Lantan, Thesk, the Western Heartlands

ROLEPLAYING A ROCK GNOME

Inquisitive, curious, and inventive are typical traits of a rock gnome. They have a tendency to enjoy whatever is happening, particularly if they find it fascinating.

Sometimes this fascination is described as being the equivalent of a child like wonder.

DALELANDS ROCK GNOME BONDS

d6 Bond

- 1 Oh the dales are simply wonderful. The sheer variety and number of people means that whenever I need test subjects, a little gold and I can have fifty volunteers.
- 2 The archendale has the largest and mightiest military. It's here that I design and construct weapons of war for use against our foes.
- 3 Harrowdale is the oldest of all the dales, and thus has the most interesting stuff around it. From ruined castles, to ancient dungeons, it's an explorer's dream!
- 4 Featherdale, technically part of Sembia now although folk here don't treat it any differently than before, is a quiet place. A place where a gnome can rest their feet.
- 5 The High Dale is important, strategically, to the realms. My duty and honor has brought me here, but my skill will be put to the test. I only hope I can survive this crucible.
- 6 There's no place more famous in the dalelands than Shadowdale, home to grand heroes. I settled here to find myself, and like those heroes, hopefully find my place in the world.

GREAT DALE ROCK GNOME BONDS

d6 Bond

- 1 Sometimes luck isn't with us, and we end up doing bad things. I ran with more than a few groups of bandits in the Great Dale. Now I hope that world stays in my past.
- 2 The druids of the Great Dale are infamous for their defense against evil. They are my greatest inspiration in my adventures.
- 3 Farming was all that I knew until my farm was burned by bandits. I lost everything, and with nothing left to lose I've turned to getting justice in these wild lands.
- 4 The paladins of Tyr in Uthmere did all they could to comfort the people of the great dale when things were at their worst. The spellplague is over, but I've taken responsibility to pass that kindness forward.
- 5 Never turn your back on anyone. That's what I've learned from my time here. The only kindness the Great Dale has given me is showing me how to survive on my own.
- 6 In my dreams a cyclopean tomb surrounds me. There's a ruin deep within the forests of the Great Dale that calls to me: Val-Murthag.

LANTAN ROCK GNOME BONDS

d6 Lantan Bond

- 1 Tales tell that Lantan has not sunk, but instead vanished to places unknown. I want to know the truth.
- 2 An automaton was given as a gift to a dwarven lord long ago. I want to see what it will take to get it back.
- 3 The source of magic has fallen several times in the past. I seek out a way to prevent that from ever happening again..
- 4 Lantan may still stand but I'd rather build New Lantan, a safer place to carry out our good work.
- 5 I have a blueprint for a mechanical beast as large as an ancient dragon but it'll take a dragon sized horde to finance.
- 6 The secret of magicless portals was discovered the day Lantan fell. I'll do anything to learn that secret.

Gnome Alchemy

Red Wiggler (2 gp)

A popular prank in Lantan, the red wiggler is a specially treated strip of red fabric. When wet, it becomes slimy and writhes in place for 1d6 rounds before vaporizing into a cloud of acrid yellow smoke.

THESK ROCK GNOME BONDS

d6 Bond

- 1 My time in Thesk has taught me one thing: forgiveness. Our walls and soldiers held back the hordes that would destroy the realms. Now, their descendants are my neighbors and people of honor that I trust deeply.
- 2 It's my way not to judge magic users before seeing how they use their power. Those from Thay and Aglarond both share the art but they use it differently.
- 3 The real power in Thesk is the Shadowmasters, a thieves guild. That sort of prestige is deeply, powerfully, what I strive to attain.
- 4 My tinkering is highly valued here in Thesk, there are few who can craft such intricate clockwork as I.
- 5 They come from far away, but the people of Cormyr will always be considered our allies. That sort of friendship between nations gives me hope that anyone can make an ally out of anyone, and that good and evil are just a matter of perspective.
- 6 Although to outsiders, Thesk seems a unified nation of merchants, there's actually a tangled web of nobles, merchants, secret gatherings, and hidden gangs. It's that chaos I seek whenever I'm afar, to feel more at home.

WESTERN HEARTLANDS ROCK GNOME BONDS

d6 Bond

- 1 Near the fields of the dead, safely within Elturgard of course, I work my alchemical practices to find new ways to combat undead.
- 2 Berdusk is an excellent home for myself. Aside from being a port with access to many rare materials used in my crafts, most evil stays away from it as the harpers are famous for stopping evil quickly here.
- 3 The hellriders of Elturel, and the light of the Companions, protect us from undead. Not that my trust isn't with them but I'll continue working on my design for a mechanized soldier to fight the undead with.
- 4 Once nearly destroyed, Scornubel is a wonderful city, sprawling and beautiful. The people of this city love their entertainment, something I've learned can earn me enough coin to be comfortable.
- 5 I moved to Triel under the invitation of the lord here. His concern that their proximity to the fields of the dead might impact their grain supply. I am to find new ways to grow bountiful crops in more compressed areas.
- 6 Beregost is ruled by an iron fist in law, and the flaming fist in actuality. Surprisingly, this arrangement hasn't been too tough on the population, but I'm always looking for more comfortable cities to settle down.

SOURCES

The Rock Gnome is a subrace for Gnome that can be found in the *Player's Handbook*



GHOSTWISE HALFLING

THE SILENT DEFEATED

Ghostwise halflings fought against the other halfling races long ago. Their leader was slain and the surviving members of their clan ran away to the forests of the realms. Savage in battle, ghostwise halflings desire nothing more than absolution for the sins of their forebears. Until they've atoned properly, they shall forever hold an oath of silence.

Choose one of the regions use those bonds with the background you chose for your Ghostwise Halfling.

Region: Chondalwood, Forest of Amtar, Methwood

ROLEPLAYING A GHOSTWISE HALFLING

With outsiders, you never speak aloud. Instead, you rely on your telepathic communication and art to express yourself.

In general, even with their own kind, Ghostwise halflings carry emotional burdens unknown by the rest of their kind.

The mirthful cheery halfling most folks of the realms know are a bright mirror to the tortured soul of the ghostwise.

With permission from your Dungeon Master, the Ghostwise is a subrace of halfling that gains the following benefits:

Ability Score Increase. Your Wisdom score increases by 1.

Silent Speech. You can speak telepathically to any creature within 30 feet of you, provided you share a language. You can only speak with a single creature at a time in this fashion.

CHONDALWOOD GHOSTWISE HALFLING BONDS

d6

Bond

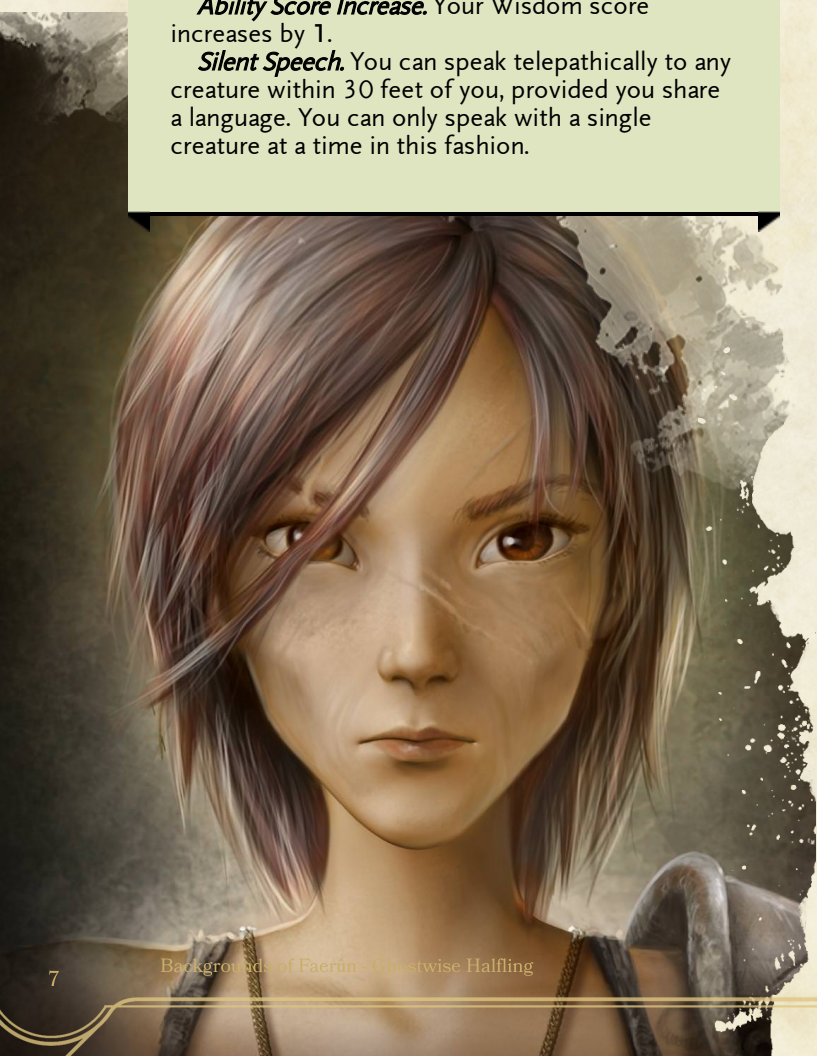
- 1 We survive the Chondalwood. Every day is a struggle, moving as nomads to stay ahead of one threat or another. But it's a burden we carry, for we must.
- 2 To support the Eldreth Veluuthra is a worthy cause. If we help them eradicate the human presence in our forest, perhaps this can be a stepping stone towards other great actions.
- 3 Even in our mobile villages, I am an outsider. I choose to live separate from my fellow halflings, and yet I follow them. The sin of my blood pushes me ever forward.
- 4 Breaking free of the bonds of our past, I work from within our tribe to try and convince others that we are not culpable for what happened so long ago. Maybe if enough follow me, we can travel to find other ghostwise halflings and do the same.
- 5 Living in harmony with the forest has brought me great inner peace. Every day I work with the forest to make it a brighter place, and every day I feel just a little bit lighter in my step.
- 6 Our sins are nothing compared to the evil of the Yuan-ti that hide within the forest. I prove myself by thwarting their actions.

FOREST OF AMTAR GHOSTWISE HALFLING BONDS

d6

Bond

- 1 The forest is rife with gnolls. I figure for every 10 of them, it needs to be worth at least a part of my soul debt to the halfling gods.
- 2 With the guidance of Trinculo, the dragon, we have learned a more moderate way of life. To let go of the past and to fill our actions with meaning.
- 3 At the edge of the forest is Elvewatch, a hideous fortress city of drow on the surface. We assist groups wanting to assault this city by helping them move through the forest without notice.
- 4 As mysterious as it is, the Gate of Iron Fangs is forbidden, for delving there could make the demons inhabiting it aware of our presence. Still we keep a watchful eye over it for invaders.
- 5 The Maurvurr take little interest in our comings and goings, but those sorcerers and wizards gather vast amounts of power. Should they use it unwisely, they will answer to our blades.
- 6 Earning our atonement means doing good in the world. Here in Amtar, we assist the Trunadar with fighting any drow that sticks their head out of the ground.



METHWOOD GHOSTWISE HALFLING BONDS

d6 Bond

- 1 The return of Unther has put my people into a bind: we assisted the dragonborn of Tymanther because we wanted to do good for the world. With Unther, the nations war and not every Ghostwise supports Tymanther.
- 2 A nation at war, we halflings have been offered special positions within the Untheric army, provided we can ride our owls and fire our bows at former dragonborn allies.
- 3 The horrific chosen of Tiamat, Skuthosiin, once tried to subjugate my folk. Once Medrash destroyed the fiend, we were free. I now travel, to do good as Medrash would do.
- 4 While not allowed in their ranks, the Vel'Nikeryma are allies to us halflings. We provide reports about the region surrounding the forest for them. They bring us information about deeds to clear our souls.
- 5 An ancient city that once belonged to the Turami was said to be in our forest. Having searched nearly every inch, I've come to the conclusion it must be hidden by magic. I adventure to find a way to locate the hidden city.
- 6 The fey of the forest told us that should we prove ourselves worthy, our tribe is welcome into their cities in the feywild. I am a champion for that cause, adventuring to prove our worth.

SOURCES

The Ghostwise Halfling can be found in the *Sword Coast Adventurer's Guide*.

The Nightgliders

Many Ghostwise clans keep and raise Giant Owls (*Monster Manual* p327). Each clan has their own ceremonies for elevating a halfling to Nightglider status, but all clans consider it to be an honor.

Nightgliders defend the borders of Ghostwise territory, acting as both soldier and scout.

Nightglider Saddle (250 gp)

A nightglider saddle is strapped carefully to their giant owl and to the rider. While quick releases allow the rider to dismount with just a bonus action or as a reaction to their mount being attacked or killed, the rider is otherwise locked into place and cannot be forcibly dismounted.

Locking into a saddle takes 1 minute, or 5 rounds if assisted.

Sawfoot Trap (750 gp)

A mechanical trap designed to wound and slow those caught within it. Once set, the trap requires a DC 14 Perception roll to notice. It can be disabled with a DC 15 Dexterity (Thieve's Tools) check.

Those stepping onto the trap take 1d10 piercing damage and their speed is halved. The trap typically is chained to another object. The chain typically requires a DC 15 Strength (Athletics) check to break.

At the start of each of the trapped creature's turns, the creature suffers an additional 1d6 piercing damage. Once freed, their speed remains halved until they take a long rest.

LIGHTFOOT HALFLING

EXPLORERS OF LIFE

Lightfoot halflings are often thought to be scatter brained or absent minded. Nothing is further from the truth, for their kind prefer to explore and revel in all the new things surrounding them. They are easy going, light in emotion, and rarely carry grudges.

Choose one of the regions use those bonds with the background you chose for your Lightfoot Halfling.

Region: Wandering, Luiren.

ROLEPLAYING A LIGHTFOOT HALFLING

Lightfoot halflings are friendly, helpful, and always interested in trying new things and meeting new people. Incouragable in their curiosity, they tend to enjoy the pleasures of the world around them and share that with others. One is more likely to meet a generous halfling than a greedy one.

WANDERING LIGHTFOOT HALFLING BONDS

d6 **Bond**

- 1 I've wandered far in my life. But no matter where I go, there's always another horizon to cross.
- 2 Stories from all over the realms talk of the evil of orcs, goblins, and worse. Some say these are just stories to scare others, but I hear a call for help!
- 3 Everywhere in the realms, there's something new. Some new threat, some new miracle. But best of all, every nation has food you've never tried!
- 4 Wanderlust grips our kind tightly, but hearing of the return of our homeland has given me appreciation for home. One day, I might wander back.
- 5 The sword coast is a place where many can make fortunes, but I love the southern empires where a few can become true kings.
- 6 I've heard the east is supposedly unapproachable. I've travelled everywhere and never found that to be the case, but I'll check it out anyway.

LUIREN LIGHTFOOT HALFLING BONDS

d6 **Bond**

- 1 Many of my kin have gone mad, waiting decades for the waters to go down. Now that they have, we're not the same, we've no desire to wander. We enjoy boating even!
- 2 Out homelands are now an entirely different place from what they were long ago, with new ruins to explore. How often does that happen, new ruins?!
- 3 Now that Luiren is back in order, our bordering nations should be visited to see what's changed with them. I'm one of these diplomats!
- 4 Beluir was destroyed in the past, but always rebuilt. But even once it's restored, there's always work to be done.
- 5 I thought our homelands lost. Now that they've returned, I'm returning to them as well. I've learned a lot about the foods of the other nations in the realms, time to introduce them to my kin.
- 6 I've never really felt an attachment to Luiren, home is where your heart is. Still, it's nice to know where you came from.

SOURCES

The Lightfoot Halfling can be found in the *Player's Handbook*.

Luiren Shortbow

Shortbow, legendary (*requires attunement*)

Luiren is famous for shortbows rewarded to heroes for their duty to the country. Arrows fired from this bow add +1 to attack and damage rolls.

In addition, targets with half cover gain no benefits against your attacks made with the bow. Targets behind three quarters cover only gain the benefits of having half cover against your attacks made with the bow.

Finally, once per day you can attack a foe behind total cover. Doing so causes your arrow to teleport to an adjacent square to your target, attacking from that location. You need to have seen the target at some point within the last minute for this to function, as long as they are on the same plane of existence as you, and anything in their area preventing teleportation causes this ability to fail. This ability recharges each day at dawn.

STRONGHEART HALFLING

THE GOOD FOLK

For as wide spread and filled with wanderlust that the lightfoot halflings are known for, the stronghearts are dedicated and prefer familiarity. Other races often stronghearts as the best friends you can make, reliable and true.

Choose one of the regions use those bonds with the background you chose for your Strongheart Halfling.

Region: Relocated, Luiren.

ROLEPLAYING A STRONGHEART HALFLING

Stronghearts are known for their incorruptable spirit. Where lightfoot halflings tend to wander, stronghearts try to make themselves a home.

Adventuring stronghearts will bring bits of home with them, specifically items that bring them great comfort.

Often considered lazy or slow, stronghearts are more likely comfortable and enjoying their surroundings.

RELOCATED STRONGHEART HALFLING BONDS

d6	Bond
1	The loss of our homelands was devastating. Luckily for me, our dragonborn allies in Tymanther welcomed us with open hearts.
2	The richest of Estagund keep me comfortable, but this will never be home.
3	Helping those poor souls in Dambrath fight off the Crinti and Drow has always felt meaningful, but one day I hope to return to my home, to Luiren.
4	It's been a long journey, but the sword coast called to me and now I've made a very good life for myself.
5	Calimport. It was supposed to be a horrible, overcrowded, heathen state. Instead, I've found enough luxuries, I'm not sure if these are humans or halflings!
6	Of all the realms, Cormyr is where I call home. Security, excellent food, and most importantly, Sembian wine! It's like a little bit of Luiren came with me.

LUIREN STRONGHEART HALFLING BONDS

d6	Bond
1	Staying with my people was the most important event in my life. There's nothing more important to me than home.
2	I adventure to bring security to Luiren, defeating evil afar before it can reach our shores.
3	Pirates once were a plague upon Luiren. While still a problem, we've learned how to manage with them. I travel afar to teach others what we've learned.
4	My family was all farmers, before the spellplague and sundering. Now we're all fisherfolk! I dream of travelling far to catch exotic fish.
5	Our distant kin, the Ghostwise halflings, were self-exiled after the Hin wars long ago. Considering recent events, I'd like to try and be an ambassador to repair relations with them. We need all the allies we can get.
6	During our exile, the closest thing relations we held to a race other than our own was the mer folk. Their kindness taught me that striking out to help others is a worthwhile cause.

SOURCES

The Strongheart Halfling can be found in the *Player's Handbook* as the Stout subrace.



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Inside you'll find resources to help you roleplay a gnome or halfling from many of the regions in the Forgotten Realms.

- 3 Gnomish Backgrounds
- 3 Halfling Backgrounds
- 2 Sub-race variants
- 5 New Items

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 Groomsh
- Backgrounds of Faerûn: Children of the Planes
- Backgrounds of Faerûn: Underwater Nations
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- Backgrounds of Faerûn: Nations of Destruction
- Backgrounds of Faerûn: Points of Light

