

# BACKGROUNDS OF FAERÛN THE UNDERWATER NATIONS

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Enrich your characters with this supplement containing backgrounds and subraces for nine of the Forgotten Realms aquatic races: the blighted bullywug, the aggressive grung, the militaristic koalinth, the unfortunate locathah, the joyous merfolk, the passionate pahari, the savage sahuagin, the reclusive turtle, and the shy grippli!





# 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 an merfolk but you wanted to combine the "Aquatic Emissary" 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 alien visitor from the merfolk 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 merfolk bond and flaw.

## WHERE CREDIT IS DUE

For a few of these "Backgrounds of" books, there have been some races that appear in the *Monster Manual*. There is an excellent supplement on the DMs Guild that has expanded all *Monster Manual* (and the second book adds every creature from *Volo's Guide*, as well as many templates and subraces).

In the "**The Nations of Destruction**" product, I used the Firbolg from *Monstrous Races*. In this supplement, the Merfolk and Sahuagin as well. The Bullywug is almost the same as the one from *Monstrous Races*, but it's slightly modified in this supplement. The "Backgrounds of" series adds to these races, instead of just copying them wholesale.

You can find it on the guild at <http://www.dmsguild.com/product/230312/Monstrous-Races>

## 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 book 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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# LAWS OF BATTLE

In the Sea of Fallen Stars, the many aquatic races came together and agreed upon the rules of war. The close borders and shifting terrain make 'civilized' combat a requirement for those who dwell beneath the waves.

Wars are rare in these waters. When war is called, every participant calls upon their allies to join them as well as the creatures that live there as well. When this happens, it's referred to as a Serôs war.

There are exceptions to the laws. Sahuagin do not use heralds nor horns, for example. While these laws only exist within the Sea of Fallen Stars, versions of it exist in smaller form between many aquatic races in the Moonsea, along the Sword Coast and in the oceans of Faerûn.

## THE LAWS

- **Law of Wounds:** It is against the law of wounds to war less than 10 days after the last battle. It is against the law of wounds to start a combat with those that are wounded.
- **Law of Duels:** The law of duels allows personal challenges, between leaders of factions. Challenges are either non-lethal or to first blood, to be decided before combat begins. Those that are challenged have the right to choose, not the challenger.
- **Law of Gods:** The law of gods deny any battle on holy grounds of either faction involved in war.
- **Law of Heralds:** Before combat begins, heralds from one or both sides must approach to within earshot and announce the grievances that brought battle to the defenders. Battles shall not be surprise attacks, and heralds are not to be harmed.
- **Law of Horns:** Aside from blood-frenzied combatants, all battles end when either side blows a horn three times in quick succession (which can only be ordered by the highest ranking combatant or officer). All combatants are to separate and line up with their leaders. The dead are collected and any religious rites performed as needed. During this time, leaders are to meet to discuss the results of terms of victory.

# THE UNDERWATER CAMPAIGN



he *Player's Handbook* as well as *Dungeon Master's Guide* have rules for operating underwater. Some of these rules have been reprinted below

## SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

## VISION

While not explicitly written anywhere, underwater regions are generally darker than the surface world. Not only is the world underwater dimmer, but there are many more areas in which one can attain concealment. The civilized regions will be illuminated, but most wild regions will be lightly obscured which grants disadvantage on Wisdom (Perception) checks.

## UNDERWATER EQUIPMENT

The most common weapons and armor used in the aquatic kingdoms are listed below.

Type	Weapon	Cost	Damage	Weight	Properties
Simple Melee	Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Simple Melee	Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Simple Melee	Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Simple Ranged	Crossbow, light	25 gp	1d8 piercing	5lb.	Ammunition (rang 80/320), loading, two handed
Simple Ranged	Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Martial Melee	Shortsword	10 gp	1d6 piercing	2lb.	Finesse, light
Martial Melee	Trident	5 gp	1d6 piercing	4lb.	Thrown (range 20/60), versatile (1d8)
Martial Ranged	Net	1 gp	-	3 lb.	Special, thrown (range 5/15)
Martial Ranged	Weighted Net	5 gp	-	8 lb.	Special, thrown (range 5/15)

Type	Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light	Cord	10 gp	11 + Dex modifier	--	--	10 lb.
Light	Sharkskin	45 gp	12 + Dex modifier	--	--	13 lb.
Medium	Silverweave	50 gp	13 + Dex modifier (max 2)	--	--	20 lb.
Medium	Shell	50 gp	14 + Dex modifier (max 2)	--	Disadvantage	45 lb.
Medium	Chitin	750 gp	15 + Dex modifier (max 2)	--	Disadvantage	40 lb.
Heavy	Coral	200 gp	17	Str 15	Disadvantage	60 lb.
Heavy	Pearl	1,500 gp	18	Str 15	Disadvantage	65 lb.

Additionally, the deeper you go (away from the surface) the darker things get. Many lost or forgotten things lay in the deep and finding them will be a challenge.

## UNDERWATER COMBAT

- When making a **melee weapon Attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the Attack roll unless the weapon is a Dagger, Javelin, Shortsword, spear, or Trident.
- A **ranged weapon Attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the Attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is Thrown like a Javelin (including a spear, Trident, or dart).
- Creatures and Objects that are fully immersed in water have Resistance to fire damage.

## SPELLCASTING UNDERWATER

The following two rules are important for spells with verbal components.

- If you can breathe underwater, you can speak underwater.
- No rule prohibits verbal components underwater. However, if you're talking you are not holding your breath.



## LIGHT ARMOR

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Variant light armors are described below.

**Cord.** Either cord taken from the surface world, or sea plants that have been woven into long lines of cord, this armor protects about as well as leather.

**Sharkskin.** With thick, tough hides, sharks make excellent armor. Roughly equivalent to studded leather found on the surface. Sahuagin take it as a great offense to be wearing sharkskin when not at war.

## MEDIUM ARMOR

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Variant medium armors are described below.

**Silverweave.** Similar to a chain shirt, silverweave is a masterful type of armor first discovered by the merfolk. Using Silver coral fronds and working it against an underlying mesh, it has great protective capabilities.

**Shell.** Undesea creatures possessing shells are in abundance underwater, making them a common resource for smiths. Shell armor is comparable to scale mail from the surface, with many strips of shell layered together to grant protection.

**Chitin.** Giant crabs and other crustaceans are dangerous creatures but their shells make for some of the best armor under the seas, drawing many comparisons to half plate.

## HEAVY ARMOR

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Variant medium armors are described below.

**Coral.** Coral armor is quite rare, often used as a show of money and power. This armor must be grown to the specifications of the wearer, requiring a long period of time to forge. This protects about as well as splint.

**Pearl.** The finest armor, with some of the most rare materials, often given as a reward of prestige. The closest surface armor would be plate.

## WEIGHTED NET

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The weighted net is favored by many underwater hunters. It is identical to a regular net, however the DC of the Strength check to break out is 12. Additionally, if an attacker is holding the net and a creature is trapped within it, the creature must make an opposed Strength check against the attacker to escape instead.





# BULLYWUG

*An interesting fact, that croaking you are hearing is not infact from the local frogs or toads but from the bullywugs. Once it stops, every bullywug in this swamp will be aware of our presence. Ah yes, there it is!*

– Aristole Snathart, Know-it-all Wizard

The bullywug might be one of the most misunderstood races in all of Faerûn. Thought of as oafish bullies, no better than squabbling goblins, they are actually an emergent civilization that has many nuances and curiosities which could keep anthropologists busy for years.

Bullywugs must stay constantly moist, which is why they dwell exclusively within swamps and other dark, humid or wet environments. They're capable of crafting crude weapons or armor, and they possess a rudimentary aristocracy.

## ARROGANT BRUTES

From the lowly soldier to the highborn king, bullywugs love nothing more than to lord their power over others. When confronting enemies, they enjoy taunting their foes with the fact that they're outnumbered or lack the strength to survive such encounters. They prefer to capture, rather than kill, just so that they might draw out shows of power.

## KINGDOMS OF MUCK

A unique trait of the bullywug is their etiquette. Their society offers two main methods of advancement: murdering a rival or being awarded a new title by pleasing the nobles. Because of this, bullywug raids are often quick and selfish, attempting to grab the best prizes for their kings.

## AMPHIBIAN WHISPERERS

Bullywugs are capable of speaking with frogs and toads, allowing them to use these creatures as allies guarding their homes. Giant frogs and toads are used as mounts, able to swallow prisoners on raids and regurgitate them for slaving later.

## BULLYWUG ADVENTURERS

Because of their reliance on moisture for survival, very few bullywug choose to adventure. If they must, for the good of the kingdom or on the orders of their king, they'll often form an adventuring party (after all, misery loves company).

## NAMES OF THE BULLYWUG

Bullywug names tend to be long and elaborate with many repeated letters, trying to impress others with the length of their names. Gunguladung, Horragalagos, or Riekakkalla are examples of bullywug names.

## BULLYWUG TRAITS

Your bullywug character has the following racial traits.

**Ability Score Increase** Increase your Constitution score by 2. Choose either Strength or Dexterity, and increase it by 1.

**Age** Reaching maturity as early as 8 years old, rare is the bullywug that lives longer than 40 years.

**Alignment** Most bullywugs that adventurers come across are lawful evil, although a few might tend towards neutral evil or lawful neutral as well.

**Size** Your size is medium.

**Speed** Your base speed is 20 feet. You have a swim speed of 40 feet.

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

**Speak with Frogs and Toads.** When speaking in bullywug, frogs and toads can understand you.

**Standing Leap.** Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start.

**Swamp Camouflage.** You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

**Water Dependency.** If you complete a long rest, you must submerge yourself in water for at least an hour before your next long rest, or you suffer a level of exhaustion.

**Bite.** Your unarmed attack deals 1d4 bludgeoning damage on a hit.

**Languages** You can speak, read, and write in Bullywug.

## BULLYWUG SIZE

Gender	Average Height	Average Weight
Male	4'0" - 4'4"	60 - 82 lbs
Female	4'0" - 4'4"	52 - 68 lbs



# SWAMP NOBLE

## BULLYWUG

Large frog-like beings that stand just taller than a dwarf, the bullywug ranges in color from brown to green, with shades of yellow being common. Their homes are simple surface huts, and their building materials are often simple and limited to whatever they can find or raid.

**Skill Proficiencies:** Your choice between History or Religion, and Survival

**Tool Proficiencies:** Weaver's Tools

**Language Proficiencies:** Common

**Equipment:** A common set of clothing in bullywug style, a trinket telling others how important you are, a large toad or frog you keep as a pet, and a pouch made from animal skins containing 15 gp in various coins.

**Region:** Chelimber (Western Heartlands)

**Suggested Classes:** Fighter, Rogue, or Barbarian.

### FEATURE: SWAMP LORD

While in regions with swampy dwelling races, you are treated as respectable. You will not be instantly attacked on sight, and it's presumed any travelers with you are your slaves or retainers. With the correct use of diplomacy (which varies from group to group), your noble status will be recognized.

### SUGGESTED CHARACTERISTICS

You are arrogant, brutish, and a bully. You'll use whatever means at your disposal to remind others that they are inferior to you.

#### d8 Bullywug Personality Trait

- 1 I step on the toes of others, literally.
- 2 Conversation will be stopped until I give consent for those present to speak.
- 3 My appetite is... unruly. But it's a proud tradition in my family, for waste shows wealth.
- 4 When nervous, I croak quietly.
- 5 Anger comes to me as naturally as breathing.
- 6 While I only NEED moisture once a day, I indulge myself in baths at least ten times per day.
- 7 I puppet others like a puppet master. Loudly and obviously.
- 8 My wealth is always on display so others know JUST how important I am.

#### d6 Bullywug Ideal

- 1 **Order:** Mistreating those above OR below you ends with a dagger in your back. **(Lawful)**
- 2 **Power:** Glorious leaders use their power to ensure no other can take it. **(Lawful)**
- 3 **Community:** A single bullywug is worth spit, it takes all of our arms to work the will of our tribe. **(Lawful)**

#### d6 Bullywug Ideal

- 4 **Survival:** On your last day, standing on your last legs, you will be alone. Be ready for it. **(Neutral)**
- 5 **Subterfuge:** A powerful tool when used properly, a tricky mind can make for a very long life. **(Evil)**
- 6 **Domination:** We rule because there is no other choice, for it is the burden placed upon those with strength. **(Evil)**

#### d6 Bullywug Bond

- 1 Our tribe has poor leadership. I adventure out to gain power, so that I might return and be worthy of leadership.
- 2 My weak frail body was never destined to rule our proud people, but perhaps playing toady to a powerful being would suit me better.
- 3 The ways of my people are wrong: everyone should be free to live as they choose. I left home because of this disagreement.
- 4 Our tribe wars with the Siv (another amphibious race). I venture out to find an artifact of their doom.
- 5 Bullywugs have small numbers, we need to grow and prosper. I venture out to scout new homes and ways to get there.
- 6 I killed my tribe because none were strong enough to stop me. I am a chosen of our gods. I travel to find a worthy death!

#### d6 Bullywug Flaw

- 1 I insist others acknowledge my greatness at all times.
- 2 Stealth is for my underlings, I refuse to quiet myself!
- 3 Wealth is the only important thing in life. Betray all others in the face of it.
- 4 I don't negotiate on even the smallest of things.
- 5 When things aren't going my way, I give threats that I can't back up.
- 6 If supplicated with food or gifts, I'll share even the most private of information.



# GRUNG

*The tracker said we should avoid anything in this jungle if it comes in a shade of green, blue, purple, red, orange or gold. So far, I'm afraid to look at anything other than my shadow.*

The grung are secure and hidden in their tropical paradise of Chult. It's unknown if they've always existed in this region, or if they migrated from some distant realm during the second sundering, but most scholars tend to believe they've lived their for centuries. Their god, Nangnang, is documented as a god at least two hundred years back.

## TREE DWELLERS

Their spawning pools are at ground level, while the rest of their tribe lives at the top of trees in rough mud and vegetative huts. Their homes are always near

## BATHED IN POISON

Woe to the foe of the grung who is not immune to poison, their skin is coated in a fine layer. If refined, the effects of this poison can vary based on grung color.

## SOCIAL RANKINGS

To the causal observer, grung come in a variety of colors. What most aren't aware of, this coloration denotes their position in their tribe. This coloration is set from birth and can only be changed in rare instances via alchemical mixtures.

Green, blue, and purple grung are the lowest caste and are generally the warriors and defenders of the tribe. Red grung are magic users, and respected by all but aren't allowed to lead. Gold and orange grung are tribal leaders, organizing the others and setting them to tasks.

## GRUNG ADVENTURERS

Grung tend to stick together when forming adventuring bands, as their body poison and savage personalities tend to rub other races the wrong way.

When grung do form adventuring bands, they are usually on a quest that involves the survival of the whole tribe.

## NAMES OF THE GRUNG

The grung tend to have short names, with lots of guttural sounds that end with something less harsh sounding and typically use apostrophes. Example grung names include G'loon, Plop, Yeek, and C'ala

## GRUNG TRAITS

Grung character has the following racial traits.

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

**Age.** Grungs mature to adulthood in a single year, but have been known to live up to 50 years.

**Alignment.** Most grungs are lawful, having been raised in a strict caste system. They tend toward evil as well, coming from a culture where social advancement occurs rarely, and most often because another member of your army has died and there is no one else of that caste to fill the vacancy.

**Arboreal Alertness.** You have proficiency in the Perception skill.

**Size.** Your size is Small.

**Speed.** Your base walking speed is 25 feet, and you have a climbing speed of 25 feet.

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

**Poison Immunity.** You're immune to poison damage and the poisoned condition.

**Poisonous Skin.** Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage.

**Standing Leap.** Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

**Water Dependency.** If you complete a long rest, you must submerge yourself in water for at least an hour before your next long rest, or you suffer a level of exhaustion.

**Languages.** You can speak, read, and write Grung.

## GRUNG SIZE

Gender	Average Height	Average Weight
Male	2'5" - 3'4"	15 - 35 lbs
Female	2'5" - 3'	12 - 30 lbs



# ARBOREAL COLONIST

## GRUNG

Forming large groups (sometimes called an army or knot), grung live a life high up in the trees above pools of water. Their green, blue, and purple kin are all warriors while red are magic users. Their orange and gold leaders tend to rule over the rest of the group.

**Skill Proficiencies:** Athletics and Survival

**Language Proficiencies:** Common

**Tool Proficiencies:** Alchemist's Tools

**Equipment:** A set of common clothing in the style of the grung, a four bundles of dried herbs used to refine grung poison, a small item made of refuse from the jungle that you assembled yourself, and a pouch made of animal skins containing gems worth 15 gp.

**Region:** Chult

**Suggested Classes:** Fighter, Cleric, Bard

### FEATURE: COLORED BY DESTINY

Your skin coloration tells other grung your place in relation to theirs. If your class has the "Spellcasting" ability when you take this background, your skin is red. Otherwise, it can be your choice of green, blue, or purple.

Other grung will pay you the respect your position deserves. Additionally, most creatures can recognize your flamboyantly colored skin as dangerous, and will avoid you unless they are immune to poison, starving, or otherwise forced into attacking.

### SUGGESTED CHARACTERISTICS

Grung are devious, using any advantage they can press (typically, numbers). They're not stupid, and won't engage in physical confrontation if they can avoid it.

### d8 Grung Personality Trait

- 1 I'm nervous when away from water too long.
- 2 Easily scared, my friends say I'm jumpy.
- 3 Time is short, I do everything with haste! I even talk with my mouth full!
- 4 I don't like attention, I try to blend in with my surroundings.
- 5 If I see something I like, I take it.
- 6 A lack of noise bothers me, I whistle little songs when that happens.
- 7 I like counting. Sometimes, I just shout out the sum of things I see around me.
- 8 You'll often only find me at the highest point in the room, I love to climb so much.

### d6 Grung Ideal

- 1 **Community:** It matters not how small we are but how united! **(Lawful)**
- 2 **Organization:** Our castes bring us stability, something we need to survive. **(Lawful)**
- 3 **Acceptance:** The sooner you accept that things in life can be beyond your control, the easier things become. **(Neutral)**
- 4 **Survival:** Whatever it takes, live another day. Even if it means betraying the trust of friends. **(Evil)**
- 5 **Power:** When you have power, you lord it over others. That's how life works. **(Evil)**
- 6 **Possession:** If you want something, take it. If you deserve it, you'll be strong enough. **(Evil)**

### d6 Grung Bond

- 1 We can't last in Chult forever, it's a dangerous place. I am a scout looking for other homes.
- 2 Our homes were relatively undisturbed until nearby apes started walking through. I am gathering information, seeking their weaknesses.
- 3 Most folk don't know, but grung are very musical. I am trying to make music loved by all races.
- 4 Our gods are mysterious, but I think they've told me to find glory in the outside world.
- 5 I'm not important enough to keep stuff. I leave home so I can get stuff for me.
- 6 I've been cast out of the tribe, taking blame for something I didn't do.

### d6 Grung Flaw

- 1 My mucus stinks, but I can't seem to smell it.
- 2 My stomach is sensitive, I tend to vomit without much provocation.
- 3 My confidence is based on the number of allies I have nearby.
- 4 I like to leave my poison in places as a prank.
- 5 I refuse to speak to anyone who cannot speak grung.
- 6 Books are stupid. When I come across books, I eat them.



### Grung Poison

Using a special alchemical mixture taught only to grung, their poison can be rendered to have different effects. The dried mixture is applied to the grung, where it mixes with the poison.

It can be applied to a weapon as a bonus action. Once applied, or if harvested, the poison expires after 1 minute.

Creatures who touch the poison must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute, and gain one of the effects below.

A creature that is poisoned in this way can repeat the saving throw at the end of each of their turns, ending the effect on a success.

**Green.** The poisoned creature cannot climb or make standing jumps. If flying, they can't take actions or reactions until it lands.

**Blue.** The poisoned creature must shout loudly or make loud noises at the start and end of its turn.

**Purple.** The poisoned creature must immerse itself in liquid or mud and cannot take actions or move except to do so.

**Red.** The poisoned creature must use its action to eat if food is within reach.

**Orange.** The poisoned creature becomes afraid of its allies.

**Gold.** The poisoned creature is also charmed, and can speak Grung.





# KOALINTH

*Sea hobgoblins? Great, add that to sea elves, sea orcs, and I'm sure a bloody sea hafling. Is there an entire realm down there mirroring our own?!*

Sometimes referred to as water hobgoblins, the koalinth live in the waters of the Sea of Fallen Stars. In the very distant past, far before most historical records, it's said hobgoblins were driven into the sea during a great battle. The koalinth version of this story remains the same, however they speak of a goddess unknown to them who changed their bodies to have fins, webbed fingers, and gills.

Scholars and clerics agree that it was no goddess, but some ancient evil that dwells deep in the waters that saved them.

## MAGLUBIYET'S DESIGN

Though scholars believe them to only be distant relations, the koalinth believe they were created by Maglubiyet to combat Panzuriel, lord of the krakens. However, through a tremendous show of force, the koalinth started instead to follow Panzuriel. This makes them allies with many of the other followers of the kraken lord, including merrows, and rogue sahuagin. To his followers, the giant squids and krakens are sacred blessings from their god.

## AQUATIC RAIDERS

While they're not actively hostile towards any of the surface races, koalinth don't have access to many of the resources they need. Because of this they're well practiced at hit and run tactics, grabbing what they need and rushing away.

## BRED FOR WAR

The tactics of the koalinth are brutal and efficient. From using beasts trained for war to ambush tactics, they have a keen military mind much like their land-based cousins.

## KOALINTH ADVENTURERS

Koalinth adventurers are more common than other goblinoid ones. Leaving home can be for any number of reasons, but whatever the reason it typically isn't far from shore.

## NAMES OF THE KOALINTH

Koalinth names sound like a fish escaping your mouth. Examples include Falskg, Blishp, or Olmph.

## KOALINTH TRAITS

Koalinth character has the following racial traits.

**Ability Score Increase.** Increase your Constitution score by 2 and increase your Strength score by 1.

**Age.** After reaching maturity at around 15 years of age, most koalinth easily make it to 50 but a few rare examples have survived onto 60 or older.

**Alignment.** Most koalinth are Lawful Neutral.

**Size.** You are medium sized.

**Speed.** Your base walking speed is 30 feet. Your swim speed is 40 feet.

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

**Water Dependency.** If you complete a long rest, you must submerge yourself in water for at least an hour before your next long rest, or you suffer a level of exhaustion.

**Natural Swimmer.** You have advantage on Strength (Athletics) checks while swimming and on saving throws against spells that utilize water.

**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.

**Koalinth Training.** You are proficient with nets, tridents, halberds, and with light armor. Additionally, you deal 1d6 extra damage to any opponent that is adjacent to one of your allies who is also adjacent to you provided that ally is not incapacitated.

**Skirmisher.** If you cause another creature to make an opportunity attack against you due to movement, you may use your reaction to give the attack disadvantage.

**Languages.** You can speak, read, and write, Aquan and Goblin.

## KOALINTH SIZE

Gender	Average Height	Average Weight
Male	5'10" - 7'0"	140 - 160 lbs
Female	5'10" - 6'6"	140 - 160 lbs



# AQUATIC RAIDER

## KOALINTH

The koalinth are a rarely seen race, and second hand accounts of their appearance tends to be sketchy. They are most often described as looking like hobgoblins with webbed fingers and toes, along with gills on their necks. Their bodies tend to range in aquatic shades, generally green or blue.

**Skill Proficiencies:** Athletics and Animal Handling

**Language Proficiencies:** Common, or one language of your choice.

**Tool Proficiencies:** Vehicle (water)

**Equipment:** A set of common clothing in the koalinth style, a trinket you kept for yourself from a raid, a small knife, and a belt pouch with 10 gp worth of pearls.

**Region:** The Sea of Fallen Stars

**Suggested Classes:** Fighter, Cleric, Ranger

### FEATURE: WATER DWELLER

The water is your home and you are comfortable dwelling in it. You can find a place to hide, rest, or recuperate when out in the water. This place of rest is secure enough to conceal you from most natural threats. Threats that are supernatural, magical, or are actively seeking you out might do so with difficulty depending on the nature of the threat (as determined by the DM). However, this feature doesn't shield or conceal you from scrying, mental probing, nor from threats that don't necessarily require the five senses to find you.

### SUGGESTED CHARACTERISTICS

Koalinth are proud militaristic folk, so your mind is likely always analyzing the situation. When tactics fail, your brute strength and tremendous resilience can pull you through most other conflicts.

#### d8 Koalinth Personality Trait

- 1 Just me and my mount, that's the life for me. I don't care about anything or anyone else.
- 2 As a supplicant, my free time is spent working the will of Panzuriel.
- 3 I try to stay always aware of my surroundings, seeking out tactical advantages.
- 4 What little I have, I share with my comrades. Their trust is the greatest advantage in combat.
- 5 When things get tough, I tend to listen to my instincts telling me to flee.
- 6 I enjoy making things with my hands, the art of crafting is limited in our people.
- 7 I'm not much of a fighter, but I do enjoy cooking.
- 8 Singing fills my soul so strongly, there's nothing more important to me than music.

#### d6 Koalinth Ideal

- 1 **Order:** Panzuriel rules over us because he is stronger, just as we rule the weak. This is the order of life. **(Lawful)**
- 2 **Aspiration:** Leading is a burden placed on those who can bear it, aim towards this glory. **(Neutral)**
- 3 **No Limits:** Allow nothing to dilute the purity of your strength. Always strive to be the best. **(Chaotic)**
- 4 **Greed:** Why work hard for something, just take it by force. **(Evil)**
- 5 **Might:** Our gods gave us strength so we can crush others under our feet. **(Evil)**
- 6 **Power:** With every raid on your enemies, their own supplies dwindle as you grow stronger. **(Evil)**

#### d6 Koalinth Bond

- 1 Panzuriel calls, I listen. I am his faithful, and will venture out to build a temple somewhere deep.
- 2 I am set on destroying any of the followers of Maglubiyet, wherever they might hide.
- 3 My kind is nothing but violent psychopaths. I strive to be better, so I try to fit into the surface world.
- 4 I was kicked from my tribe for a disgrace, I seek to redeem myself.
- 5 I'm not sure what my purpose is, but I keep an open mind so that when I see it, I'll know it.
- 6 Death and destruction to all those who oppose my will!!!

#### d6 Koalinth Flaw

- 1 I'm too soft to kill sentient opponents.
- 2 I don't really care about Panzuriel.
- 3 I'd be more than happy to be a water hermit, away from all civilizations.
- 4 Magic frightens me in ways I can't describe.
- 5 I fear my destiny is to become an abomination of Panzuriel.
- 6 Fighting creatures, conquering lands... it all sounds so banal. I'd rather create, than destroy.



# LOCATHAH

*The Loc... Loco... Locathaaaaah? Who names these things?!*  
-Robert the Bald

While most goodly folk think of sea-elves or merfolk when speaking highly of the aquatic races, rarely does the conversation talk of the locathah. These folk are nomadic, living a simple life under the waves, trying to co-exist as best they can without becoming prey to the kuo-toa, sahuagin, or koalinth.

## ADAPTABLE

While most aquatic life forms cannot exist long without requiring water, the locathah are as adept on land as they are in water. Their scales close tightly, preventing any water loss that might occur in other water dwelling folks. This does not make them immune to dehydration.

## PEACEFUL NOMADS

While sahuagin and koalinth might be warmongering folk, and the merfolk are stoic and untouchable, the locathah are simple folk who live simple lives. Their nomadic heritage means they follow food as it travels within the seas and hold no permanent residence that could be raided by the more villainous folk who live underwater.



## SLAVES TO HONOR

Historically, the locathah served as slaves to the kuo-toa. Their fragmented ways caused them to fight with each other, but eventually they overcame this and worked together to overthrow their slaver lords. It is easy to unintentionally offend a locathah as they have many unwritten rules of etiquette.

## LOCATHAH ADVENTURERS

Where most humanoid groups tend to have large numbers, locathah tribes do not and so the skills of an adventurer are important for all those in the tribe to possess.

## NAMES OF THE LOCATHAH

Locathah have a wide variety of names, all of them spoke in aquan. Those who understand and speak common often have names they pick out for themselves. Examples of aquan names are Ixillia, Wahahya, Ennoia, while their common names might be "Blue Coral", "Tide Glider", or "Squid Friend".

## LOCATHAH TRAITS

Your locathah character has the following racial traits.

**Ability Score Increase** Your Wisdom score increases by +2 and you may choose one other ability score to increase by +1.

**Age** The Locathah live roughly as long as humans, reaching maturity at 16 years old and lasting naturally to around 100 years of age.

**Alignment** Locathah of all alignments exist, although the most common alignment is neutral good.

**Size** Your size is medium.

**Speed** Your walking speed is 20 feet; you have a swim speed of 50 feet.

**Amphibious.** You can breath both air and water.

**Adaptable.** Along with being one of the fastest of the aquatic humanoids, locathah have adapted to a range of environments and living situations. You gain training in any one skill, tool kit, or language of your choice.

**Weapon Training.** You gain proficiency with tridents, nets, and heavy crossbows.

**Languages.** You speak, read and write Aquan as well as one other language (typically Common)

## LOCATHAH SIZE

Gender	Average Height	Average Weight
Male	4'10" - 5'10"	125 - 220 lbs
Female	5'0" - 5'10"	130 - 225 lbs

# AQUATIC NOMAD

## LOCATHAH

Scaled skin that ranges in all the colors one might expect from fish-kind, with yellow or black eyes. While often described as humanoid fish, they are obviously more fish than humanoid.

**Skill Proficiencies:** Nature, Insight

**Language Proficiencies:** One language of your choice.

**Tool Proficiencies:** Herbalism Kit

**Equipment:** A bag containing three pieces of jewelry fashioned by your clan, 5 pearls worth 2 gp each, an herbalism kit, and a map of the humanoid colonies situated on nearby shores.

**Region:** Sea of Fallen Stars

**Suggested Classes:** Ranger, Druid, Fighter

### FEATURE: WAVEDWELLER

Your kind traverse the seas, never staying in one place too long. You are able to identify when you're within the borders of other aquatic races such as merfolk, sahuagin, and turtles. You know the direction of their closest settlements, and if you've spent at least a week within their borders you have advantage on intelligence and wisdom checks made regarding that race.

### SUGGESTED CHARACTERISTICS

The locathah are an honorable people who live by a strict series of rules. These are implicitly known by locathah and are not written or explained by them.

Things like touching are highly looked down upon, and all social interactions are performed at a comfortable distance. Wearing weapons or keeping them within reach is akin to openly carrying them in your hand unsheathed.

### d8 Locathah Personality Trait

- 1 I'm nervous around non-locathah, as they don't know our rules.
- 2 I bubble with an overwhelming happiness. I simply can't be bothered to feel down.
- 3 Magic fascinates me, it's not rare to catch me staring when I come across something magical.
- 4 I decorate my body with permanent jeweled modifications.
- 5 Our kind don't use written word, and so I'm obsessed with books and reading.
- 6 I have a habit of over-planning for even the simplest situations.
- 7 Collecting trinkets is not just a hobby, it's a way of life for me!
- 8 Our lifestyle means we aren't anywhere for long. I like to come up with songs to make the trip shorter.

### d6 Locathah Ideal

- 1 **Justice:** Running around seeking retribution will only inspire others to do the same. Instead, seek justice. **(Lawful)**
- 2 **Tradition:** Even through our enslavement, we do not forget who we are. **(Lawful)**
- 3 **Order:** If everyone follows the rules, it can only strengthen our society. **(Lawful)**
- 4 **People:** The good of the many outweigh your own needs. **(Good)**
- 5 **Safety:** Ensuring others are safe is the responsibility of all. **(Neutral)**
- 6 **Survival:** Whatever it takes to survive is a cost, be willing to pay. **(Evil)**

### d6 Locathah Bond

- 1 I take it upon myself to wrangle sea beasts for our journey.
- 2 Taking care of my pod is more important to me than anything.
- 3 We've slipped the bonds of slavery, now my people need a diplomat so we can seek out allies.
- 4 Skilled locathah adventure out to destroy evil wherever it hides. I'm ready to test my mettle.
- 5 I was captured alone, I escaped alone, I have no desire to return to my people. I'm better off alone.
- 6 I want to find colonies of my kind in distant lands. I travel to find them.

### d6 Locathah Flaw

- 1 I stink. Like, even for a locathah, I'm very pungent.
- 2 Others follow my orders, or at least that's how I expect things to go.
- 3 I'm a picky eater, often refusing food if it isn't specifically from the sea.
- 4 I refuse to really trust anyone who isn't one of my own kind.
- 5 Magic is an abomination.
- 6 I refuse to resort to subterfuge, stealth, or other methods



# MERFOLK

*Don't go searchin' fer a mermaid son, if ye don't know how to swim!*

– Moonsea Proverb

Of all the aquatic races of Faerûn, the merfolk are the most common. From the trackless sea to the sea of fallen stars, it's rare to find a large body of water that lacks the mark of their civilization. Dynasties rise and fall with a history as rich as the elves or men who live in the world above.

## FAITHFUL FOLLOWERS

The merfolk follow the god Eadro, a god that is part of the Asathalfinare pantheon. This religious group consists of the aquatic gods Deep Sashelas (god of the sea elves), Eadro (worshiped by merfolk and locathah), Persana (god of Tritons), and Trishina (another of the sea elf gods).

This pantheon opposes the evil aquatic gods like Blipdoolpoolp or Sekolah.

## SHARED ORIGIN

The merfolk believe that their gods created them while the surface world was burning and molten, making them the second aquatic civilization after the locathah, an experiment in the creation of life by the gods of the merfolk. It's their belief that all the malignant aquatic races were formed from corrupted merfolk by evil deities.

Interestingly, the locathah believe the same thing, only that merfolk came first as an experiment by the gods and that they're the more refined, perfect vision of life.

## SIMPLE CIVILIZATION

Living underwater means merfolk have few opportunities to write, paint, or even forge armor or weapons beyond carving them out of stone. A large part of merfolk life is tribal, with spoken word and song being a much more important part of maintaining their histories.

## MERFOLK ADVENTURERS

Merfolk live simple lives, and generally if they are out adventuring it's to resolve conflicts so that they might return home. However, there are always a contingent of merfolk ready to venture out to strike against their foes, especially the demonic merrow.

## NAMES OF THE MERFOLK

Merfolk names are often not much more of a single syllable or two, followed by the name of their social region. A social name might be "of the eastern sea" or "from the deep waters".

Example of merfolk names include Aalain, Galfas, Nisel, or Valona.

## MERFOLK TRAITS

Your merfolk character has the following racial traits.

**Ability Score Increase** Like a human, merfolk are versatile. Your ability scores each increase by 1.

**Age** Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.

**Alignment** Merfolk are diverse creatures, with no predilection towards any alignment.

**Size** Your size is medium.

**Speed** Your base walking speed is 10 ft., and you have a swim speed of 40 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.

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

**Weapon Training** You are considered proficient with Spears, Tridents, and Nets.

**Skilled** You gain proficiency with one skill and one tool of your choice.

**Languages** You can speak, read, and write in Common and Aquan.

## MERFOLK SIZE

Gender	Average Height	Average Weight
Male	6'0" - 7'6"	155 - 245 lbs
Female	5'10" - 7'4"	145 - 235 lbs



# AQUATIC EMISSARY

## MERFOLK

The merfolk come in a diverse selection of colors and shapes, much like humans. Their skin colors range from deep red to bright violet, green, yellow or blue. Fins possess a variety of patterns splaying across their surface and merfolk scales range from super fine to large plates.

**Skill Proficiencies:** Persuasion and Insight

**Language Proficiencies:** Two languages of your choice.

**Equipment:** An elaborate set of jewelery denoting you as a representative of your clan, a unique merfolk instrument, a elaborate cloak made from some aquatic creature, a pouch containing 12 pearls worth 1 gp each.

**Region:** The Moonsea, The Sea of Fallen Stars, The Trackless Sea, The Sword Coast

### FEATURE: ALIEN VISITOR

Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by merfolk, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your homeland and people.

### SUGGESTED CHARACTERISTICS

Merfolk are as varied as humans, with just as many traits and flaws.

#### d8 Merfolk Personality Trait

- 1 I am proud of my heritage, enough so that I always have a tale about the merfolk.
- 2 A warriors spirit dwells within me, I never back down from a challenge.
- 3 The arcane draws me, whenever such magic is around I must know more about it!
- 4 Music moves us, I always seem to be humming a tune.
- 5 I'm in love with the surface, I long to be part of that world.
- 6 I consider myself reserved, although friends often call me stone-cold.
- 7 My fascination with the world around me usually makes me eternally late for everything.
- 8 Although not all of my kind are so dedicated, I ensure the orders of the gods apply to every action I take.

#### d6 Merfolk Ideal

- 1 **Order:** Society is built and thrives on structure. **(Lawful)**
- 2 **People:** The common folk are the lifeblood of society. **(Good)**
- 3 **History:** It's important to know where you came from, to help decide where you're going. **(Neutral)**

#### d6 Merfolk Ideal

- 4 **Aspiration:** Always strive to please the gods, to earn their favor. **(Neutral)**
- 5 **Might:** We survive only because we are strong enough to crush our foes. **(Evil)**
- 6 **Freedom:** It is our responsibility to stop slavery, anywhere we find it. **(Chaotic)**

#### d6 Merfolk Bond

- 1 Being an ambassador for my people is important, for us to hold onto our place in the world.  
While moving, my family was ambushed and murdered, with only myself surviving. I travel to distance myself from that tragedy.
- 2 A curse forces me from home, I cannot return until I get it removed.
- 3 I'm far more interested in the surface world, I moved here to learn as much about it as I can.
- 5 I've heard tales of merfolk in distant lands, I venture out to find them.
- 6 A great calamity threatens my homeland, I venture out to find someone to help stop it.

#### d6 Merfolk Flaw

- 1 Because the above world is so strange, I often treat it as inferior.
- 2 I *hate* being dry to the point I moisturize regularly, leaving a trail.
- 3 I have a sweet tooth, I can't say no to any sweet treats!
- 4 I'm a bit of a deviant among my kind, I seek romance with a surface dweller!
- 5 I have a deep seated hatred for sailors.
- 6 I SPEAK VERY LOUDLY OUT OF WATER.



# PAHARI

*Merfolk? No kind sir, do not think of us in such limited terms. We are the children of the waves, of the current, and of the deep, ever changing.*

–Selhias, Pahari emissary

Living in the waters between the Sword Coast and Zakhara, the Pahari are a mysterious and rare sight. Favoring isolation from other aquatic races, they live closer to shallows and civilization where they might seduce land dwellers to live with them.

At one point, it was thought that the Parahi were entirely comprised of females, but in actuality they have a fey allure that makes anyone viewing them as overwhelmingly beautiful (in whatever form that takes for the viewer).

## AQUATIC FEY

Long ago, the Parahi made the trip to Toril from the feywild. Their shapeshifting powers as well as their exotic allure derive from that plane and even though they've long since abandoned that realm, they still maintain a small connection to it.

Pahari eat only seaweed or kelp, and consider the consumption of aquatic life to be cannibalism.

## FICKLE NATURE

Much like the tides, the desires of the Pahari change rapidly. While they're not nomadic, choosing to live in homes crafted from shells or coral, their desires are more akin to burning passions: when one source has exhausted itself they move onto the next.

## NATURAL SORCERERS

Due to their connection to water, the Pahari are all capable of asking waters to do what they wish. To outsiders, this seems like sorcery, but the Pahari insist that if you ask water nicely, it listens.

There we are. All done with those.

## PAHARI ADVENTURERS

Adventuring Pahari are typically youths who are curious about the world around them. They adventure for excitement, following their passions until they find someone who satiates that curiosity. When this happens, they invariably return home and celebrate the lives of their loves.

The only sadness a Pahari knows is when they lose their loves, and go adventuring again to rekindle that passion. Within their culture, to be sad is the same as being dead.

## NAMES OF THE PAHARI

The Pahari don't use names, as that would be too stable a construct to apply to one of their kind. Instead, they take up temporary monikers. Some Pahari change these each day, and others collect names as a wizard collects spells.

## SHAPESHIFTERS

Pahari have three forms: a foot long tropical fish, a bi-pedal humanoid, or (most commonly) a mermaid like form, with the upper body of a humanoid with the lower form tropical fish.

## PAHARI TRAITS

Your Pahari character has the following racial traits.

**Ability Score Increase.** Your Charisma score increases by 2. You choose Strength, Constitution, or Intelligence and increase it by 1.

**Age.** Pahari age quickly, most attaining adulthood in less than 10 years. They do not die from age, instead dying when they feel there is nothing left that will fire their passions in the world.

**Alignment.** Most Pahari are Chaotic Good, although some choose to be more Neutral Good.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 0 ft., and you have a swim speed of 30 feet.

**Amphibious.** You can breath both air and water.

**Transformation.** As an action, you can shapeshift into a humanoid. If you do so, your swim speed becomes 10 ft, but your base walking speed increases to 30 ft. or you can take the form of a tropical fish. As a fish, you can only take the dodge, disengage, and dash actions, and your swim speed increases by 10 ft.

When you transform, your equipment and other gear does not transform with you.

**Desirable Nature.** Other creatures see you as undeniably beautiful and alluring. You have advantage on Charisma (Persuasion) checks. This effect makes it difficult for others to agree on your appearance, making identifying you difficult.

**Water Magic.** You know the *Shape Water* cantrip.

When you reach 3rd level, you can cast *Create or Destroy Water* once, and it recharges after a long rest.

When you reach 5th level, you can cast *Flame Blade* once, and it recharges after a long rest. This flame blade is instead made of water, and deals cold damage instead of fire. Charisma is your spellcasting ability for these spells.

**Languages.** You can speak Pahari, common, and you can speak to aquatic creatures and have them understand you.

## PAHARI SIZE

Gender	Average Height	Average Weight
Pahari	5'6" - 7'0"	135 - 215 lbs

# PASSION SEEKER

## PAHARI

Confused for merfolk, the Pahari are a whimsical and flighty folk. Their crimson, yellow, or blue scales are vibrant and represent the passion they feel in their hearts. Passion seekers are the most adventurous of all Pahari, trained to seek what they do not know.

**Skill Proficiencies:** Insight and Survival

**Language Proficiencies:** Two languages of your choice.

**Equipment:** A set of clothing, purchased from a land dwelling race you interacted with, a clamshell sharpened to a knife edge, a kelp bag you made yourself, and 10 pearls, each worth 1 gp.

**Region:** Coastal regions, particularly southern locations such as Chult, Calimshan, and Zakhara.

**Suggested Classes:** Barbarian, Druid, Ranger, Sorcerer.

### FEATURE: WHERE PASSION TAKES US

You are currently seeking the greater meaning behind your feelings, there is a great hole in your heart and you wish to fill it with one of the following.

d8	Passion	d8	Passion
1	Romance	5	Friendship
2	Trust	6	Humility
3	Hope	7	Envy
4	Surprise	8	Regret

Your drive to learn more about this topic is infectious, and when talking to others about your passion you can't help but capture their imagination. Folks who share your passion are willing to aid you in your quest, provided it doesn't bring them personal harm.

Your story spreads, and you're usually able to find helpful folk wherever you go.

### SUGGESTED CHARACTERISTICS

Most Pahari have a passion that they follow. Their curiosity drives them onward and regardless of the danger, their fey blood gives them a constant light hearted nature.

#### d8 Pahari Personality Trait

- Others find me beautiful outwardly, but I love finding the beauty within others.
- Our homes are close to shore so we can share and learn about other cultures, I embrace that.
- Staying still is boring. I like to stay on the move.
- I'm a bit obstinate, trying to do things differently just to see their results.
- I get nervous away from water.
- I abhor violence, and try to actively stop it wherever I can.

#### d8 Pahari Personality Trait

- I am far too trusting, to a fault.
- My friends are family to me, I'd do anything for them.

#### d6 Pahari Ideal

- Emotions:** Life without passion is no life at all. **(Chaotic)**
- Individuality:** Find what makes you unique, and hold it up for the world to see. **(Chaotic)**
- Respect:** Until another shows you they don't deserve it, offer your respect freely. **(Neutral)**
- Protection:** It is responsible to protect others, if you have such power. **(Good)**
- Idealism:** Even if it doesn't make sense, you must be true to yourself. **(Good)**
- Community:** Together we stand, divided we fall. **(Good)**

#### d6 Pahari Bond

- I'm a writer. Everywhere I go, I write down my thoughts in my journal.
- I'm a collector of things: they're not important but they're mine. Reminders of wherever I go.
- My clan has specific colors we dress in, I try to get others to embrace this tradition.
- Clothing is an interesting experience to me, I am overly indulgent in fashion.
- Our people are long lived, but our communities small. I search the world for an answer to help us grow.
- My love died long ago, I now search the world to fill my ache before I die.

#### d6 Pahari Flaw

- Enthusiasm doesn't pair with wisdom, I'm easily tricked.
- Water is my element, but fire terrifies me.  
In our home, we cannot make fermented drinks. In my travels, I am drawn to such drink and do not understand my limits.
- I hold no attachments to possessions, and try to give away anything I don't need.
- The idea of love isn't something I grasp, but lust seems to come naturally.
- I'm ridiculously impatient, driven to act even while my allies plan.



## SHAPE WATER

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

*\*Shape Water originally appeared in the Elemental Evil Player's Guide*





# SAHUAGIN

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

Fanatic cultists devoted to their shark god Sekolah, the other underwater kingdoms think of the Sahuagin as a blight on all who live under the waves.

When comparing their foes with those of the surface dwellers, most say the Sahuagin are much like the Drow of the underdark: devoted to their dark god, and despite strict laws they are comparably evil.

## BLOOD IN THE WATER

The Sahuagin are often seen as frenzied berserkers, but the truth is they are quite organized. Raiding parties tend to be small, so they can quickly move and strike before disappearing again.

Typically Sahuagin observe the laws of battle. These rules were agreed upon by the many aquatic races, however it's not rare for these soldiers turn to frenzied combat. When this occurs, it's referred to as a "Wild Hunt".

## VAST KINGDOMS

The social structure of the Sahuagin is based upon rule by a king who holds court in a vast city deep beneath the waves.

This overlord's domain is divided into nine provinces, each ruled by a prince. Each prince rules their own domain beside a priest while the king commands all but the high priest.

## DEEP HATRED

The list of enemies who stand against the Sahuagin is not short: the merfolk, aquatic elves, lizard folk, tritons, and kuo-toa all stand against the children of Sekolah.

It doesn't help that the Sahuagin divide everything in the world into two groups: "That Which Eats" and "That Which Is Eaten".

## SAHUAGIN ADVENTURERS

Their society has hundreds of laws, impossibly complex to follow. The only punishment for breaking these laws is death, to become a sacrifice to Sekolah. Adventurers tend to seek the destruction of chaotic forces and to expand the Sahuagin empire.

## NAMES OF THE SAHUAGIN

Sahuagin names are chosen upon completion of their first hunt and are selected by the head priest of the court. There seems to be no distinction between male or female names. Typical names end with harsh sounds include Ssesk'lak, Korisak, or Mhul'lat.

## SAHUAGIN TRAITS

You Sahuagin character has the following racial traits.

**Ability Score Increase.** Your Strength score increases by 2. Your Wisdom score increases by 1.

**Age.** The Sahuagin reach maturity around 22 years of age, and live slightly longer than most humans.

**Alignment.** Brutal conquerors who believe the whole of the sea to be their domain, most Sahuagin are lawful evil.

**Size.** Your size is medium.

**Speed.** Your base walking speed is 30 ft., and you have a 40 ft. swim speed.

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

**Water Dependency.** If you complete a long rest, you must submerge yourself in water for at least an hour before your next long rest, or you suffer a level of exhaustion.

**Natural Armor.** While unarmored, your AC is equal to 12 + your Dexterity modifier.

**Shark Telepathy.** You can magically communicate any shark within 120 feet, using a limited telepathy.

**Superior Darkvision.** 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 gray.

**Languages.** You can speak, read, and write in Sahuagin.

## SAHUAGIN SIZE

Gender	Average Height	Average Weight
Male	5'7" - 6'3"	180 - 230 lbs
Female	5'5" - 6'2"	180 - 210 lbs





# TOOTH OF SEKOLAH

## SAHUAGIN

Green scaled fish men, with long sweeping fins and tails, the Sahuagin are tall and muscular. The only variation to be found are the dark stripes, bands, and spots each Sahuagin is born with but these markings fade with age.

Rarely, a mutant Sahuagin is born with four arms. These brutes are viewed as a blessing from Sekolah.

**Skill Proficiencies:** Religion and Animal Handling

**Tool Proficiencies:** Weaver's Tools

**Musical Instruments:** Aquatic Wardrum

**Equipment:** A priests necklace, a holy icon of Sekolah, clothing woven from the kelp of your homeland, a trinket recovered from a shipwreck, and a hide satchel with 10 gp.

**Region:** The Sea of Fallen Stars

**Suggested Classes:** Cleric, Druid, Fighter

### FEATURE: BLOOD TAKER

You are a speaker of Sekolah. The soldiers who listen to you bite on behalf of the One Who Eats. They trust you to convey the desires of god to them, so they might not be the ones who are eaten.

Your living expenses are covered and you are given protection as long as you are in an area that worships Sekolah. In civilized regions, you are considered dangerous to attack. To avoid holy retribution you will be relatively unharmed (although you are not immune to the consequences of your actions, nor does it stop you from being imprisoned in a civil manner).

### SUGGESTED CHARACTERISTICS

The Sahuagin are certain of their superiority. The rapidly changing politics of their kingdoms can be confusing to some, but they would likely be lost without this structure. When faced with chaotic elements, most Sahuagin become very aggressive.

#### d8 Sahuagin Personality Trait

- 1 If others try to speak to me as an equal, I refuse to acknowledge their presence.
- 2 If you speak ill of my kind or my god, I WILL kill you slowly.
- 3 I don't actually care about Sekolah, but I hide it or I'll become a sacrifice.
- 4 I live for the scent of blood, the fresher the better!
- 5 Magic is rare in our waters, I find it alluring.
- 6 The laws of combat must be followed, and if others don't follow then they need to be put down.
- 7 I am but a weapon in the hands of my god, when I am not enacting his will, I hone my combat prowess.
- 8 I keep trophies, one of every type of creature I kill.

#### d6 Sahuagin Ideal

- 1 **Order:** Without structure, we no better than base animals in a blood frenzy. **(Lawful)**
- 2 **Religion:** The word of our priests are law, praise be to Sekolah. **(Lawful)**
- 3 **Co-existence:** Without others, we would have to hunt ourselves. Do not kill other races without cause. **(Neutral)**
- 4 **Power:** Sekolah is our god, because he ate all his competition. That power is our inspiration. **(Evil)**
- 5 **Strength:** We rule by divine right. Others should cower before our strength. **(Evil)**
- 6 **Savagery:** It's important to allow the blood frenzy in, to help cleanse the soul. **(Evil)**

#### d6 Sahuagin Bond

- 1 Our last war was too long ago. Our people are complacent. I seek the will of Sekolah to guide us back to the path of blood.
- 2 My hunger is never sated, I venture forth to find a way to calm that rage..
- 3 If there is only Eat and Eaten, then I travel to eat everything.
- 4 Our folk are still nearly tribal. I want to elevate us beyond that, but I need to find out how.
- 5 I have a deep seated hatred for other aquatic races. Food or not, I want to end them all.
- 6 I've heard about Sahuagin in other waters around the world. I want to find them, so I can understand why our tribes are better.

#### d6 Sahuagin Flaw

- 1 I really don't like when my prey suffers.
- 2 Compared to others, I'm really weak. I worry they'll think of me as food.
- 3 I don't believe in Sekolah, but to declare this would be death.
- 4 Sharks scare me.
- 5 I just don't care about the survival of my people, we're monsters.
- 6 I have the memory of a fish - shorter than a halfling knees.

# TURTLE

*Home is where you rest your head, everything else is on your back.* – Turtle Proverb

A reclusive and relatively unknown race, the Turtle go unnoticed by the other races of the realms. This is mostly due to the fact that they hold no permanent homes, choosing instead a nomadic lifestyle. They set up their homes in a location, explore the world around them for a few months, and later move on.

Physically, Turtle resemble humanoid turtles. Large shells cover their backs, wide bodies, and leathery hides ranging from brown to various shades of green.

## TEMPORARY HOMES

Both Snappers and Terrestrial Turtles have a need to seek out new experiences. To a Turtle, life is about the experience, to look forward to what tomorrow brings. The wonder of meeting a butterfly they've never seen, or to swim in a brook they've just discovered. THAT is life.

## TURTLE ADVENTURERS

The natural curiosity of the Turtle drive them to explore the world around them with the interest of a child. Even the oldest Turtle can find some new aspect of the world that draws their attention. Adventurers often just want to explore.

## NAMES OF THE TURTLE

Aranck, Gad, Doya, and Sokow are typical examples of Turtle names. Their names are typically short and often derived from Aquan words.

## TURTLE TRAITS

Your Turtle character has the following racial traits.

**Ability Score Increase.** Your Strength score increases by 2. (Swamp = Wisdom, Forest = Int?)

**Age.** Young turtles are able to crawl for a few weeks, and develop quickly. Adulthood comes around age 15, and the average Turtle lives until 50.

**Size.** Your size is medium.

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

**Alignment.** Most Turtles are lawful good, preferring routine to drive their lives. A few can tend towards evil, but those individuals usually seek a solitary life.

**Hold Breath.** You can hold your breath for up to 1 hour at a time. Turtles can remain underwater for a long time before needing air.

**Natural Armor.** You gain no benefit from wearing armor. Your AC is 17 and your Dexterity modifier does not add to your AC. If you are using a shield, you can apply the shield's bonus as normal.

**Languages.** You speak, read, and write Aquan and Common.

**Subrace.** Turtles come in two varieties: Wanderlust and Snapper. Choose one of these subraces. You gain the traits listed under your chosen subrace in addition to those above.

## TURTLE SIZE

Gender	Average Height	Average Weight
Male	5'10" - 6'4"	450 - 510 lbs
Female	5'6" - 6'	420 - 480 lbs



## WANDERLUST TORTLE

*“Yesterday is history,  
tomorrow is a mystery,  
and today is a gift...  
that's why they call it present”.*

– Keil, Wanderlust teacher.

The Wanderlust Turtle are not as wide as their Snapper relatives. Their shells are more smoothed, and their claws are longer. This makes them more suited towards tearing bark off of trees, or digging in the ground. Their leathery skin tends towards earthen shades.

### MINDFUL

Wanderlust Turtle's are philosophical and ponderous. For every new experience they have, they postulate about the nature and meaning of these interactions. When not contemplating about the world around them, they pontificate about the afterlife.

### WANDERLUST TORTLE (TORTLE SUBRACE)

Your Turtle character has the following racial traits.

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

**Claws.** Your unarmed strikes benefit from your natural claws. If you hit with an unarmed strike, you deal slashing damage equal to 1d4 + your Strength modifier, instead of bludgeoning damage normal for unarmed strikes.

**Shell Defense.** You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and cannot be increased.

You also have disadvantage on Dexterity saving throws, you cannot take reactions, and the only action you can take is to emerge from your shell as a bonus action.

**Survival Instinct.** You gain proficiency in the Survival skill, due to your finely honed instincts.



## SNAPPER TORTLE

*I know there is strength in the differences between us. I know there is comfort, where we overlap.*

– Ignis, Snapper ambassador.

When compared to their Wanderlust relatives, their shells are more rigid and jagged. Their mouths are much sharper, reinforced by strong bones granting them a fast and powerful bite. Their fingers and toes are webbed, granting them speed underwater and while they cannot retreat into their shells, they have a much wider and tougher body.

### TERRITORIAL

The Snapper Turtles are worried about their place in the world. Not having a home, it becomes much easier for others to threaten their existence. A more militant focus, on defending their settlements, takes a large part of their days. Where their land dwelling cousins think about what tomorrow might bring, Snappers are worried about the threats of yesterday finding their homes.

### SNAPPER TORTLE (TORTLE SUBRACE)

Your Turtle character has the following racial traits.

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

**Bite.** You can bite your foes in place of an unarmed attack. If you hit with an unarmed strike, you deal piercing damage equal to 1d4 + your Strength modifier, instead of bludgeoning damage normal for unarmed strikes. On a successful strike, you may use your bonus action to grapple the target.

**Aquatic Adaptation.** You have a swim speed of 15 feet. Your Hold Breath racial trait can last a number of hours equal to your Constitution modifier (minimum 1).

**Stout.** You gain proficiency in the Athletics skill, due to your finely honed instincts. You also add your Strength modifier to your Constitution modifier when determining hit points.

# BRAVE EXPLORER

## TURTLE

Stocky humanoid turtle-folk, the Turtle are generally kind and gentle types who just want to explore the world around them. Their skin ranges from leathery brown to lighter yellows, greens and blues. Their shells are typically darker than the rest of their body.

**Skill Proficiencies:** Athletics and Nature

**Language Proficiencies:** One language of your choice

**Tool Proficiencies:** One musical instrument or gaming set of your choice.

**Equipment:** A hat that you've fashioned yourself, a trinket from a distant land you once visited, a trinket from a place you've yet to visit, and a small satchel with 10 gp.

**Region:** Warmer climates with lots of water access, such as Chult, The Lake of Steam, or Estagund.

**Suggested Classes:** Druid, Fighter

### FEATURE: TRAILBLAZER

You find beauty in the world around you, a new experience around every corner. Your appreciation of that wonder is infectious, making those around you a little happier.

You are always aware of the general path to the last place you took a long rest. Unless actions have been taken to conceal your path, you can easily trace it back in this fashion.

### SUGGESTED CHARACTERISTICS

Wanderlust Turtles are full of wonder and curiosity. They're generally good natured, helpful, and free spirited. Snappers, on the other hand, are typically defensive, cautious, and wary.

#### d8 Turtle Personality Trait

- 1 Oh how I love to talk, and talk, and talk, and talk...
- 2 There are no dangerous beasts, just creatures that need hugs.
- 3 Flowers are friends, I take great effort to keep my friends from harm.
- 4 If someone is having a bad day, I try to do something to cheer them up.
- 5 I would give my life to protect my friends, without hesitation.
- 6 I'm slow to anger, I let most things wash over my shell.
- 7 When working, I try to organize things so everyone has something to do. It's important to me that everyone feels useful.
- 8 I let my friends do the talking, while I do the things that need to be done. Actions, not words.

#### d6 Turtle Ideal

- 1 **Tradition:** No matter where we are, we continue all of our traditions. It's an important part of our identity. **(Lawful)**
- 2 **Rules:** Structure is the best part of being in a society, rules are meant to be followed. **(Lawful)**
- 3 **Respect:** Even if you don't agree with others, it's important to respect their traditions. **(Neutral)**
- 4 **Detached:** Don't become weighed down by the world around you, there is so much more world out there waiting for you. **(Neutral)**
- 5 **Community:** We need each other, no Turtle is an island. **(Good)**
- 6 **Protection:** The evils of the world threaten all, and not everyone can protect themselves from that. **(Good)**

#### d6 Turtle Bond

- 1 My tribe was ambushed during a migration, and I was the sole survivor.
- 2 I made a deal with a dark power, and must leave my tribe to prevent them from getting hurt.
- 3 I've heard stories of a distant land, and I should like to lay my own eyes upon it.
- 4 Our tribe was cursed by Umberlee. I must break the curse, or we will be swept away by her hand.
- 5 We don't hold gods ourselves, but we do understand others do. I seek more knowledge about how worship works.
- 6 I woke up one day without remembering who I am or where I came from. I adventure to find out more about me.

#### d6 Turtle Flaw

- 1 My friends say I spend too much time smelling the flowers.
- 2 I... talk... very... slowly.
- 3 Choosing a cryptic pattern of speech, my friends confused are sometimes, when that I've done.
- 4 I really don't like to simply talk, but my rhyming causes my friends to balk.
- 5 I'm a very picky eater, much to the chagrin of my allies.
- 6 I have a tendency to treat others dismissively if they aren't part of my clan.



# GRIPPLI

*Grippli have it made, they eat what bugs them.* – Vilhon proverb.

When one thinks of "froglike" species, they will usually think of the Bullywug or the Grung. But there is another race, hidden in the corners of swamps and forests, known only to a few who were lucky enough and patient enough not to frighten the creatures away: the Grippli.

## MOTHERLY LOVE

The Grippli society is highly matriarchal: even their unnamed goddess is represented as a rainbow colored frog woman.

The tribe decides things together, the matriarch has the final say. Only the head mother of the tribe is allowed to write and is responsible for recording their tribal history. This also means that there are no Grippli wizards in a clan.

## WELL ADAPTED

Suited to living in swamps, jungles, and forests, the Grippli eat insects of all sizes, including monstrosly sized ones. They learn how to hide and climb, experts at doing both before attaining adulthood.

Even their houses are adapted to their environments, consisting of reeds or sticks to make huts. They also weave in shiny decorations or natural plants to help camouflage their homes while looking pretty at the same time.

## LOVERS, NOT FIGHTERS

While entirely capable of using light or ranged weapons which take advantage of their natural speed and grace, most Grippli are skittish. They prefer to leap to the trees, and hide away from threats.

In their homes, Grippli are light hearted and fun loving. They enjoy games, food, and any other activity that helps them bond with others.

## GRIPPLI ADVENTURERS

Most Grippli turn to adventuring when they are forced into it. Survivors of destroyed tribes often must turn to adventuring, at least to seek out new tribes to join. Sometimes curiosity overcomes their naturally defensive behavior, and they'll be drawn to the shiny baubles outside their homes.

## NAMES OF THE GRIPPLI

Grippli carry two names: one for use in their family and one for everyone else to use. Native names often sound like simple croaks to others, but their complexity comes through for a native speaker.

Common names are Brillup, Garoak, or Quenk. Outsider names are descriptive, like pondskimmer, goldendot, or deepcroak.

## GRIPPLI TRAITS

Your Grippli character has the following racial traits.

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

**Age.** Grippli are a long lived race, attaining adulthood around 20 and living until they're about 400.

**Alignment.** Not caring about law or chaos, most are some form of neutral. Evil grippli usually suffered some grave injustice to push them towards their fate.

**Size.** Your size is Small.

**Speed** Your base walking speed is 20 feet. You also have a climb speed of 20.

**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.

**Natural Athletes.** Possessing natural builds for climbing and jumping, your character is proficient with Athletics. Additionally, you can move through mundane difficult terrain in swamps, jungles, and forests without problem.

**Camouflage.** With their timid natures, Grippli excel at hiding. Your character is proficient with Stealth. Additionally, in swamps, jungles, and forests, you have advantage on Stealth checks.

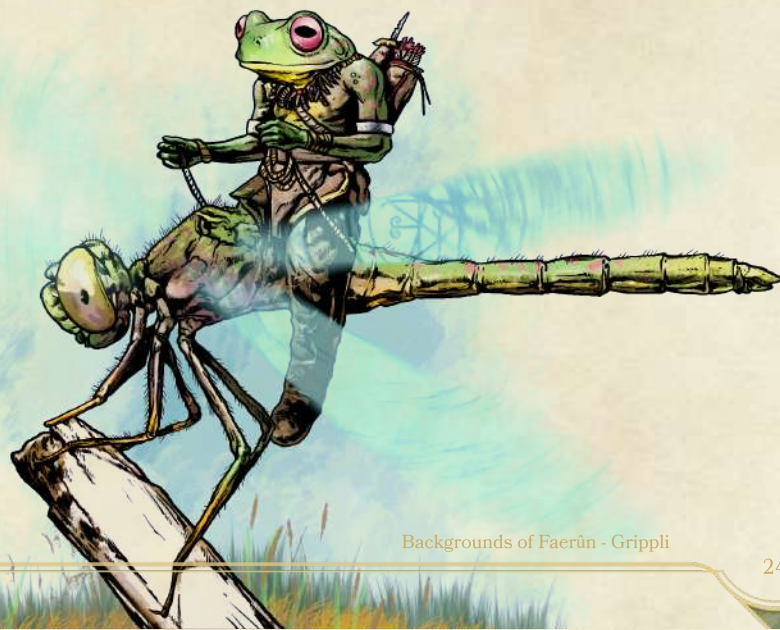
**Hunter Training.** Due to their prey sometimes being larger than them, Grippli have mastered a number of weapons. Your character is proficient with the Net, Javelin, and Sling.

**Bug Hunter.** Omnivores, most Grippli enjoy eating bugs. Your Grippli character has resistance to poison, and advantage on any Wisdom or Intelligence ability rolls when dealing with insects or arachnids, or other bug-like beasts.

**Languages.** You speak Grippli. You are illiterate and cannot read or write Grippli.

## GRIPPLI SIZE

Gender	Average Height	Average Weight
Male	2'10" - 3'4"	22 - 42 lbs
Female	2'6" - 3'	12 - 38 lbs





# RACIAL VARIATIONS

N

ot all Grippli are born equal. Sometimes, there are those born with different adaptations. You can replace specific racial traits with one of those below:

## GLIDER

You have thin, taut stretches of skin that help you stay aloft instead of falling.

Replace **Natural Athlete** with the ability to glide. You gain resistance to damage from falling. Instead of falling, you move forward 10 feet and down 5 feet. If you cannot move forward at least 10 feet, you fall.

You cannot glide if you are wearing medium or heavy armor, if you are carrying more than your capacity, if your speed is 0, or if you are incapacitated, restrained, or prone.

## NIMBLE

Your frame is more lithe and agile than other Grippli.

Replace **Camouflage** with the ability to use your bonus action to use the dash or disengage action.

Additionally if you take the dodge, disengage, or dash actions, your jump distance is doubled for the turn.

## DIPLOMAT

Your tribe has made contact with nearby races, so your matron has groomed you to be an ambassador.

Replace **Hunter Training** and **Bug Hunter**. You gain proficiency with Rapiers, Persuasion, and Intimidate. Additionally you can speak, read, and write Grippli and Common.

## TOXIC SKIN

Replace your **Natural Athlete** racial trait with the ability to excrete toxin.

You have two methods for creating this poison:

- As a bonus action, this poison can be applied to a weapon. Once applied, this poison expires after 1 minute.
- As a reaction to being hit with a melee attack, your attacker is affected by this poison.

Creatures who touch the poison must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The poisoned creature cannot jump or climb, and if flying they cannot take actions or reactions until they land. They may repeat this saving throw at the end of each of their turns, ending the effect on a success.

Once you create this poison using either method, you must complete a short rest before you can use this ability again.

## AGILE TONGUE

Your tongue is far more dexterous than that of the common Grippli.

Replace your **Camouflage** ability. Your tongue has a reach of 10 feet, can lift no more than 5 lbs., and can manipulate objects as though it was your hand (such as using Sleight of Hand, opening a door, pulling a lever, etc.) Your tongue is not strong enough to make attacks, to hold a shield, or to use for somatic components when casting a spell.

