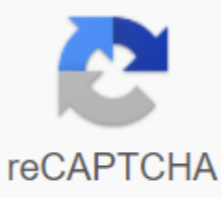




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Labelus Enreth is the philosopher god, the god of time and history, whose gift of trance is important for identity and existence. Rilifen Raltil is the god of woodlands and wild places, the father of wooden dwarfs and protector of Druid. Solonar Thelandira, closely associated with him, is the god of hunting, archery and woodwork. To some extent the god of the shadow of deep bent, Erevan Ilere is the god of mischief, a trickster-god; And Phenmarel is the moody and gloomy god of mestyrin outcast and solitude, whose rest has nothing to do with celederine (except arenas that use Fenmarel as a scapegoat in their plots and pra~ks). And then there's the thought of Shevarash, bitter and obsessive as a God, whom the dwarves turn when they seek vengeance. The Ferunian gods worship the gods in many dwarf Fefinian everything, including Mielkki (and unicorn goddess Luru), Silvanus and Heard. In recent years, some dwarves have also found joy in worshipping latheder. Chapter 3 I drude the deities the gods of Uni are quarrelsome and treacherous as their worshippers. Spider Queen. Lolth, the demon queen of spiders, the supreme king as the goddess of drowsy, brutally destroys all who would threaten her situation. His priests do the same with the cults of rival gods among his people. Other dark powers. Selvetarm is the god of warriors, and therefore the guardian of male sleep, a lthough probably not so much as Vhaeraun, the evil god of thievery and of the drowsy men who rebel against matriarchy. Murray's sleepy goddess, Kirnsali, is served by the secret cue LTS of the Necromanners. Ghandour, known as The Dub, is a subversive force, sometimes revered by sleep, the mad god of rebels, and exiles. A dark young woman. Some sleeping exiles have heard the lyrics of Eilistraee, urging them out on S urface to behold the moon as it rises. sleepy Of the lyrics, beauty, sword, hunting, and moonlight, he is the patron of the drowsy who rejects the evils of his society, offering them light and hope. Think of halflings folk as different and beautiful dwarfs, fierce and dwarves as hardy, and of gnome — if they think of them at all — as clever and shy. Halflings, by contrast, have the reputation of being clever and heroic. Halflings, or hin as they call themselves, exhibit a natural dexterity that often surprises big folk. It comes in agile regular work when their courage outstrips their common sense, and tales about halflings abound with lucky breaks and narrow escapes. Beyond these distinctive elements of the Halfling character, halflings can be divided into two major subresses. Many aspects of the cultures of the two groups make them different, but even without such trappings they are different due to a difference in a fundamental drive: to go or to stay. Lightfoot Halflings are passengers as a rule, with tongue and heart as nimble as their feet. While if strong-hearted halflings are on the move, it always seems driven by a desire to return home or find and settle into a new one. As the saying goes, lightfoot, light-hearted. Strong hearted, strong levels. of R::E:. A::: L:: M::; s_-----:~o e~-- Although there are many ha lfling communities, particula saws in and around Luiren in La NDS, halflings often dwarf themselves, somusish, Alvin, a nd huma nies fit in. Lightfoots in communities wind up as they travel, easily make friends, and then walk on as the wind or freak takes them. Settle into the stronghearts, make themselves at home, and weave themselves into a community fabric so cleverly that it becomes difficult for folk to think of a time without them. Lightfoot- HALFLINGS, neither travel nor destination matters more for lightfoot halflings; The important thing is to keep moving forward. The life of a lightfoot is a long search with each new skyline, new city, or newcomers who have the chance to find something delightful. Lightfoot Halflings typically travel in small bands, whatever is convenient using the vehicle, but striking out on foot with just as easily. Bands loosely consist of related individuals, and when bands meet, membership often shifts. Lightfoot ha lflings generally excel in travel-related tasks- be it navigation, pack animals, forging, sailing, and cartwright work- try your ha nd on a llegal to get such things learned from befo again or other lightfoots during your journey. Lightfoot ha lflings are highly social, often as curious about other people as they are about what might lie around the next twist. They characterize an easy and open attitude, curious about others and willing to share themselves, which enables them to make friends with ease. their facile friendship and With EAS EA can Ha lflings seem disingenuous to others. Lightfoot ha lflings get stereotyped as playful, easily distracted, playful, an nd incredible. But their friendship and courtship, if concise, tend to be real. The staid and stable life that most other people desire is not just RT's pa of his character. The player's handbook in lightfoot halflings has all the racial traits of lightfoot halflings. They share skin, ha IR, and eye tones of humans, but most lightfoot halflin GS hazel or brown eyes have a nd brown hair. Lightfoot halflings do not grow fesia l hair except that men a ND FEMA lace usually grow small sideburns. STRONGHEART HALFLINGS ----- creatures of the earth who love a wa rm hearth and pleasant company, strong-hearted halflings are the ones of some enemies and many thankfully ends. S. tronghearts a re-refer to it as good folk by members of other races with love, slightly upsets for strong hearts or corrupt their pirit. For many of them, the biggest fear poor compa ny is to live in a world of nd mean intent, where one lacks the freedom to be the rest of a nd Thankfully antyquis. When strong-hearted halflings settle in a place, they intend to stay. Living in one place for a few centuries is not a yunus for the dynasty of stronghearts. S. Tromhart ha lflings is not the development of these homes in seclusion. At Contra, they do their best to fit into the local

community and become an essential part of it. Their approach emphasizes cooperation above all other traits, one nd the ability to work well with others is the most valuable behavior in their countries. Hed pus from his nest, strong-hearted ha flings usually try to do with them as much as ma ny comfort is of the house. Non-strong hearts with a more practical bent can find painful travel habits, but their lightfoot cousins generally enjoy its novelty — so long as lightfoots aren't required to carry any of the stuff. While often stereotyped as fat and lazy due to their homebound mentality as fat and the passion of fine dining, strong-hearted halflings are generally hardworking enough. His nimble hands, his patient mentality, and his emphasis on quality makes them excellent weavers, potters, wood-engraved bucks, basket makers, painters, a nd FA mers. S. Strongheart halflings have all the racial traits of stout in the player's handbook. S. trongheart halflings are low on average n are their lightfoot kin, rounder faces for an nd. They have skin tones and hair color of humans, with most having brown hair. Unlike their light-legged cousins, strong ha flings often have blond or black hair and blue or green eyes. Ma laces do not grow beards or mustaches, but both men and women can develop sideburns under the mid-cheek, one nd both genders pla it into long brides. Half gods Hin is a small but intimate everything of the gods, which is a re- As the house was awarded in Alta Bucks, done, Shrines, and wild trees. The head of the BLE SSED sisters Hin Maa-Devi and Pantheon is Yondalla, Blessed One, goddess of reward and fertility, protector of hearth, house, and fa mily. Sheila Periyal is Yodalla's green sister. S She is a nature goddess, woman of farms, streams, and forests for und in shire and glen, and weather in S uch locations. She is an LSO goddess of love, song and da not. Chapter 3 I race places such as Baldur Gate and Savage which waterdeep to anger across the barbaric border. Human beings are famous for their adaptability. No other race lives in so many diverse lands or environments, from lush forests to burning deserts, from the eternal cold of the Great Glacier to fertile coasts along rivers and seas. Humans find ways to survive and thrive anywhere an lmost. In places where dwarves and dwarves have been withdrawn, humans often move forward and build afresh on top of a longside or earlier community. It follows, then, that the most common feature of human beings is their lack of equality. This diversity has enabled human civilizations to grow faster than other races, making man today one of the dominant races in most parts of the world. It has also led to conflicts between communities of human beings because of its cultura L and political differences. If not for their penchant for infighting, humans will already be overpopent and dominant. GHOSTWISE HALFLINGS Ghostwise halflings explore their ancestors to be half a war between tribes that sent their ancestors into flight from Luiren. Ghostwise halflings are the rarest of hin, found only in Chondlewood and some other isolated forests, clustered in tight-knit clans. Many Ghostwise Totals choose a natural landmark as the center of their territory, and members carry a piece of that milestone with them all the time. The nidge liders bond with clan warriors known as and ride giant owls as Mt. Because these folk are the clanish and unbelievers of outsiders, the ghosts are half-courageous rare. You ask the DM if you can play a member of this subres, which has halfling symptoms in the player's handb ook, as well as the ups and down symptoms. Capacity score increase. Your knowledge score rises from L. Silent speech. You can talk telepathic to any creature within 30 feet of you. The creature understands you only when you both share a language. You can telepathically talk to one creature at a time in this way. The house in FAERUN Cyrrollalee is the keepers of human ethnicities the goddess of hearth and hospitality, as well as of faith and handicrafts. Arvoreen is a defender god, a cautious defender who sacrifices personal comfort for the safety of others. The nine human races shaded in Faerflin are detailed in the player's handbook. Many other notable groups of human beings are discussed here. A few Minorities sign up in areas or nations bordering the north, while other swords are prevalent in parts of the world off the coast. Guus Brandobaris is the custodian of many hafing adventurers, thihar and stealth trickster-god. Uruuloan is the silent, depressed deity of the earth and death. With a great dark hound everywhere, he is saddened by his duties, and cautious in ensuring that the dead are respected and protected. ARKAIUN SHORT IN STATUURE WITH TAN SKIN AND DARK HAIR, Arkaiuns mainly inhabit Dambrath as well as Halruaa and Shar. Many Arkian lived under the yoke of sleepy slavery centuries ago after a failed military campaign against the dark dwarf, which led to the final destruction of the Arkayne Empire in Dambra Th. Lady Luck has taken several halflings to regular worship of Tymora, seeing her as a helping hand in her luck and guardian of the fate associated with Hin. Arkune Name: (Male) Hoon, Rivyun, Ambril, Xaemar, Zeltaebar, (Female) Gluris, Maev, Severa, Zera, Zarella, (surname) Lharaendo, Mistrar, Wyndael humans inhabit every corner of Toril And Q includes a whole range of lacquer and ethnicities. Along the Sword Coast and across the north, humans are the most widespread of race and the most prominent in many places. Their cultural and social makeup runs the gamut, from cosmopolitan folk who live in great cities, dark-skinned and dark-haired, bedined warrior and nomadic in northern Anauroch. Once divided into more than a hundred tribes, Clanish Bedene mostly laid to his desert land and interacted little with outsiders besides business. Over generations A. B C D E F.G.H.I Q+{A_ _ ii 7# 11-N 0 p Q R S T E....." 0-7)}, _ 1 2 3 4 5 C.: C 3 = 8 J K L M _ P L 0 _ U V W Y Z VJ. T R C _ X _ U _ _ _ _ _ I L 6 7 8 9 0 10 50 10 H-w _ Co_ H< CC:C.C.C.C. CC THORI SS, Letter/IND Numerical LS Co M Mon Bedene have become city dwellers, leaving behind their nomadic ways, and reducing the number of tribes that support their traditional way of life. Bedene Name: (Male) Aali, Rashid, Tahanan, Tanjim, Whalide; (Female) Ayesha, Farah, Nura, Rashida, Zalebyeh; (Tribre names) Alai, Bordjia, Clallara, Desai, Dakawa, Pursalai, Golder, Irlifawa, Kelordai, Laljar, Qtan, Yatei, Zazlar FF Olk Munshai Ailes came to the island a thousand years ago. Folk has a deep respect for nature, and are mainly farmers, worshipping the goddess they call the earth mother and keeping the old druidic ways. The Folk shipwrights are well regarded, pursuing their ability to build strong ships that are capable of weathering the tumultuous seas around their home. Folk Name: (Male) Artur, Bern, Colin, Manfred, Tristan; (Female) Alicia, Jennifer, Meredith, Elaine, (Nicknamed) Archer, Gareth, Lead, Kendrick, Morgan, Waters, Related to Rashami, Gujarat Bucks are thicker, evening-skinned, and dark-haired. They consider themselves to be children of Selun, and most of them respect the moon goddess. The Gur community wanders across the Western Heartlands to live in a nomadic existence, leading others to refer to it as highway ones. Tricks Name: (Male) Borev, Garder, Madwick, Vlad; (Female) Vara, Ulmara, Imza, Navra, Yulendra; (Nicknamed) Chergoba, Drazilad, Tajjara, Vargoba, Stamankinia Halruaan The mysterious and magical kingdom of Halrua, the people of Halruaan are left out of magic, and many of them are brilliant in art. He and his land disappeared during the spellplag, but as mysteriously returned after the second Sundaris. Most of the halruns have blond or black hair and olive colors. Black, brown and green eyes are the most common. Halruaan Name: (Male) Aldum, Chand, Melghost, Presmer, Sandru, Euregant; (female) athe, conduction, olurna, toms, sarade; (surname) An uprising of Avhoste, Darante, Maumeril, Stamaraster IMASKARI Mulan Das brought about the ruin of Imaskari and his ruling wizards thousands of years ago, but few survived maskari and fled to Underdark. There they turned, pale, smooth skin and white fur now develop common between them. Immakari, who dominated the Mulhord region, has been forced into exile by the second uprising of those he dominated. Imaskari Name: (Male) Charwa, Duma, Hukir, Jama, Pradir, Sikil; (Female) Aparte, Basque, Fanul, Mokat, Nimet, Ril; (Nicknamed) Datherthi, Melpurwata, Nalbar, Tiputas Nar More than a thousand years ago, the dark priests of Narfel had accumulated great power by treating them with demons, but their works eventually brought a war that destroyed their civilization. Nars abandoned his ruined and cursed cities and became nomads and merchants. Nars has skin, brown or black eyes and dark hair, often worn long and tied in tails or topknots. Nar Name: (Male) Awan, Ostararn, Petro, Storr, Taman, Talalaman, Uth; (Female) Anwa, Dasha, Dima, Olqa, Vejra, Jaitara; (Nicknamed) Dashesh, Hargrowth, Laboda, Lacman, Stoner, Stormwind, Sulima Sharan are dark-haired and tan-skinned nomads from southern Farun, Sharon skilled hunters, archers and riders who respect various nature gods. They are held in clans under the direction of elders and Pradhans. Sharan Name: (Male) Awar, Koh, Damota, Gevar, Hapa, Laskav, Sinesaw, Tokhi; (Female) Anet, Twenty, Idum, Leenet, Moqm, Neghat, Siltwaite; (Nickname) Core Marak, Laumee Harr, Moq Qo Harr, Woraw star TUI GAN Faerun and a nomadic crowd from the vast plains between Cara-Tur, The Tuigans once conquered Faerun under the almost great leader Yamuna Khahan before Chapter 3 I places the race of choice: Human Languages I race to many human races and nations in FaerOn. Their own language, apart from mango. Most human languages are written in th ores, derived from the alphabet of old common, chondathan language which traders used as their common tongue. Some human languages use other Alf Abets, including G. Draconic, Dethek and Espurur. The THE languages of the nations described in pla yer's ha ndbook and this book are as follows: Arkayun: Dambrathan (written in Esperu) Bedene: Mi Dani Calisite: Aledded Chondathan: Chandathan Daman: Daman (written in Dethke) Show: Shou Tethirian: Chondthan Tuigen: Tuigne Turmi: Turmik Ulutun: Uluick If your dungeon master allows this option, any human from an ethnic group who has his own language is assumed to know in the language at that time as we would as common. This ethno language is regarded as a free add-on lan gauge for such indie Ii du Ales. To be defeated by a coalition of armies. Since those days, Tuigans have sometimes seen swords ashore and in other surrounding areas, but not in large numbers. Tuigans resembles Shou, with a bronze or golden cast for their skin and dark hair, but they tend to have darker skin and extensive features. Each has only one name (sometimes handed over to one's parents); Tuigans do not use aliases. No strangers to traveling, Tuignon merchants and adventurers are often familiar with many languages and cultures. Tuigan Name: (Male) Atlan, Bayer, Chingis, Chinua, Mongke, Temoor; (Female) Bollam, Bortai, Erdine, Naran Ulutuyuns are small, dark-haired, golden-skinned people who originated in northern Cara-Tur and moved westward on The Iswind Dale and other cold land near the endless ice sea. Hunters and collectors, Ulutian live in small tribes that have managed to survive in one of the hardness T environments in the world. Each has the same name (sometimes handed down hands from one's parents); Ulutians do not use aliases. Ulutun Name: (Male) Amak, Chu, Imunek, Kanaut, S. Iku; (Female) Akna, Chena, To, Ublereak Chapter 3 I Places The Race of Gods of Humans in Faerflin is no more apparent than the diverse collection of mankind's breadth and diversity gods that humans worship. Faerflinian everything (detailed in Chapter 1) contains the gods of every stripe, and a number of gods whose spheres of influence overlap and compete, which seems to be just how humans like it. Along the Sword Coast, most human communities have temples and shrines dedicated to various Farjylan gods. In some of these places, faithful gods revered by rulers and other powerful individuals play a big role in local politics NO favored. In the extreme, worship that is deemed heretical or dangerous is outlawed — for example, in an area where Shar's followers hold authority and power, the worship of her good twins and nemesis Selinne may be against the law. Drago NB ORN dratronic humanoids from her world, dragonborne pride of Faerflin are, honorable, and relatively rare. Slaves to dragons on their world of origin, they are now an independent people looking for a place and purpose in their new world. As with all the stories of the uncertain original ancient past, tales of the origin of the born dragon are blurred and sometimes contradictory. Each reveals something about Dragonborne in its tell-how. A story related to that dragonborne was shaped by the ancient dragon-god lo to the same time as the IO created dragons. At the beginning of the days, lo connected spectacularly subtle spirits with the rampant fury of the elements. More and more souls became dragons-creatures so powerful, proud, and wilful that they were the lords of the nascent world. Fewer spirits became dragonborne. Though small in stature, they were no less dratronic in nature. This story emphasizes the close kinship between dragons and dragonborn, while reinforcing the natural order of things — dragons serve R ule and dragonborn, at least according to the former masters of Dragonborne. Another legend claims that lo made dragons at birth of the world, but dragonborn didn't exist yet. Then, during the Dawn War, lo was struck by EreK-Hus, known as the King of Terror Elemental. With a rough axe of atal, behemoth split IO from head to tail, the dragon-god was cleaving in two equal parts, rising up as the new gods - Bahamut and Tiamat. Io's blood drops, splattered around the world, became the first dragonborne. For those who believe this, this original story supports the idea that Dragonborne is clearly inferior to dragons that were made of Io's loving hand, while others insist that Dragonborne was born of Io's own blood—just as the two draconic gods were raised from god's cut body. So what dragonborne, therefore, are not like the gods themselves? A third origin story is that Dragonborne was the firstborn of the world, created by lo before the existence of other humanoid races, a pale imitation of dragonborne perfection. The IO shaped dragonborne and removed them from their breath, then spilled their blood to give them life. First Dragonborne served io as a companion and collaborator, filling his subtle court and singing his praises. The dragons he created only afterwards, at the start of Dawn War, to serve as engines of destruction. This view of Dragonborne history is shared by those who believe that Dragonbornes are superior to other races and thus should be masters of dragons and not the other way. Despite their different conclusions, a common theme All these legends together: Dragonborne lo, the great dragon-god who created all of Dragonkind to give up its existence. Dragonborne, all legends agree, are not the masterpieces of Bahmut or Tiamat—and so they have no predetermined side in the conflict between those gods. Every person makes a personal choice in matters of morality and morality, regardless of dragonborne, one's particular dratronic ancestors. The Battle for Freedom Dragon originated hail from Abeir, the seminal twin of Toril. Most of Dragonborne on that world are slaves of their dragon masters, although many won their freedom and formed the nations of the free dragon born. During the spellplag, the two worlds were separated from each other and tymnchorb, one of those free Dragonborne nations, was taken to FaerG.n. It displaced the nation of Unther, and out of the ashes of these two states, the surviving Dragonborne Tymanthar, formed a new Dragonborne nation in FaerG.n. For a time, Tymanthar's Dragonborne sought to integrate with its new world while maintaining its traditions and culture. These efforts gave laurels to the nation and its people for being respectable and worthy of respect. Only after a few generations, though, were the beautiful events FaerG.n returned to Unther, and sought to reclaim the formerly displaced land it had all lost to Tymanthar. Battling this disaster, the remaining dragonborn in FaerG.n now think they should work even harder and people with fewer resources to find their place among the world. Respect and family every aspect of Dragonborne life is determined by the strict adherence to the code of honour and tradition of the race. Dragonborne society is highly ordered, each member is expected to do an utmost for the family and clan. This loyalty and sense of duty retained Dragonborne during his long history of servitude and also enabled them to give birth to communities and nations of the free dragon. In Dragonborne culture, the family is made up of one's direct relationships, while a clan is a collection of families brought together by alliance, intermarriage, or shared history. Although they are rarely forced to choose on each other, clan welfare is more important to Dragonborne than the family most. The promise of respect within the clan drives them to daring heroism, or acts of excellence, all that means — lan to bring glory to the first and personal second. After pretty these principles have tested, some clans leave fragmented and decentralised. Some dragonborn connections in FaerG.n want to recapture the way they had with a now-lost clan or family by forging new relationships between their non-Dragonborne colleagues and peers. The Dragonborne player's handbook in FaerG.n has racial traits of dragonborne. Philosophy and religion the code of their dignified behavior and unswerving loyalty serves dragonborne as a kind of faith, and, For conservatives in them, that approach is all the religion they need. Because they were forced to worship their dratronic masters in times of the past, Dragonborn are generally skeptical about religion, seeing it as a form of servitude. The sceptics believe that no matter how their original God, lo, brought them into existence, that the ancient god is either long dead or nonchalant about their fate, and the dragon gods that removed lo are primarily interested in amassing soldiers for their age-old struggles. Nevertheless, some hear the calls of the gods of Dragonborne FaerG.n and choose to serve them, and are as faithful in this belief as they are for some other reason. There are dragonborne worshippers in Bahmut and Tiamat, and both form and tyre appeal to the honor and arrangement of the Dragonborne spirit. Similarly, tempus and red knight appeal to the warrior spirit in some dragonborne, and Caleber speaks to some inevitability of death and the need to live well in the allotted time. Religious belief is an intensely personal thing that Dragonbornes who support it, some of whom are devoted to their faith as they are to their family and clan. G.NOMes, living in the corners of FaerGn far from the short and Prying eyes of stature, are one of the least populous and influential races in gnome wo rld, called forgotten folk by some. This appeal does not disturb gnome; They generally prefer their anonymity and it gives them protection. According to legend, the first gnome in FaerGn sprung from mystic gems buried deep in the earth — an event that accounts for both gnome's love of gems and the comforting embrace of their underground warrens. It is said that mystic diamonds became rock gnomes, emeralds took birth of forest gnomes, and ruby turned into deep gnome. Since the time of their creation, gnomes have settled in hidden places away from other races, worried that their way of life cannot escape widespread risk. Gnomes happily socialize and work with humans, dwarves, and dwarves, but they always keep in mind that, as a short and relatively trivial race, their interests can also be secondary among their allies. Indeed, members of other races sometimes treat gnome as random second-class citizens, perhaps thinking of their gnome friends but rarely giving credit to Gnome as people. Gnomes are regularly underestimated, and they use both a defense and a lack of respect as an offense, when needed. Like the dwarf, Gnome has long fought for territory with cobbledts, ghosts and sides, but Gnome and Cobold share a particular aversion to each other. Both races believe in a legend that, long ago, the god Gari Glittergobd betrayed the Cobbled god Kurtulmuk, shattered the earth and earned him an endless underground labyrinth and his perpetual animosity. Forest Gnome Breakthrough Forest Just live in the hillside Deep in the forest. A neighbor could live only a few miles from a forest gnome settlement for a lifetime and never know it. In these communities, anonymity and stealth help ensure security, peace and survival. If they are searched and treated well, forest gnomes make fine neighbors, but they generally seem conducive to avoiding even contact with civilizations. Forest gnomes use their affinity with small animals and their knack for confusion to help them stay hidden. When necessary, a forest gnome community defends itself with all the resources at its disposal. Many settlements, though, simply disappear if they are discovered, retreating into some unknown corner of the forest to start anew. Rare forest gnomes that leave their people to be adventurous often attract their proximity to nature and their magical gifts to serve as guides, scouts or mystics. Living close to nature is also likely to play roles as Forest Gnome Druids, who serve different forest spirits and gods. The one gnome player's handbook in FaerGn has racial traits of forest gnome. Rock gnomes When the swords talk about the most folk on the coast and gnome in the north, they mean rock gnome. Unlike their shy forest cousins, curious and indomitable rock gnomes interact regularly with individuals of other races, especially if those individuals have something to teach them. Rock gnomes prefer to live on the edges of other settlements in their own enclaves, although sometimes the adventurous rock gnome takes up residence in the human or dwarf city. The ladies of the Golden Hills have a curious bit of sunish lore that not everything counts a single female E within its ranks. Lege nd it is that the mysterious women of golden hills Wayne T away have returned to some work in the most pristine days together, and not yet. The story is different in the form of ladies tack, from Kirill's beauty and demand to collect all the examples of wealth, to a secret plan to thwart the evils of the world by using the evils of the world as shields, which also makes the world forget their name and identity for a time. Gnomes who wander away from home are said to have gone in search of women. Rock gnome communities are most common in the Western Heartlands and along the shining beach; But gnome travel between communities across FaerOn in order to trade with primates or learn from outsiders, including members of other races. Rock gnomes who leave their communities often find work by using their racial merit to their advantage. His interest in the Thie R heritage and precious stones tends to become many rock gnome skilled gems and jewelers. Rock Gnome also use its affinity with machines to work as tinker, alchemist and engineers. In human communities, gnome tutors and sages are popula r, because comparing them to long life s pan able to achieve them nd pass on knowledge for generations. The rock gnome player's handbook at FaerQn has racial traits of rock gnome. Deep Sunak (SVIRFNEBLIN), also known as Skirlin, the deep gnome of underdark are in stark contrast to their urés kin, dour and serious compared to cheerful and generally optimistic rock gnomes. They share his cousin's obsession with privacy, and his homes beneath the surface of FaerOn are well guarded and deeply hidden. Due to the hostility of its underdark neighbors, especially sleep, there is a constant risk of transferring, conquering or destroying the settlements and states of Spirineblin. One of the most imposing deep gnome strongholds of this kind was the fate of Blingdenstone, which existed for more than two thousand years, until it was overrun by the dark elves of Menzoberranzan a little more than a century ago. Deep Gnome recently reclaimed his old home, an ND now struggling to get rid of the deadly effects that are submerged in tunnels and warrens in his absence. Deep gnome lean w it are dark, brown clay skin tones. Males are bald and bea rdless, while women have hair on their heads. Both sexes have low or no body hair and have a stone-like look on their skin. Deep Gnome adventurers are just as curious and da ring as those of other races. Some live their purpose among other underground races, and some make their way to the surface. People who study the mysterious art of particularly deceptive ions are often far from home, seeking unavailable knowledge in their own countries. SVIRFNEBLIN Subrase symptoms svirfneblin subress the player's handbook has gnome symptoms, plus subres tra below it. Unlike other gnomes, severneblins are neutral, they weigh from 80 to 120 pounds, and they reach maturity at 25 and last from 200 to 250 years. Capacity score increase. Your dexterity score increases by 1. Superior Darkvision. The scope of your darkvision is 120 feet. Stone camouflage. You have to hide in rocky terrain to gain on dexterity (stealth) checks. Additional language. You can speak, read and write undercommon. Deep gnome feat If your DM allows to use the oflets, ta king the following feat is the option of your deep gnome character. Svirfneblin Magic Condition: Gnome (Deep Gnome) you have inherited the innate spelling ability of your ancestors. This capability allows you to put non-dudsection on the will, without the need for a material component. You can also put each of the following spells once with this ability: Blindness/Blindness. When you finish a long rest you gain the ability to cast these mantras. Wisdom is your spelling ability for these mantras. GNOmISH Gods Gnome is known as the Lords of the Seven Primary Gods, the Golden Hills, plus two other entities to honor a little everything. Intelligent Protector Alert Gari Glittergold is the king of the naked gods, the god of humor, gems, preservation and trickery. His pranks serve to protect gnome and teach his victims humility a nd knowledge. Garl's second, Gaerdal Ironha nd, is gnomes' war god, who support vigilance and defense. Nature gods Baervan Wildwanderer is the gnomish deity of forests and woodlands, along with his fellow Chitika Fastpaws, a great raccoon both said to be sensible. Segojan Earthcaller EA is the god of forests beneath the RTH, not at all, as well as the deity of the bill and the plants and animals found therein. Shadow and stone Baravar Cloakshadow is the god of illusion and deception, given the respecting title of Dust One. Calardura smoothhands are stone gods and patrons of Underdark, Smerichfenblin. Craft and Invention Flandal Steelskin, the god of mining and Smithcraft, is known as Steelsmith. He is also the god of physical improvement and gnome of good health. The fearless Nebelun is the god of intrusive invention and fortune, revered by many gnome even though he is not considered one of the Lords of the Golden Hills. Nebelun's head! A common nomenis of discovery is exclamation. Beneath the last member of the Sunak Pantheon is the crawler Arden, which does not appear as a gnome, but rather an elephant, blind, yellow mole. Urdlen is god the great claws of blood and evil, of greed and uncontrolled impulses. The young gnome is warned never to let Erdlen go into his heart, as a precaution against giving up wicked impulses. Chapter 3 I only race places in the last thousand years or so, as races have been more and more intermingled, that the number of halfelves has increased so that they are no longer found throughout the Faerflin. Not surprisingly, half the elves enjoy the company of others of their kind, such as where half the elves congregate, they are likely to be joined by others. Most of the half dwarfs in the north and along the sword coast are of moon elf heritage mixed with Eluscan or Tethyrian blood. In other parts of Ferflon, half the elves have significant communities in Urwood and throughout The Egerod. Aquatic half are found along elveshore coasts, including near The Equilord, Dragon Coast, Impilur, Sebia and Wilhoon Reach. Sleepy half dwarfs are the highest in the land of Dubrath, which the dark dwarf conquered from years ago, and in Underdark, where the House of Menzonion Ousstly is particularly infamous for having intercourse with humans. Mixed heritage half ELVES sees a human being who looks at a half elf, and a human who sees an elf beholds the same person. Although this characterization is simplistic, it gets to the heart of what it means to be a half elf in Faerflin. To the dwarves who have an extreme view on this matter, half the elves are emblematic of the decline of the Elven civilization, a dilution of the legacy of the race and That will lead to its final dissolution. For humans at the other end of the spectrum, ha lf-elves have an unfair advantage over their entirely human companions, and are seen as privileged or favored regardless of the actual circumstances of their birth. For most folk at Faerflin, the issue isn't so cut and dried. आधा बौने आम तौर पर बर्दाश्त कर रहे हैं जहां भी वे जाते हैं, या जहां भी वे निवास ले-प्रेचुक के साथ कि एक समाज है कि कल्पित बौने या मुन्गुओं पर झुझा नहीं खिन्ता है किसी को जो दोनों दीड़ का खून है के बारे में उसी तरह महसूस होने की संभावना है । On the contrary, a society that holds humans or dwarves in high esteem usually does not provide the same status on half dwarfs (though such individuals are generally not ostraced). Young RAC— Old roots In the distant past, half dwarfs were rare because humans and dwarves only occasionally came into contact. The ancient Elwen empires of Cormanthair and Myth Drénore had a significant population of half the elves. This Chapter 3 I race half of places dwarfs are a diverse lot, given the number of elf sub-races and the combination of human races in their ranks. Most of them consider their dual nature more blessed than a loss, as it gives them a set of capabi lities and a perspective on the world that full-blooded humans can't expect to match an th elves. At the same time, the mixed heritage of ha lf-elves dictates that they try to fit in with humans or elves when possible. For example, half dwarfs born and raised in human settlements are human names, while in Aleven communities half dwarfs are usually the name Elven. In some places half the elf children are named as a way of setting up half dwarfs apart from the rest of their community, according to other parents, or with a mix of human and elven names. Half-fable speaks both Common and Elvish. Also, half dwarfs from Urwood usually speak Aglarondan. Half the elves in Faerflin have racial traits of half the elves in the player's handbook, although some changes are possible; See the half-elf variant sidebar. The guns of the two men are no half-Elven god, so half the dwarves follow the Elwen or human gods of their choosing - though just as many religious half-elves believe their gods choose them. Half dwarfs often revere the gods of culture in which they were raised, though some rebellious half-ELF variants have a racial trait in place of some half-dwarf skills in FaerOn featuring versatility. If your DM allows it, half your elf character skills can leave versatility and instead elf specialty keen senses or take a trait based on your elf parenthood: • One half of the wood elf lineage can choose elf arms training of elf wood elf, fleet of feet, or façade of the wild. • Half elf of moon elf or sun elf lineage can choose high elf weapon training or cantrip. • Half of the offspring can choose e lf dwarf sleep Half of the aquatic heritage elf can choose a swimming speed of 30 feet. Against their upbringing, the other aspect of their legacy demands the gods, or a calling feeling or needs to do so. As with any people, half dwarfs often choose a favored deity based on their calling or profession: Corillon Lathair, Azoth, or Mistra for wizards, Solonor Telandira or Mielikki for Rangers, Millil or Corillion for poets and bards, and so forth. Many half dwarfs worship Sune or Hanali Selam! In appreciation for the love their parents felt for each other, and the two goddesses are seen as Boon companions. Some half-dwarves are drawn to outsiders such as Auril, Eldath, Erevan Ilesere, and Ilmater, or nature gods like Mielikki, Rillifane Rallathil, and Silvanus. Halfelves from Agulior often choose one of Chauntia, Selt'ine, or Seldarine as their mentor. Half ORCS recorded half ores have existed in the world since before the dawn of history, when orients and humans first came into contact. Yet, in that time, they have found some places for themselves in Faerflinian civilisation — or, perhaps more accurately, civilisation has never made room for them. Most of the common folk have an aversion to half-ores based largely on their appearance: anyone who looks that much like an ore, they should be the cause, like an ore and should be kept at a distance. Because half the ores are generally stronger and harder than their human peers, they can find jobs in towns and cities, but their presence marked them as outsiders. In response to being boycotted, half-ores either embrace their otherness and take pride in their physical superiority, pulling back and trying not to draw themselves too much attention, or trying to give up fit anywhere and adopt a nomadic lifestyle. Half ores in Faerflin have racial traits of half ores in the player's handbook. They speak both mango and ore. Rare written examples of ore language use the Deathek alphabet. Blood will tell half-ores to eventually give up their plight to the deity Gruumsh, the creator of ores. Legend has it that when Gruumsh discovered all areas of the world had been claimed by other races, he swore the Ovum would take himself to be replaced by what they wanted by force. The great ore crowd continues to raid and clean up just that today, appearing from outside the woods from time to time. As a result, the word ore has no pleasant meaning in the minds of other Faerflinians. At the same time, the word is a mark of derision between half the ores. Some half ores raised among ores react to this stigma by being more ruthless than others of their tribe, which can put them in leadership roles, but the outer half ore are not welcome in society because they are not of pure ore blood. And they're not accepted into other societies because of their ore heritage. Half ore is seen as off-puze intimidating by other people, which is both a blessing and a curse, is the reason, while they are often left alone by those who are afraid of them, they also become targets of discrimination, or outright attacks, from those who feel threatened by them. This bias against race makes half ores too slow to trust those who show them manners — because they all have stories when they were tricked by such behavior. Their ore blood — traces of Gruumsh — makes them quick to rage and wanting to lash out at those who treat them unfairly. Having grown up between ores or in the shadow of their heritage, half the ores rarely experience with a pleasant society, and they often come across as coarse, blunt or rude in dealings with other people. With the directness of an ore, they speak their minds with no apparent concern for how their opinions are received. No matter where they live, half the ores usually find themselves heavily defined by workers and others in terms of their usefulness as soldiers. It is the rare and lucky few who are judged by their character and their deeds rather than their ancestors. Half-ORC home in land away from the sword coast, such as Thesk and Chessenta, there are large communities of half-ores where generations of them live as a people in their own right. Yet there are some such places in the north. A small community was growing near the kingdom of several arrows, but this growing population had to disperse due to the recent war with the ores of that realm. No decent place in the north today has a significant population of half ore, although some of them live in or on the outskirts of any stable community. Ironically, it is among the largest and most civilized of these places that half the ores are likely to get acceptance — in great cities where people are often more cosmopolitan in their approach. In Ramdeep, for example, half of ore make up a small percentage of the population, yet on it they still number in the hundreds. Half the ores who call Waterdeep home appreciate acceptance, or at least the tolerance, they receive in the city, whether they were born there, arrived overland from elsewhere on the continent, or entered the city through ships bringing business. As the half-ORC gods befits their double-natured, many half-ore honors the gods from both Human and Ore Sabthian. Alone or among themselves, half ore prays for the ore gods, especially llnaval, who are regarded as guardians of the Hafors and other ore crossbreeds. FAERUNIAN Goos half-ores trying to fit in with Huma N. Society often adopt a human god out of justification (though rarely just for appearances). They favor the Faerflnian gods of war and trickery, like-turned-, façade, and makeshift ut. The first family ore is known as the tribe of everything, which he sees, a group of cruel and cruel gods, dominated by his father and , Grums H. One-Eye. This deity Vijay, Shakti and S. Urwial is the hated opponent of the Elven deity Corlan Latharian. It is said that Grumish owes the loss of his eye to Corellon's purpose with an arrow. The parents of the Orites are Luthic, the companion of Gruumesh and the goddess of fekunti, caves and witchcraft. Bahrtu, Gruumsh's son, is the god of pure, brute power, famous for his power, but disdained by some for his oa fi shness. The patron deity of the crowd leader highway is WA R Lord llneval. He is revered in everything by the title of War Master, who believes in the wisdom of attacking with enigmatic numbers. The two most frightening members of the black-and-white ore pantheon lie at opposite ends of the scene S. Pectrum. One is Shargas, the night Lord, the god of darkness, the night, and the stealth. The second is the Etrtus white hand, the God of maggots, the fearsome god of plagues and death. CH APTE R3 I Race SF TEH E énéntings With the blood of f ends to humans, most tiffings are a common connection in ferflon sha due to the plot of Arcdevil Astrodius a century ago. During spelling marks of ASMDEOUS, Asmodeus consumed The Divine S Park of Azoth and thus gained the title of God. Nemb, a van of Asmodeus and Warlocks, Toril! Thirteen, performed a ritual in which Archdecil claimed all the tieflings in the world as his own, abusing them to bear asmodeus' blood. This act marked all tiffles as descendants of god of nine helms, riga the rdles of his true heritage, and transformed them into creatures that resembled their requisite parent. The other folk of Farafant, who were discouraged by the presence of e-devil-creatures, all became the sus applique of the Tiffin GS and sometimes became hostile to them. But some people believe that despite this, Asmodeus exerts no power over his children, and today tieflings are as free-will and deliberate — as they have ever been. Some choose to serve the God of nine hell and his plans, while others align with different fiendish factions, or none at all, doing their best to stay out of monstrous politics. Since the ritual that spread the curse of Asmodeus a century ago, the tiffings have been born on Ferflon that belong to other monstrous bloodlines, but Thos E. who tolerates Ma RK of Archdeville (and his descendants) remains by far the highest example of its kind. Tieflings in Faerfln generally have racial traits of tieflings in the player's handbook, except that not all tieflings since those TIEFLING variants are of Asmodeus's blood, some traits that differ from those in the player's handbook. Dungeon Master can allow the following variants for your tiffing character, although Satan's tongue, hellfire and winged are mutually exclusive. presence. Your tiffing may not look like the other Instead of the physical characteristics described in the player's handbook, choose THE LDA+L of the following characteristics: small horns; pointed or sharp teeth; a forked tongue; catlike eyes; Six fingers on each hand; Goat-like feet; Cloven Hoof; a prickly tail; leather or scaly skin; red or dark blue skin; inserts no shadows or reflections; Exude the smell of sulphur. of or pertaining to a forest. Your intelligence score increases from L, and your dexterity score increases by 2. Th attribute ability score increase is replaced by characteristic. Satan's tongue. You know the vicious joke Cantrip. When you reach the third level, you can put charm person magic as a one-time second level magic with this feature. When you reach the 5th level, you can put a thrilled spell with this feature one. You will have to cast these spells once again with this feature to finish a long rest. Charisma is your spelling capacity for them. This characteristic replaces the monstrous heritage trait. Fire of hell. Once you reach the third level, you can put burning hands once per day as a second level of magic. This characteristic replaces the hellish rebuke magic of featuring monstrous heritage. With wings. Bat-like wings germinate from your shoulder blade. You have a flight speed of 30 feet. This characteristic replaces the monstrous heritage trait. Asmodeus may exhibit various properties; See the tiffing variants sidebar. A race without a home as offspring of monstrous, tieflings say no place in Faerun their own, though some places and nations are more tolerant than most. In the north, the largest population of tiffing is found in Neverwinter. Since Ashmai, a violent cult dedicated to Amodius, is also active in the city, distrust of tiffing is not uncommon here too, since folk never know whether a tiffing is a member of Ashmai or was drawn to Neverwinter by the opportunity to provide a metropolis. Small and scattered groups of tieflings are found elsewhere throughout Faerun, especially in metropolitan cities (where they may be somewhat anonymous) and in rough and poor settlements that can help them survive and prosper. Tiffings are common in Ca Lishan in the south, where many of them struggled for djinn as mercenaries and now served other masters with coins to pay them. In the past, many are slaves escaped from Tifaling They or their descendants and in Mulhord, where the ancient Mulhordi gods are believed to have escaped from many tiffing thais or their descendants to carry the blood of the gods. In the celestial opposite of AASIMAR Tiffings, Sasimar descends from humans of astronomical heritage. Aasimar aren't as prevalent in places as tieflings, but quite common that some become adventuorous. Dungeon Masters who want to allow their players to create aasimar characters can find rules for doing so in dungeon master guides. ite and Mulhordi, who look exotic in the north and along the sword coast. Al-Khem and Beni-Ammodai are two common caliste tiffing nicknames that propagate the legacy of the race, as well as first names such as Haroun, Ishaq and Nizam (male) or Haniya, Rasa, and Zar (female). Mulhordi nicknames that begin with Sia or Zia, after which god's name points to the carrier of a God's blood, such as Jianhur and Sisobek. The first names commonly seen among mulhordai tiffing include Aybtep (horned), Baheti (intelligent soul), hate (smoke), kamen (dark), katsu (star birth), and cole (dark eyes). The Lone faithful though many Faerunian folk believe that all tieflings worship Asmodeus and the Lords of Nine hell, the truth is that only a fraction of them do so, but enough are satan- or demon-worshippers to lend the weight of truth to all the rumors and doubts. Tiffles honoring a deity other than Asmoeos often worship gods who care for outsiders, including Elater, Mask, Selun, Shar and Tymora. Knowledge, existence, cunning and god of war are also common attractions for the tiffing that values those qualities. Beshaba has timed worshippers who consider the accident of his birth a kind of cruel joke that he has chosen to embrace. Equally intriguing and disturbing stories for followers of certain religions in Faerun are spread by tieflings which claim the philosophy in which the gods of Faerun appear to show them tieflings' modelled in their image. One such unit they call the yellow-horned goddess (salon) of the moon; Another fate's dark, satanic woman (Tymora) - a sign, tieflings say, that an outward appearance and blood are less important to the gods than the inner heart and soul. TieFLING names follow a great many tiefling conferences naming parents of the culture in which their offspring are born, using human names as uch if they live in a human settlement (better seem like normal citizens). Others take names derived from demonized language that has been passed down since ancient times. In addition, some Faerunian tieflings are names drawn from the language of cultures, where they are relatively common and generally accepted, as CalishCHAPTER uch 3 I places Chapter 4's Race: Classes He classes presented in the twelve player's handbook are found in all forgotten places. The material in this chapter describes the location of those sections in Faerun, especially on the sword coast and in the north. The chapter also includes new class-feature options for most classes, as well as some new spells. The barbarians in the war, with their bodies striking only and giving themselves to the fury of battle. Ban: Dwarfs can only follow the path of wargar. The warrior fills a special place in dwarf society and culture. Your DM may lift this ban is in line with the campaign. The ban exists for forgotten places. This may not apply to your DM's settings or your DM's version of locations. Closest to the dark ELVES, PwEnt lowered its head with its long helmet spike, and impaled an elf through the chest, blasting through fme traps of der armor easily and ruthlessly. The second dwarf E managed to deflect the next battlerager charge, turning th e ill-efit spike aside with both its swords. But a Mel FI St, th e-knuckles spiked with diabolical barbed points, grabbed the th e-draw under the chin and tore a gaping hole in his neck. Fighting.For breath, The Draw managed to score two nasty hits on his opponent's back, but those two attacks were little in the face of the wild-eyed fury ry launched by the dwarf. -R.A. Salvatore, the darkness siege sword coast and many lands of the north are barbaric, where day-to-day existence is a struggle. Such land gives rise to the Hardy tribes to an nd fierce warriors, such as an ND Uthgaard barbarian of the north and the seafaring northlanders of the Moonshai Islands and the northern reaches of the Sword coast. Ba rbarians of these lands are known to be wives with a re-friends most often huma ns or half ores, sometimes half-elves born from contact between vandal human tribes and dwarfs of north or western Heartlands, or tieflings from tribes. Dwarf barbarians fear warriors among a re-famous and fiercely proud clans that have reclaimed areas like Mithrill Hall and Gaultgrym. Most other races are savage barbarians, from warm southern lands rather than barbaric north, although southern moulds are sometimes adopted in the north and raised by tribes there. In addition to those in the fundamental path savage player's handbook in forgotten places, the following is the fundamental path option. Reghed and follow the path of north lander Barbariya ns Berserker, whi le Uthgardt Barba rians are almost always followers of the way of the totem warrior. BATTLEAGER ARMOR When you select this path on level 3, you gain the ability to use S piked armor (see edgy armor sidebar) as a weapon. When you're wearing edgy armor and are furious, you can use a bonus action to attack ma e melee weapon with your armor s pikes against a target within 5 feet of you. If the attack hits, spikes deal 1d4 piercing damage. You use your strength mod ifier for attack and damage roll. Additionally, when you use the attack action to scramble a creature, target 3 takes piercing damage if your melee check is s uccedes. Reckless leave starting at level 6, when you use reckless attack while furious, you also gain temporary hit points yo equal to your constitution modifier (minimum of 1). If your anger is exhausted , they disappear . BATTLEAGER CHARGE STARTING AT THE 10th LEVEL, YOU CAN TAKE DASH ACTION AS A BONUS ACTION You are furious. Spiked retribution starting at the 14th level, when a creature within 5 feet of Yo Yu hits you with a melee attack, the attacker takes 3 piercing damage if you're furious, aren't incapacitated, and wearing spiked armor. The path of the totem warrior if you follow the path of the totem warrior from the player's handbook, you have access to the options presented here. Totem Soul These options are available to you when you choose a totem animal on the third level. The edgy armor path of wargpar is a rare type of medium armor made by dwarfs. It consists of leather coats and leggings covered with spikes that are usually made of metal. In Diva Arvish, known as Kuldjarg (literally axe nerd), a re-dwe dwarf of the gods of war runs war to followers and takes the path of Battlerager. They specialize in wearing heavy, s piked armor and throwing themselves: 75 GP AC: 14+ Dexterity Modifiers (Max 2) Stealth: Damage Weight: 45 lb UTHGARDT TOTEMS Totems Totems Totems The Totems of the Uthguard Barbarians of the North (described in Chapter 5) correspond to the spirits of the warrior's path as shown in the following table. Totem Soul Black Lion Black Raven Eagle Blue Bear Grey Wolf Wolf Great Worm Wolf Griffon Eagle Red Tiger Tiger With The Elk Aspect of The Sky Pony Eagle, Beast Thunderbeest Bear, Tiger Totemic Attune Bear, With Tree Ghost With The Soul Seeker Feature With Talk With Plants In Place As With Spirits In The General Ritual Player's Handbook The option here requires a physical totem object involving some part of the animal, and you can get the slight physical qualities associated with your totem sense, such as a dominant nose if you have an elk totem spirit or catlike eyes if you have a tiger totem spirit. Also, your totem soul may be similar to an animal one listed here, but more suitable for your homeland such as a horse or stag dog, rather than an elk, or a lion, panther, or other big cat, rather than a tiger. Elk. When you're furious and aren't wearing heavy armor, your walking speed increases by 15 feet. The feeling of elk makes you exceptionally sharp. Tiger. While furious, you can add 10 feet for your long jump distance and 3 feet for your high jump distance. The spirit of the tiger empowers you very fast. Animal Aspect These options are available to you when you choose a totem animal at level 6. Elk. Whether cavalier or walking, your travel speed has doubled, as ten teammates have travel speeds while they're within 60 feet of you and you're not disabled (see Chapter 8 in the player's handbook for more information on travel speeds). Elk spirit helps you to roam far and away. Tiger. You gain proficiency in two skills from the following list: athletics, acrobatics, stealth, and survival. The spirit of the cat honors your survival instincts. totemic attenum Options are available to you when you choose totem animals at the 14th level. Elk. When furious, you can use bonus action during your move to pass through the space of a large or small creature. That creature should succeed on a strength savings throw (DC8+ your strength bonus + your proficiency bonus) or be knocked prone and take a loss equal to ld12+ your strength modifier. Tiger. When you're furious, if you move at least 20 feet in a straight line toward a large or small target before attacking a melee weapon against it, you can use a bonus action to attack an extra melee weapon against it. Bard Bards has a special place of responsibility and respect in forgotten places. He is the office bearer of news, gossip and messages in his journey to the place, apart from the living reserves of history and folklore. Bards know a great deal, and they're willing to share what they know, or at least barter for it. The arrival of a famous bard is a special occasion, which is similar to a visit by a dignitary. A bard can reasonably

expect at least one hot meal and a clean place to sleep from the local land lord or inn in exchange for some songs or stories. One could host a Bard in great fine style — while also being careful to protect any secrets Noble's house doesn't want to be told again or sung across Faerun. Not all wandering performers are true bards, nor are all bards inclined to sing for their dinner, though most will, given the need. The Bards literally have magic for them, and the powers they offer through their performance and lore give them extra respect. In Savage North, singers and storytellers called skalds are the keepers of history and great legends of Northlanders and Reghed. These warrior-poets are singers of songs and sagas that fire the blood of warriors in war, and musicians of new songs and sagas related to the mighty deeds of heroes and villains. However, spelling is forbidden between Reghed and Northlanders unless it is considered the gift of their gods. Characters with the Bard square that rise prominently among these folk should align themselves with the priests of their clan and shamans or risks. Most skalds are members of the College of Heroism, as described in the Bard College class facility in the player's handbook. Harpers Bard and Dellands in the north benefit from the existence of Harpers, that great society recruits the Bard and other independent agents to fight against the forces of evil. Although most bards in the region aren't Harper (and many who aren't advertising that fact), ordinary folk in the north often behave as if all bards are great wandering heroes, and are as likely to ask a bard for a solution to the problem to upset their community as they are a wandering fighter or magician. This reputation cuts both ways. Some enemies of the Harpers assume as skeptics any humble minstrel can secretly be a Harper's agent. Bardic College In addition to the tradition of aptricing with a master bard, there are some Bardic colleges in the Sword Coast where masters teach bardic arts to students. They come back to the great Bardic colleges of the distant past, especially seven large colleges: Foklukan, Mac-Fuirmidh, Dos, Canath, Clique, Anstruth and Olalmah. It is said that it is the origin of the seven bard instruments, each of which is named after one college. See Chapter 7 of Dungeon Master's Guide for these magic instruments game figures. Long ago, the Bard who attended each of the big colleges seeking the post of Master Bard, seeking to learn his music and magical secrets. Traditionally, colleges participated in the order given above, starting with Fochlucan. That tradition fell when college went into decline, but some Bards dream of restoring it. The college of FOCHLUCAN's original College of Fochlucan once stood on the northeast edge of Silvermoon. Several years after it closed its doors, the site was reopened as Ultrumm's music conservatory. The conservator later moved to Southbank, and the house of harp occupied the original location of the college under the guidance of Master Bard Front! Flemnabard Luikuan, who sought to revive the ancient traditions and teachings of Foklukan. Along with years of farming and support from Silvermoon, Harpers delivered the result of a faculty capable of reviving college, and Veenah's house adopted the name Focalucan once again. Most of it practices college methods of bard study and lore, as described in the Bard College classroom facility in the player's handbook. The College of Fochlucan is naturally affiliated with harpers, though its master bards are careful to stress that its mission is different from harpers. The College of New OLAMN housed in two cliffy villas overlooking the sea near Waterdeep, the College of New Olamn is a prestigious bardic college founded in the year of staff (1366 DR) nominated by wealthy Waterdhavian patrons and for the old College of Olamh. College students undergo rigorous practice in remembering and studying ancient songs, stories and history as well as training in their chosen equipment. Most of New Olman belong to the College of Bard Lore, as described in the Bard College classroom facility in the player's handbook. The gravel path cliffside to the northern inspiration of Mount Waterdeep is used to bring luggage to college, but most visitors and students use the Mount Melody Walk—a tunnel through the mountain—to reach it. Tunnel sound again with regular music, thanks to the Neverending string of pearls, an ongoing concert where bardic students perform in a small alcove in the tunnel, which is done and echoes their Based on the Great Lore-House of Holdfast of the Herald's College Herald, northwest of Silvermoon, herald college is dedicated to ancient history and preservation of legends. Heralds are charged with collecting and organizing bodies of lore, which they provide for all of good and peaceful intent. Founded by Harper Eliost Oskrunnar in 922 DR, heralds are allies of Harper, but remain neutral in most conflicts, and above all dedicated to preserving knowledge. The Herald's College is less concerned with musical performances (though it includes a considerable library of songs) and more with history, heraldry, and folklore, making it a major center of learning for the bards of the College of Lore, as described in the Bard College classroom facility in the player's handbook. Longhorn: A Faerilnian flute of sof isticated making, found only in areas with skilled craftsmen, as in great cities or Elven enclaves. Shawm: A double-reed tool similar to an oboe or bassoon, popular with Gnome, which has developed some bello-powered versions. Songhorn: A recorder, a simple type of flute, usually carved from wood. Tanton: A tambourine, a popular tool with halflings and humans south of the Dellands. Thelarr: Also known as a whistle, a simple and easy-to-air instrument cut from a reed. They are so simple, in fact, that skilled bards often make and give them away to children - for the happiness or regret of parents. Tokn: A hanging set of carved oval bells, usually played with a pair of light wooden hammers (or open hands). They are most common in underground cultures, where resonating tones can carry. Wargong: A metal hour, traditionally made of a shield, especially the shield of an enemy. Both ghosts and dwarves make up and play wargongs, their voices buzzing through tunnels in Underdark. Yarting: A Southern instrument from Arne and Callimshan that is a Farinian analogue to guitar. Many variations have spread throughout the continent. Zulkun: A complex pump organ that originated with the zulkirs of the thaya, which it uses in the casting of its mantra. It is considered a dramatic, but frightening, sound. In addition to the common musical instruments listed in Moonstars Musical Instruments Chapter 5, the instruments of the player's handbook, bard in places play the following instruments: Birdpipe: Pan Pipe or Satyar Pipe, also known as Shalma, are sacred to Iyra and are popular with wooden elf and wild Elf Bard. Glar: Small, curved horns such as cornucopia. Played with valves, the trumpet-like glare sound, while those without valves, known as glaas, have a more heartbreaking sound. Hand drum: A double-headed skin drum fit with handles on its side. Chapter 4 I classes a century ago, Harper endured a schism. Khelben Blackstaff Arunson was condemned by other Harper leaders Empowering Zhentarim's evil leader, Fazul Chembril, with a powerful artifact. That Khelben did so in the order that Fzoul destroyed a dangerous lion and mattered a little. Khelben and Larl Silverhand, his wife, Harpers then left, folding with them some agents and folding them into a different outfit, which Khelben had been secretly working to create due to a longstanding prediction of Cormanthor's elves for some time. The group was moonstar, called Tel ' Tekira ' in Elvish. Although Moonstars worked with Harpers several times in concert, they also worked in cross purposes, and Moonstars membership included many whom Harpers also considered evil, such as a vampire. Moonstars did many good deeds, but their methods were often more cruel and practical than harpers' lofty ideals. When Khelben died, moonstars seemed to collapse and for many years the organization was assumed to be inactive. Yet during the Sunderkand, Moonstar sleeper agents surprisingly reactivated the massive outfit, with active members in candle maintenance, waterdeep and myth dronor. The organization has since gone underground again. Their relationship to current Harpers, Larl Silverhand and Waterdeep, Thunderbolt's current blackstaff, remains unclear. Clerics I Gods are most active through their chosen clerics, who complete the work of the gods on the material plane. A distinguished cleric in Farun serves a divine patron, but some individuals are called to serve a group, such as the original gods Akaadi, Gruber, Kosuth and Istithia, while others serve gods who serve the imaginary gods, such as the fictional 'Angarghar.' Some clerics in Faerun belong to an established religious hierarchy, but many do not. The gods choose whatever they will, and sometimes a dedicated worshipper is blessed with all the abilities of a cleric, despite not being a priest of any kind. That cleric can be a contemplative hermit, a wandering prophet, or simply a devout farmer. Religious orders often try to recruit such clerics and bring them into the fold, but not all of them want to force clerics to have a hierarchy. On the contrary, not everyone who pursues a religious profession is a true cleric. Some acolytes find a different way to their lives by way of the cleric. They serve their religions in other roles such as priests, scholars or craftsmen, while some go on occupations that have nothing to do with religion. Some souls who are deprived of the cleric's way become bitterness and seek favor with sinister or forbidden gods or compromise with other powerful entities. Religious scholars in places debate whether divine rejection led such a person to embrace a dark path or whether the person was rejected because the gods had predicted the person's potential for darkness in the future. god Keep quiet on the matter. Something There are house bodies that serve a particular community of faithful, but adventurous clerics have a certain crusading enthusiasm for the work of their god in the wider world. This work could involve serving far-flung communities, as well as taking out and defeating threats to the civilized world. In forgotten places divine domain clerics have the following divine domain options in addition to the player's handbook. ARCANa Domain Magic is an energy that energizes multiverse and fuels both destruction and construction. The mysteries and magic potential of the Gods of Arcana Domain know the familiar. Magical knowledge for some of these gods is a great responsibility that comes with a special understanding of the nature of reality. Arcana's other gods see magic as pure power, as his wielder sees fit to be used. The gods of this domain are often associated with knowledge, as learning and mystical power go hand-in-hand. In places, the gods of this domain include Azuth and Mystra, as well as The Corlan Lathrian of Elven Pantheon. In other worlds, this domain includes Heckett, Math Mathavni and ISIS; triple moon deities of Solinari, Lunitari and Nuniani of Crin; and WeeJas of Bokob, Vecna and Grechawk. I explore ARCANa Domain Mantra Maulvi Level L St 3 5 7 9 Spell Magic, Magic Mystria Magic Weapon, Nystul Magic Aura Away Magic, Magic Circle Mysterious Eye, Leomund Secret Chest Planar Binding, Teleportation Circle START ARCANe When you choose this domain at level 1, you gain proficiency in Arcana skills, and you gain two cantrips of your choice from wizard spelling list. For you, these cantrips are counted as Maulvi Cantrips. Channel Divinity: Mysterious Renunciation Starting from level 2, you can use your channel divinity to renounce otherworldly creatures. As an action, you present your sacred symbol, and an astronomical, original, phi, or a fan of your choice that is within 30 feet of you should throw an iq saving, provided that the creature can see or hear you. If the creature fails to throw its savings, it turns for 1 minute or until it takes any damage. 125 A changed creature should spend trying to move your turns as far away from you as it can, and it can't voluntarily finish your moves in a space within 30 feet of you. It also cannot take responses. For its action, it can only use dash action or try to avoid an effect that prevents it from proceeding. If there is nowhere to move, the creature can use dodge action. After reaching the 5th level, when a creature fails to throw its savings against your amination renunciation feature, the creature is banished for 1 minute (as in exile magic, no concentration is required) if it is not on its plane of origin and its cha lrange rating is at a certain limit or below. , as shown on the Arcane relegation table. Exile banishes creatures of cleric level CR... I Starting at level 8th 1/2 or lower 11th 2 or low 14 3 or low 17 4 or low magic breaker 6, when you restore hit points to a lly with a spell of level 1 or higher, you can also end a spell of your choice on that creature. The level of magic you've finished should be equal to or less than the level of magic slots you use to cast the treatment spell. Starting at the powerful spelling 8th level, you add your knowledge modifier to any maulvi cantrip loss you deal with. ARCANe MASTERY At the 17th level, you choose four spells from the Wizards Magic List, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain chants, they are always ready and count as maulvi chants for you. Druids of places worship nature in all its forms, as well as the gods of the first circle, those gods closest to the power and glory of the natural world. That group of gods includes Chanteya, Aldth, Miliki, Silvanus, as well as Aril, Matar, Talos and Amberley, because nature is many-sided and not always compassionate. Unlike clerics, who usually serve the same god, Druid in his turn honors all the gods of the first circle, and sees them as incarnations of the natural world, which moves in cycles: creation and destruction, waxing and wiling, life and death. Thus, anger is not just the god of the earth for a druid; He has fertile soil and rolling hills himself. Malar is not just Beastlord, but the hunger and hunting instinct of a predatory animal. Although they are most strongly linked to sylvan forests, they take care of all aspects of the land, including frozen mountains, burning deserts, rolling hills and rough shores. CHAPTE R4 I classes DRUID circles are practiced in Druidic ways ancient and largely secret, away from the eyes of the uninitiated. In many countries, the old methods of the first circle have given way to new churches and temples, but druids and their followers still gather to respect the chakras of nature and ensure natural balance. People who live in or near the wild land learn well whether a Druid circle operates nearby, hunting or demanding the blessings of the circle before cultivating the land they cultivate on defense. The Druid habit of clearing, collecting wild trees, or around sacred pools gave rise to the tradition of circles. In one circle, all are equal, and while respect is given to age and achievement, the circle reaches full decisions. Those who disagree are free to argue their point, or even leave the circle, if they want to, but the circle serves as one for the good of all. Druid circles often include non-druid collaborator, such as rangers, wooden dwarves, and lancet's phi creatures where the circle meets, all giving the same voice. Many circles are found throughout Faerfm, usually made up of no more than a dozen or Druids, plus their one lies. They include high dancing, guarding the dance place in the high valleys of thunder peaks, along with their fey colleagues. The watchers of S. evrel meet at The High Forest, old Mushroom Grove in the northeast, of S. Ecomber, and Starwater Circle gather around their namesake pool in the northern wilderness of Mir. The circle of custodians of the swords of The Newerwinter Wood, the circle of swords runs destructive humanoid such as hobboslin, bagbeor, wood to their kin, while also protecting it against exploitation at the hands of civilized folk and protecting ancient wooden ruins and sacred sites from robbers. In the Druid Circle class feature in the player's handbook, the Circle of the Moon is common to the circle of druids of swords, although some belong to the circle of land (forest). The Emerald Enclave is less dedicated to a Druid circle and a loose confederation of more circles and their allies, protecting the skepticism of civilization in the north from the Emerald Enclave destruction. Elsewhere in the world, the emerald enclave up purs a more ba lanced path, but the vast wilderness of the north holds far more da nger for people than they pose it. Founded a thousand years ago in Wilhon Reach, the Emerald Enclave has spread to lots of feffins. Its members include Druid, Rangers, Barbarians and others who live in the jungle and know and respect its methods. They wear an article of emerald green clothing as a symbol of their membership, often bearing the symbol of the head of a stag do. Emerald enclave druids in the Druid Circle class feature in the player's handbook belong to the moon's land and circle circle in equal measure. Montia circles worship the land as the Folk great goddess of the Moonlight Islands they call the Earth Mother. Their circles gather a round sacred pool known as Moonwells, their link between the natural world and the goddess, surrounded by standing stone circles, raised by their ancient one ncester. In the Druid Circle class feature in the player's handbook, Moonia Druids often belongs to the circle of La ND (Coast, Forest and Mounta Inn). MOONWELLS restores a moonlight water, drunk directly from cupped ha nds, l8d hit points, plus drinking knowledge bonuses, if any.. If the drinker has threatened the balance of nature since Las T Purinima, the water is related to l8d poison damage to the drinker. This loss is also dealt with by a corrupt moonlight. Either effect occurs only once per day. On full moon nights, to drink in a moonlight water, at the discretion of the DM, has additional L effects, providing the benefits of a low er restoration s pell as uch uch. T H E HA RP ERS AN D DRUID S Druid circles in the North are often allied with the Harpers , as they have common purpose, with bard s and rangers As go between. Individual harpers can usually expect a circle to at least provide them with food and shelter, and give them the opportunity to attend and speak at a gathering if they wish. Still, Harpers are a Druid IC organ ization and, despite what some ordinary folk might believe, not every Druid or Dru id is affiliated with the circle, or even friendly toward, harpers and their cause. In fact, some Druid Harpers consider busy people who threaten the natural balance almost as much as the evils they fight against. Moonwell water was placed in a container or ta ken was more n 30 feet away from meters well now have no of these properties; It's just water. On three nights of the full moon, three or more druids gathered around a moonlight commune a nd once without a nd materia L components without a nd spend a nd, provided that one of the druids is at least the 9th level and the rest can put one again at least level 4. On the DM's option, Druid can use moonwell on such nights to put different spells. The fighters are slow to learn, T TH EY? A WHJTE-Hajj red old knight who had lost his hull in t e last I Ray dra wled. It's getting like a proper uproar in Th E Dragonjaws, it is! I would write a ballad about this to get my minstrel.. I hope he sings fast, grew up a Purple Dragon weapon. He's again doing them! Th e howling another rushing tide dropped on t e bodies in offajaping leath er, reduction in swords, and bead ghost eyes. The men planted themselves — no running and now leaping to fast few, like harvesters with scy th es and many fi elds in front of them, in a rhy thm of death. — Troy Denning, Death of the Dragon whether dot warriors, idealistic young soldiers, or hard-bitten Mercena ries, fighters are found everywhere in forgotten places. Even the most peaceful land is militia for protection against its enemies, and places' many great rulers in the past were fighters of some kind. There are always opportunities for those who know how to ndle themselves in a fight. Sword-bodied folk in many parts of the sword coast and north learn at least rapid of battle as part of a local militia, serving in times of need, while some becom e-professional soldiers, guards, or the like move on. The officials come from the nobility, though there are opportunities for competent leaders to showcase their skills through RA NKS to an ND hike. Fighters who don't make a career of soldier seem to showcase their skills in other ways. Mercenaries find employment with those who need skilled warriors but who lack the time or means to train them. Such employers include adventurous companies, which almost always need a reliable fighter. Chapter 4 I classes boundaries. They are tasked with wandering the land as knights misled, their judgments, bravery Dependent, and fidelity to code Heroism to guide those who do evil in defeating them. A purple dragon knight inspires greatness in others by performing brave deeds in battle. The presence of a knight in a hamlet is enough to seek easy prey due to only a few ores and bandits. A lone knight is a skilled warrior, but a knight leading a band of allies can also turn the worst-equipped militia into a brutal war band. A knight likes to lead through deeds, not through words. Spearheading an attack as a knight, Knight's actions could awaken a repository of courage and conviction in colleagues that they never doubted they had. Ban: Knighthood Purple Dragon Knights are tied to a specific order of Cormyrean knighthoods. Bannet serves as the usual name for this ideal if you use it in other campaign settings or to model warlords other than purple dragon knights. Rallying cry When you choose this one rchetype at level 3, you learn how to motivate your colleagues to fight at the last of your injuries. When you use your second air feature, you can choose three creatures within 60 feet of you that are associated with you. Each one will have hit points equal to its fighter level, provided the creature can see or hear you. Royal envoys hire merchants and guild caravans, ships and guards to protect their warehouses and guilds. Such work provides opportunities for constant travel and danger. A good deal of danger comes from fighters who leave legitimate jobs to become bandits — raiding caravans, robbing passengers, and robbing isolated homesteads, manors, and villages. Out-of-luck fighters can also make a living from their skills to participate in gladiatorial fights or similar blood games, although such matches are almost unknown on the sword ashore and in the north, as compared to southern countries like Arn and Callimshan. Marshall Archetype fighters in forgotten locations have the following Marshall Archetype option in addition to those in the player's handbook. Purple Dragon Knight -----Purple Dragon Knights are warriors who hail from the kingdom of Cormyr. Pledged to defend the Crown, they carry the fight against evil beyond the classes of Chapter 4 I of their kingdom A purple dragon knight serves as an angel of the Cormyrean crown. The Knights of high standing are expected to conduct themselves with grace. At the 7th level, you gain profiency in persuasion skills. If you're already proficient in it, you gain proficiency in one of the following skills of your choice: animal handling, insight, intimidation, or performance. Your proficiency bonus doubles to check any capacity you use persuasion. You get this benefit regardless of the skill proficiency gained from this facility. Inspiring bounce starting from the 10th level, when you use its Action Enhancement feature, you have a creature within 60 feet of you that accompanie you Can't choose. That creature could create a Or carrying weapons attacks with your response, provided that it can be seen or heard by you. Starting from the 17th level, you can select two colleagues within 60 feet of you, rather than the n one. BULWARK Starting at the 15th level, you can provide the benefit of your indomitable convenience for a colleague. When you decide to use indomitable to re-roll an IQ, a knowledge, or a charisma-saving throw and you're not disabled, you can choose an ally within 60 feet of you that also failed to throw your savings against the same effect. If that creature can see or hear you, it can re-roll its savings throw and use the new roll. Monks fat man straightened his black and gold vest, lowered his round head, and charged. Danica waited until she was right in front of her, and viewers appeared to it as if the woman would be buried under mounds of flesh. At the last moment, he dipped his head under the fat man's lunging arm, grabbed his hand, and was comfortable/comfortable. A subtle twist of his wrist stopped him dying in his tracks, and before he even realized what was happening, Danica kicked behind both his knees, leaving him for one knee. - Some of the earliest monastic orders in Ra Salvatore, Cantical. FaerO n were born in the southern countries of Arne and Callimshan, their practices filtered away similar practices from Cara-Tur to the west at the same time in the north and east. The oldest orders have been branched into small offshoots over time or fractured, as if there are now dozens of them. Most don't have more than a few dozen members living in a different community in the woods. Members of some monastic communities have numbers in the hundreds, with close presence of civilisation, and often with correspondingly greater influence, for those orders themselves concern with mundane matters. As the most monastic order in FaerO n originated from human nations, the majority of monks in those communities tend to be human. Monasteries have long been sanctuaries for a variety of founding and outcasts, so inhuman monks are not unheard of. The Order of yellow roses is also known as the disciples of St. Solars, twice martyred, the yellow rose order is a lonely monastery of limiter worshippers in the Earthpur Mountain of Damara. It is known for its loyalty to its allies and the destruction of its enemies. Much respect on matters of truth and diplomacy, monks work hard to survive in their remote sanctuary. Monks of the monastery of Yellow Rose use Rimorhaj to test their disciples. Young monks should prove their mind power to relieve fear and pain by riding animals. Ilmter's faith promotes far more orders of monks who other gods. Other Ilmatari monastic orders include followers of The Uninterrupted Path, disciples of St. Morgan the Tassitinen and the sisters of St. Jasper of the Rocks. Monastic orders the following Can be found in different parts of forgotten places. Dark Moon dedicated to a monastic order shar, The Dark Moon works openly in countries where his worship is accepted and in secret woods and underground hideaways where it is not. Its followers seek dialogue with knowledge and shadow, believing true wisdom is found in darkness and loss, both literally and spiritually. Its followers often follow the path of the shadow, as described in the monastic tradition class feature in the player's handbook. Ordering a halffing monastic from Hin Fist Luiren, followers of Hin Fist mastering themselves and their potential to turn their people's natural faith into a spiritual path. Some Hin Fist masters have established monasteries in the land outside Lueren, where only half of the teachings available have been opened to other race students who are willing to follow the path set by Yondalla. Hin fist monks usually follow the path of open hand, as described in the monastic tradition class facility in the player's handbook. Chapter 4I0 lmatari's classes monks often travel as va nderers, beg for alms, demand enlightenment, and relieve the suffering of others. They follow the open-hand path, as described in the monastic tradition class facility in the player's handbook. Sun spirits Sun spirit monks follow a monastic tradition that they believe has its roots in an ncient empire of Netherly. In their philosophy, living things harbor a fra gram of the mystic essence of the sun within them. Just as there is a shadow in the body, the soul also has light. That light is called the Sun Soul. The sun soul taps into the order of the train the spiritual light within the brothers and sisters a nd it manifests as the supernatural feat of skill and endurance. Members of this order follow the path of the Sun Spirit, which is described in the Monastic Traditions section below. To get to touch with your inner light, Sun Soul Monks ascetic revellers follow a strict code of CA-lled precepts of Incandescence. It emphasizes three pillars: seek physical perfection. The sun should try to make the body beautiful to open the path of the soul's appearance. Fitness, cleanliness, a nd well-nhoned physicality create a clear window through which light can shine. Seek spiritual virtue. Identify light in others, not darkness. Take each new chance to be granted and virtuous. Light flashes in the dark. Share the light of the soul with the world. His presence light up dark places with a nd exiled shadow. Record their deaths. If such unfortunate death is to seek release from pain through, monks provide it. They see death as a gift they provide to those who are ready for it. Their means of determining readiness in a notar from a sect (or even a monk) are. Monks suffer no moral abstention abo ut these sufferers Death is the most natural thing in the world, from their perspective, and one of the most profoundly sacred experiences to end in service to your doctrine can expect to enjoy being a living. That is why monks themselves are not afraid of death. Most members of the order are either scholars who share mutual fascination with death, an ND dying or pastor who worships one of the gods related to death. Some monks consider themselves nothing less than the sighted rees, whose work will pave the way for a better future for all FaerQn. When death is actually understood, it can be used and used as a tool for the betterment of all, or so they rationalize themselves. Monks of this tradition follow the path of long death, described in the Monastic Traditions section below. The method of yield is the disciple of Aldath's monastic order produce route, sometimes known as the Brothers of Open Palm and S. Aysters. These monks protect the holy sites where many priests live, one nd they travel to collect information in the countryside for different trees and fastnesses. They don't ever seek to incite violence, but are deadly enough when defending themselves, their charges, a nd their sacred sites. Due to the similarity of the precepts to the teachings of some religions, the sun has long unioned with temples in the order of the spirit that are faithful to three special gods: hear, selquon and lat hand. Dictating physical perfection to seek and hide virtuous identities have similarity to Sune's teachings about physical and s piritual beauty. Followers of SelQne seek to make the dark battle a nd virtue to recognize the former hortation of his goddess. And of course, Lathander collaborates with Sun Link to Sun Spirit philosophy, but more serious for worshippers of Lathander, they see the idea of taking new chances as similar to Lathander's emphasis on giving and new beginnings. The long death path long death monks long worship the principle of death death of death followers of the way to death was more so a ny god of n death. These monks study death and seek the mysteries of life. It is the state of being dead that concerns them the most, not what is beyond; Life is very little interested for them. Their monasteries are full of decaying, dying, and dead animals and pla NTS pessimens, which they study with different interest. They often buy rare samples from adventurous one nd merchants that they can't easily get themselves. But S. uch studies are only part of the daily life of monks; they want to understand death as it inta ins especially for intelligent living beings, and to this end they are eagerly diseased and welcome to die so that they can see and chapter 4 I classes monastic traditions monks have the following monastic tradition choices in forgotten places. , in addition to In the player's handbook. Monks of the long death way are obsessed with the meaning and mechanics of dying. They capture creatures and prepare detailed experiments to capture, record and understand the moments of their demise. They then use this knowledge to guide their understanding of martial arts, yielding a deadly fighting style. Starti Ng When choosing this tradition at yo yu 3 level, your study of yo death allows you to extract vitality from a nother creature as it possesses its demise. When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary hit points equal to your knowledge modifier + your monk level (minimum of 1 temporary hit point). Hours of reaping at level 6, Yo Yu has been touched by the shadow of death for your soul, securing the ability to destabilize or do those terrible around you as a nation. When you do this action, you should be afraid of each creature within 30 feet of you that you should throw a knowledge-saving throw or be intimidated by yo yu by the end of yo yu your next turn. Mastery of The Death Sun Shield starting at the 11th level, you use your fami liars with death to avoid your understanding. When you're reduced to 0 hit points, you can spend 1 point (no required action) to keep 1 hit point instead. At the 17th level, you become a wreath in a dazzling aura. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish or restore the light as bonus action. If a creature kills you with a melee attack while this light shines, you can use that you are reacting to the creature to deal with bright damage. Bright damage equals 5+ your knowledge modifier. Long death touch starting at the 17th level, your touch can channel the energy of death into a creature. As an action, you touch a creature within 5 feet, and you expend 1to10 things. The goal should be to throw savings of a constitution, and save it under the leadership of a FAI, or take 2d10 necrotic damage to the point of spending on half as much damage on a successful one. S Un Learn to channel their own life energy into searing bolts of light to the sun spirit monks' way of way of soul. They teach that meditation can unlock the ability of every living creature to unleash indomitable light shed by the soul. Starting bright sun bolts when you choose this tradition at level 3, you can hurt searing bolts of magical glow. You gain a rang magic attack that you can use with attack action. The range of attack is 30 feet. You are proficient with it, and you add your dexterity modifier to your attack and damage roll. Its disadvantage is bright, and its loss is a D4 to die. This changes as you die to gain monk levels, as shown in the martial arts column of the monk table. When you use attack action on your turn to use this particular attack, you can use bonus action in It can cost 1 point to make two additional strikes. PALADINS Some people are wa Of elevated virtue. They cite examples of many traits that the folk consider respectable, just and good. These Warriors aspire to be the best guys they can. When such a warrior also has great devotion to a particular deity, the deity can reward the faithful with a measure of divine power, making that person rajput. Different Rajput orders in forgotten places emphasize different elements of righteous behavior, but all rajputs are expected to put true a common set of qualities: generosity. Be generous and tolerant. Good faith. Be honest and fulfil promises. SEARING ARC STRIKE AT LEVEL 6, you gain your channel's ability in searing waves of energy. Immediately after taking the attack action on your turn, you can spend 2 points to cast 1-level magic burning hands as bonus action. You can spend points of excess to cast burning hands as a high level of magic. The points of each addition you spend increase the magic level to 1. The maximum number of points (2 plus any extra points) that you can spend on magic equals your monk level (round below). Reducing the sunburst to the 11th level, you gain the ability to create an orb of Lee Ghot that erupts in a devastating explosion. As an action, you create an orb and bounce it to a point you choose within 150 feet, where it reverberates in the area of bright light for a brief but deadly immediate. Each creature in that 20-foot radius area must succeed on throwing the constitution sail ng or take 2d6 bright damage. A creature doesn't need to be saved if the creature is behind the total cover that's opaque. You can increase the loss of the area by spending points. Each point you spend, up to a maximum of 3, increases the loss to 2d6. Chapter 4 I Classes Courtesy . Behave with respect to others despite how they behave with you. Give respect to the people above your station. Earn the respect of the people below your station. Lawfulness. Laws exist to bring prosperity to those under them. Unjust laws must be overturned or turned into a proper fash ion. bravery. Gain glory through battle. Protect any allegation of death. Proud of someone's actions. Leadership by example. Let your deeds speak your intentions. Humility in one's deeds. Do not boast or accept unfair rewards for you. Selfishness. Share resources, especially with those who need it most. Good nature. Present the service happily and without disdain. Knowledge. The best cause through minimal damage. devotion to one's religion. Be faithful to your God's teachings. mercy. Protect the weak. Give mercy to those seeking salvation. honour. Keep the code right. Death before humiliation. Every paladin grade and emphasizes these qualities based on his or her personal ethos and religious background. I A paladin court of Sune would emphasize aspects of love and manners, while a paladin of Tyr would be more concerned with justice and proper treatment of enemies. Most of the In forgotten places, like clerics, are devoted to a particular deity. The most common Rajput duties are those who symbolize action, judgment, vigilance and wisdom. Both torm and tire are popular duties for paladins, as is limiter, which emphasizes self-sacrifice and the elimination of suffering. Less common, though, are the cradledays of the following gods: Helm, Hor, Lathander, Sune, Corlen Lathrian, Red Knight, Clengeddin S. Ilvardath, Arvorin and Mystra. His devotion to a higher ideal makes popular folk heroes in places. Many stories are woven about the great knights and sworn champions, though practical note that stories often with a tremendous sacrifice on the part of the saint champions. The most common patrons of the paladins of oath of devotion and the oath of the crown (which is described below) are Hull, Torm, and Tyr — patronage, courage, and justice — though Ilmatar has his share of dedicated champions. Those Green Knights might honor sworn Arvoreen or Corellon for the oath of ancestors, while the Avengers of Vengeance Oath follow patrons like Hoar, though there are also the Avengers of Hull and Tyr, meeting out harsh justice. Paladin order can be found in different parts of the following forgotten places in order. The order of the partner, based in Elturgard in the Western Heartlands, is sworn in to order the partner to protect that nation. It formed in the wake of the spellplag and helped build the Elchergard, which focuses on the city of Alcheral, which overlooks the orbits of the Chiother River. Companions defend civilization against dangerous and wild forces, especially unnatural aural creatures. Of the options in the Holy Oath Class facility, the oath of the crown (described below) and the oath of devotion (described in the player's handbook) are equally represented among their ranks. The Gilded Eye-Order Monastery and Cathedral of Hull Grip stands on the edge of Neverwinter Wood in the north as a safe haven for travelers. Gilded Eye-Order Grip serves safety and s urrounding community, but their mission has a much broader focus: to protect the world from threats originating on other planes of existence, especially on lower planes. Many paladins and non-paladins have joined the order in response to their phones to cast fiendish intrusions out of the world. In recent years, many have ventured beyond the helm hold to make order work in the wider world. Of the options in the Sacred Oath class facility in the player's handbook, paladins of the gilded eye most often follow the oath of devotion, though some zealots are followers of the oath of vengeance. The order of the samular is made up of warriors in the service of tires, the holy order of the samular, also known as the Knights of the Symular. The order is based on summit halls while also maintaining a chapter In jaldeep. Legendary paladin samular Caradoon founded the Order in 952 DR. After the Second Troll War and the deaths of his brothers Renwick Snock and Just Ambal during the war. When Tyre fell silent and the paladins in his service lost their powers, many turned to other gods such as Torm, but Samights remained true to Samyr. His patience was recently rewarded when, upon Tyr's return to the world, many of his dwindling numbers were invested with the powers of a paladin. Known for their support of the law, many paladins of the order follow the oath of the crown, which is described below. In addition to those in the booklet of holy oath Paladins player in forgotten places, the following is the holy oath option. The crown's oath ----- the crown's oath is sworn in as the ideals of civilization, whether it be the spirit of a nation, fealty to a sovereign, or the service of the god of law and rule. The Rajputs who swear by this oath dedicate only to the laws serving the society and especially keeping the society together. These are cautious qua rydin on rajput walls, standing the chaotic tide of vandalism that threatens the creation of civilization, and are commonly known as patrons, examples or sentinels. Often, paladins who swear this oath are members of an order of knighthood in the service of a nation or a sovereign, and undergo their oath as part of their admission to the ranks of the order. The principles of the crown are often determined by the principle of the oath of the crown, to which they are sworn in, but generally insist on the following principles. Law. The law is paramount. It is mortar that holds the stones of civilization together, and it must be respected. Loyalty. Your word is your bond. Oaths and laws without loyalty are meaningless. courage. You must be prepared to do what needs to be done for the system, even to face huge obstacles. If you don't take action, who will? Responsibility. You have to deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations. Oath spells you receive oath spells at listed Rajput levels. Crown Mantra Paladin Level Oath 3 5th 9th 17th Mantra Command, Forced Duel Warding Bonds, Truth of Vitality Area of Aura, Soul Guardians Exile, Guardian Offath Circle of Power, Geas Channel Divinity When you swear it at level 3, you gain the following channel divinity option. Champion Challenge. You issue a challenge that compels other creatures to battle with you. Each creature of your choice that you can see within 30 feet of a iq should throw savings. Upon a failed save, a creature can voluntarily go no more than 30 feet away from you. This effect ends on the creature if you are disabled or die or if the creature is transported over 30 feet From you. Turn on the tide. As a bonus action, you can bolster injured creatures with your channel divinity. Every creature of your choice that can hear you within 30 feet, l6d+ receives hit points equal to your charisma modifier (minimum 1) if it doesn't have more than half the hit points. Divine fidelity begins at the 7th level, when a creature takes harm within 5 feet of you, you can use your response to the magical target creature to substitute your own health, thereby not harming that creature. Instead, you take harm. This loss to you cannot be reduced or prevented in any way. UNYIELDING SENSE STARTING AT THE 15th LEVEL, you have the advantage over save throws to avoid being paralyzed or stunned. Elevated champion at the 20th level, your presence in the field of battle is an inspiration to those dedicated to your purpose. You can use your action to get the following benefits for 1 hour: You have resistance to reducing damage, piercing and reducing damage from non-magnet weapons. • Your colleagues would benefit on death savings while throws within 30 feet of you. You have the advantage over knowledge-saving throws, as do your colleagues within 30 feet of you. This effect ends quickly if you are disabled or die. Once you use this feature, you can't use it again unless you finish a long rest. Rangers Mo TOLIO held his hands out, and the great owl immediately hopped on him, carefully finding his footing on the man's heavy leather sleeve. Have you seen the draw? Montolio asked. The Owls responded with a prostitute, then went off in a complex series of chattering hoots and whoas. Monto lio took it all in, weighing every detail. With the help of his friends, especially this juggerna'ut talkative owl, the Th E Ranger had monitored the th e drowsy for several days, curious as to why a dark elf had wandered into the valley. At first, Montolio had assumed that drowsy was somehow linked to Grau El, the region's main ore, but as Tim E went on, Ranger began to suspect differently. - Ra Salvatore, migration long rangers have gone the jungles of the sword coast and the barbaric frontier. Like Druid, their practices return to the early days of humanity. And long before humans set foot in the north, elf rangers strode through their forests and climbed their mountains. The traditions and attitudes of these people are now shared by members of many races. In particular, lightfoot halflings often hear calls from the wild and become rangers, often acting as guides and guardians of roving halfling bands, and shield dwarves forced to wander away from the old clanhold sometimes follow the ranger's path. Not every prospector strays away hills or hunts trapper through uninhabited land becomes a ranger. True rangers go out in nature and find it sacred, and like paladins, they is touched by the divine. Their gods and cults may be different, but Rangers Rangers Simi saliva values about the sanctity of nature. While by no means always aligned with each other, rangers are bound up in a kind of loose community—often connecting with Druid's circles. In the north and throughout the Hartlands, rangers use special points to indicate campnights, dangerous areas, evil creatures, foul magic, ghost activity, hidden caches of supplies, safe passages, shelters and graves or tombs. Many of these symbols were derived from Elven Lore or borrowed from groups like Harper. While there is by no means a secret language, these traces are often obscured for non-rangers, and even Druids do not understand them. As a whole, rangers serve to help societies survive and thrive in the wilderness. Sword Coast and Chapter 4 I classes most of the ELF Rangers Elf Rangers Rangers are us ally associated with a special commu nity such as Everskae or Tribes in Misty Forest. Rather than as n explorers going astray, elf rangers typically act as scouts and patrons of Elven locations. Such dwarves dedicate us ourselves to Riliflane Rallathil or Solano Thelndria ndria. Instead of the inspired elf rangers, Fenarel Mestarin, the god of lone primates, or Chevron, can favor the Elven god of vengeance. HALFLING RANGERS Most halflin GS which come from nature and its raw beauty reverence lightfoot stock. Their band village spend at least as much time on the street and river as in an nd town, and the role of a ranger is a natural fit with the lifestyle of most lightfoots. Lightfoot Rangers favor Lord Brandoracris in his aspect as a custodian of exploration. Halflings tend to be more inclined toward nature only generally prefer S. Heela Peyrolyl. Those who devote themselves more to the protection of settlements or travelers respect Arvoreen. Some strong-hearted halflin gs who become Rangers do favor those latter two gods. Dwarf rangers prefer the most dwarf hooker down a mountain, walking him from the rat to the surface or woods of The Underdark. Often, a dwarf ranger is cast out of either a shield dwarf clahold or a clanless dva RF that demands a place in the world. Sometimes dwarf rangers are prospectors who explore the world seeking new nerves of ore. In any case, there are two gods that appeal to such dwarfs: Marthamore Duin and Dumathine. The hooligans are unstable north. RA ngers inspired a re-explore of these lands, searching for fertile soil in which the seeds of civilization might grow, seeking resources (such as metals) that would benefit settled La nds, or root out evil before it could spread. Other rangers spy on enemy soldiers or hunt dangerous animals or crimina ls. Given that there is so much frontal er of the North, RA ngers play an important role in keeping communities safe and are often admired within them. Human Rangers Human Bucks earthmother of moonshaes, an nd that are dedicated to working closely with Druid The mainland often respects the gods of the first circle, but most rangers are a mong huma ns favo goddess Meliikki. However, they consider the goddess very wild and fundamental to pray directly for them. Instead, they pray to Guaron Windstorm to bring his words to the goddess. Gwaeron is said to sleep in a grove of trees in the west of the city of Tribboa RK, and Hi S. mos of Followers T visit that place at least once in his life as a sacred pilgrimage. Evil human rangers usually respect Malar for his brutality a nd hunting skill. There are people whose abilities are not with sword or art, but with calm motion, skillful action and stealth. S uch's talent often led to illegal efforts, which plague most major cities, but dangerous monsters can be put to good use in dealing with a lost treasure. The largest cities in places have the number of dens of thieves who compete with a notar. Some places, uch as Baldur Gate, are an organized group of hooligans that controls all s uch activity. Most thieves gather secretly in den g spots, often down the city, and move on after being discovered. The city of Waterdeep was once home to the most powerful society of thieves in the north: shadow thieves. T he broke the Lords of Panideep that guild, fo his leaders downtown fl ee (the group still operates out of Arm). Waterdeep still has thieves and murderers, but they break down into myriad small groups or operate loans. The most common relief for such robbers is that they call honest business - Advie Nurlin Ji, where wicked Abi lities can be used without condemnation and are later lionized in song and legend. Many thieves take this life, ad herring is for a code that keeps them out of trouble in decent areas but still makes them richer; They vow to houses instead of Bergla RI Ze ancient tombs and the monstrous La Nrs. Some bullies have learned that it's easy to pick someone's pocket when you have a royal writ, which is to say that Ma NY bullies are diplomats, courtiers, influence-peddlers and information-brokers, in addition to better known thieves and murderers. S uch bullies blend more easily into civilized society, more often oil in wheels as act ng was n a w wrench in works. Among those in the ROGUSH ARCHETYPES bullies player's handbook in forgotten locations, the following Roguish is the ideal choice. Mastermind your foc us on people and the impact and mystery they have. Many S. Pies, courtiers and schemers follow this ideal, leading the life of Intr iq. Words are often your weapons such as knives or poisons, an nd mystery and faves bucks are some of your favo ritual treasures. Master of Intrigue When you choose this norm on level 3, you gain proficiency with disgui se kit, go rgery kit, and a gaming set of your choice Yo learn two la nguages of your choice too. Also lly, you can mimic the unmistakable speech pattern of an nd accent of a creatu re that you hear at least 1 minute for S. Peak Fo R, allowing you to pass yourself as a native speaker of a particular land, provided you know La Nguage. The soul of deceit S TA at the 17th level, your thoughts cannot be read by telepathy or other means, unless you allow it. You can present fa lse ideas by investigating a charisma (cheat) mind contested by examining reader knowledge (Ins ight). Additionally, no matter what you say, the magic that if you're telling the truth indicates that you're being truthful, if you you choose then, an nd you can't be forced to tell the truth by magic. SWASHBUCKLER you focus your tra ining on the art of blades, relying on speed, elega nce, a nd cha rm in aqua l parts. While some warriors are a beast clad in heavy armo r again, its method of fi ghting looks almost like a perfo rma nce. Dulist an ND

pirate usually consists of this ideal. A Swashbuckler S Ingle excels in combat, and can fight with two weapons while safely ring da away from an N opponent. Fancy footwork w hen you choose this ideal on level 3, yo yu learn how to land a strike a nd then slip away without vengeance. During your turn, if you attack a melee against a creature, that creature can't have opportunities to attack against you to the rest of your two RN. On The Master 3 level of Strategy STA, you can use help action as a bonus action. Additionally, when you use help action to aid a lly in attacking a million eatu again, ta rget of that attack you can have within 30 fee t, rather than 5 feet of yo yu, if the target can see or you can hear. Practical manipulations S.Ta at the 9th level, if you spend at least 1 minute observation live or interact with a nother creature outside the battle, you can learn some information about your abilities compared to your own. DM tells you that if the creature is inferior in Riga Rd to two of its similar L, upperior, or two of the following characteristic tics of your choice: • Intelligence Score IQ Score Charisma Score Class Level (if any) on DM's options, you can also realize you know a piece of the creature's history or one of its personality li traits , i f it's any.

MISDIRECTION starting at the 13th level, you can sometimes cause a nother creature a yo u w hen you suffer an attack for a creature within 5 feet while you have a graining cover against that attack, you can use your response to attack the target that you have instead of the creature. Chapter 4 1 classes 135

SWASHBUCKLERS and two weapons Swashbuckler fighting depends on a good understanding of D&D rules to realize its potential, especially when it comes to fighting with two weapons. Characters must use an action to chase them if they want A scramble, but Swashbuckler's fancy footwork bundles a more limited edition of Disengage with the feature in this ideal. It allows you to use your bonus action to fight two weapons, and then safely escape from each enemy you attack. RAKISH Audacity starting at level 3, yo yu unmistakable confidence inspires you in battle. You can add your charisma modifiers to roll your initiative. Also, if a creature other than your target is within 5 feet of you you don't need to gain on your attack roll to use your stealth attack. All other rules for stealth attack class feature still apply to you. PANACHE, at the 9th level, gets its charm exceptionally attractive. As an action, you can examine a charisma (persuasion) contested by examining a creature knowledge (Insight). The creature should be able to hear you, and you should both share a language. If you succeed on the investigation and the creature is hostile to you, it does damage on the attack roll against targets other than you and you cannot attack opportunities against targets other than you. This effect lasts 1 minute, until one of your companions attacks the target or affects it with magic, or unless you and the target are separated more than 60 feet. If you succeed on investigation and the creature is not hostile to you, it becomes mesmerized by you for 1 minute. While mesmerizing, it regards you as a friendly acquaintance. This effect immediately ends if you or your partner do anything harmful to it. Starting from the elegant maneuver 13th level, you can use a bonus action on your turn to gain advantage over the next dexterity (acrobatics) or power (Ath letics) you tend to make during the same turn. Master DUELIST Starting at the 17th level, your mastery of blades lets you turn failure into success in battle. If you miss the attack roll, you can roll it again with benefits. Others you do so, you cannot reuse this feature until you have finished a short or long rest. The weaving of magician magic communicates every part of the places and some people have the natural ability to understand, touch and shape the weevil. Some inherit this ability from a magical ancestor such as a dragon or fairy, others get it by accident by coming into contact with wild magical power, and others reveal this power by the hand of coincidence or fate, perhaps surrounded by events in their concept or birth. C H APTER 4 1 classes due to their diverse origins and delayed expressions of powers, magicians can be found almost anywhere and among almost any people. There are some magicians all in the big cities on the Sword Coast—including the gate of Baldur, Neverwinter and Waterdeep, as people with magic bow to places where their abilities matter. Magicians are a little more common among cultures steeped in magic, such as the dwarves of Evermeet and the humans of Halua. The witches of Rashmus are magicians who are leading that land but their Thayan neighbors often persecute magicians who appear in They, who see sorcery as a threat to the nation's power structure, based on a study of sorcery. Kill the Northlanders and Uthgaard, the magic-hating cultures such as exile or killing those wizards, which appear among them. Wild magic forgotten places have a long history of magical disasters and uncontrolled surge of power that has changed the creatures or lands itself. Whether due to a Netherese wizard trying to become the god of magic, the gods being forced to walk to earth during times of troubles, or the chaos of the magic plague, magical chaos unleashed by s uch events have created a legacy of wi ld magic wizards. This legacy is often dormant for generations, so suddenly appears in right (or wrong) circumstances. These wild mages are more common in land recently directly affected by spelling, including halruaa, Mulhorand, and Cormyr and sword-ashore pockets. Dratronic Magic Dragons are known to take humanoid form and live among lesser creatures for decades. Some of these dragons have contact with humanoids, or invest their collaborators or minions with Dragon Magic. These invested creatures can become dratronic bloodline magicians, or pass their abilities onto their descendants. Draconic bloodline wizards have appeared in most parts of the world due to individual dragons or experimentation works by dragon cults, but they are significantly more common around Chesenta, which was once ruled by a dragon, and the land of Murghorn near Thay, where the Dragon Princess has ruled for the last eighty years. During the storm's magic sundcran, a continuous storm called Great Rain covered a sea of fallen stars, darkened in the sky and heavy flooding. Thousands of people died from drowning, lightning strikes, or bursts of wind that struck like fists and sinking vessels. Some of these events found S. Unrivors cursed themselves with blessed or spontaneous magic — hurricane wizards able to power, rumble, and turn wind to their will. Most of these new magics appeared near the inner ocean, but clouds from great rain sometimes traveled too far. Although not all storm wizards gain their powers from the great rain, the most common folk associate them with their destructive weather and treat them with caution. In addition to those in the handbook of wizards original Wizards player in forgotten places, the following wizard is the original option. Hurricane Sorcery Your innate magic comes from the power of the original wind. Many with this power can trace their magic back to a near-death experience because of great rain, but perhaps you were born during a howling thunderstorm so powerful that folk can still tell stories about it, or your offspring join the influence of powerful wind creatures such as vaati or djinn. Whatever the case, the magic of the storm Be yours. Hurricane Wizards are invaluable members of a ship's crew. Their magic allows them to apply air and weather controls to their immediate area. Their capabilities are also useful in repelling attacks by sahuajins, pirates and other waterborne threats. Wind Speaker's mysterious magic is infused with the wind you order fundamentally. You can speak, read and write fundamentally. (Knowing this language can make you understand and speak your dialects: Awan, Aran, Ignaan, and Teraan.) (1) Tempestus Magic, starting with level 1, you can use a bonus action on your turn to briefly surround you to the original wind whirling, immediately before or after you spell 1 level or more. Doing so lets you fly up to 10 feet without stimulating opportunity attacks. The heart of the storm at level 6, you gain resistance to lightning and thunder damage. Also, whenever you start casting a spell of level 1 or higher that deals with lightning or thunder damage, stormy magic erupts from you. This explosion causes creatures of your choice whom you can see within 10 feet of you taking lightning or thunder damage (choose to activate this capability each time) equal to half your wizard level. Guide the storm to level 6, you easily gain the ability to control the weather around you. If it's raining, you can use an action to prevent rain falling into an area centered on you due to a 20-foot radius. You can eliminate this effect as bonus action. If it's windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot radius area centered on you. The wind blows in that direction by the end of its next turn. This feature does not change the wind speed. The fury of the storm starts from the 14th level, when you are affected by a melee attack, you can use your response to deal with lightning damage to the attacker. The damage equals your wizard level. The attacker should also save a strength-throwing ARCAN E SP EL LCASTERS Faerun's common folk often make little difference between wizards, warlocks, and wizards. Most mages see little point in burning rivalry with other types of mysterious spelling- magic is magic, regardless of the means for the most part, magicians, magicians, and warlocks respect each other as fellow practitioners of art, understanding the power it represents. Save DC against your magician magic. On a failed save, the attacker is pushed into a straight line up to 20 feet away from you. Wind soul at 18th level, you gain immunity to lightning and thunder damage. You also achieve a magical flying speed of 60 feet. As an action, you can reduce your flight speed to 30 feet for 1 hour and many creatures within 30 feet of you can choose the equivalent of 3+ your charisma modifiers. Selected creatures for 1 hour Achieve the magical flying speed of feet. Once you reduce your flight speed in this You cannot do this unless you finish a short or long rest. Given his dealings with often sinister otherworldly patrons in excha nge for WARLOCKS power, war locks don't have a sterling reputation in places. Even well-meaning warlocks saw with a re-doubt a nd proper caution. The existence of S. Om wizards feels that warlocks stigmatize the scene of their great art an ND causes the common folk to see all practitioners of magic with suspicion. Some warlocks, especially those of phi or fiendish bloodlines, born again with a tendency to their power, attract the attention of even the powerful L patrons from childhood. Others want a compromise, sometimes because they don't get the power they desire elsewhere. Some warlocks make many compromises, although they should come to Favo R. A on others, as their guardians are jealous and possessive creatures. Patron gods in places are far from the only forces at work in places, and ambitious wa rlocks have many potential patrons able to offer them mysterious power. In the vast forest of places TUEARCHFEY can still find connections to Feywild. T hese i s a re-ef crossing, the places of mysterious natura e beauty in the world that mirrors a near perfec t in Feywild. You can pass through a phi crossed by entering a clearing, passing through the surface of the pool, entering a circle of mushrooms, or crawling under the trunk of a tree. Some warlocks have the power to bargain with Archfey of that realm to seek out such PL aces. Notable archfe patrons include the reasons for the foal: Titariani, S um Mer Queen, is probably the strongest of an RCFI. With a mile, he res ca n cook a crop, and w ith a frown, s ummon wildei. S he s ummer Cou the seelie rulers of t. Oberon, Green Lord, an unriva LED hunter and woodal a e wa r ritter, is a lover of titanium and often has her fo e. Oberon is accustomed to every bof of each tree and every stree in the forests of the fenild is a bra m of. If Oberon has weakness, it is the wild nature of his heart. In the wind storm, their mood swings like weather. P. Reince of Fools, Hyrsam, is considered the first truthful. She can shine from gold-sing, and her jokes cause a nd antics to cry with ca n stone laughter. Yet Hyrsam is also the soul of barbarism and the wild. Hyrsam Fool nd a pra nkster prone to a prank, but when such jokes turn viciously an nd fatal, Hyrsam Savage is on the play. The Queen of Wind and Darkness rules overlooking the glowing court from an onyx throne that sits empty except fo-night diameter mound, a black gem the size of a huma n head that the dull ray with captured stars. Queen of the Wind an nd dark an invisible presence is a round it, her voice roaring from Chapter 4 4 \ Classes night diamond or whis pering secrets directly into the ears of her courtiers, and Both at once. The Prince of Tushar was once known as Suraj Rajkumar, but his heart cooled down when his Betroth betrayed him and nd survived, his soul becoming one of sta bucks. Since Eve R, the grumpy prince has sought to reunite with his betrothed whenever he is reborn as mortal. FIEND making agreements with mortal warlocks in many fiends locations — so th in wa rlocks are almost synonymous with monstrous power in Faen1n. These finds include the Archdolls of nine hells and their most powerful dukes, demon lords of the abyss, and Alrotho who rule the Ov R. Euguloth a Rmm. S uch deals are not directly struck with the power in question, but needed. Often a weak fiend acts as an intermediary, and Warlock may not know who he serves for or who he acts for. Notable fi anti patrons for forgotten places include Peculia R following: Baazka Dragons is the pit fiend behind the most recent infiltration of monstrous forces from Pear Castle. Its plans have been a long time with those of the sword coast thwa's allied red wizards, but it has an mbitions in the field in rema Bellaphos is a monster who serves demagoging. It considers itself the greatest nemesis of the Prince of Demons and is thus an opponent to the power of DeMaGorgan. Eltab were once tied down to the town of Eltabbar in Thay, even captive by the layout of the city's streets and canals, which constitutes a glyph of imprisonment. The demon is now loose in the world, seeking revenge. Erttu balar has plagued Drizzle Do'ruden for more than a century, largely on possession of an artifact called Crenshinibon. Having lost the last battle and being exiled from the world, Baylor now wants indirect means of revenge. Gargauth is a mysterious monstrous power who is trapped in the world within a magical shield while god wants the tile. Lorraine i s a Cambian that collects butterflies such as warlocks. His favorite collection, Troll Thirteen, includes warlocks of blood lineage from thirteen, who had previously entered into an agreement with Asmodeus. Malkijid is a solar who fell from grace when he cheated Seldarine. Since then, Malkizid has been happy in every wrong he can do to dwarves, but he gains the greatest joy when he manipulates the dwarf into harming each other. Vendoni is the Balor Lord who first lured the dark dwarf to summon demons in ancient wars between the Elf people. It also turned them to the worship of Lolth and continued to tutor them for later advice and descent. Beyond the great planes known to great wizards and riser lies the great old creatures outside the distant realm, time, space, and conscience of a great old people. That rea lm is accessible in the dreams of some of those prepared for profane rituals and the power of those institutions. Some of the blasphemous names associated with that place and its madness include the following: Dendar the Knight eater eater The world, the eggs of the first nightmare, the devouring of foul dreams, and the forerunner of the end of the world is called. His warlocks often dream of Dendar's dry rasp of hiss and his scales when they first realize his potential. Ghandaur, which is lurking, the underdark deity of aberrations, also known as Elder I. It is worshipped (if such a term can be used) by slime, oozes, and similar creatures. Kezef Chaos Hound is covered in a black, skeletal mastiff herd maggots, its blood a black acid. The gods imprisoned Kezef in an unbroken strap forged by Gond and conjured up by a glowing ward Mystra, for whom the chaos hound bit Tyr's hand. Moder is a dark power of corruption and decay. Those affected by its impact first receive a dream, the seeds of Meander, in which the following words are heard: question no Meander's words, let you are plagued by food from within. Go ahead and possess creatures of strength and influence for me. Murder, and rot cover all. Afraid of me, and obey. Tyranthraxus, also called Keeping Soul and Fire. One, wants to rule the world through the bodies of others. Similar to the mother of the earth, it uses magical pools as windows in the world to spread its influence. Zargon, the returner, also known as the invincible dictator, is called an immortal and unskilled evil. Some stories claim that Zargon was the original master of nine hell. Others claim that led him from a powerful demon Prince Exi abyss. Perhaps neither of these stories are true, but it can certainly be said that Zargon is a force that inspires madness and terror. Among those in the otherworld patron Warlocks player's handbook in forgotten locations, the following is otherworld patron option. Immortal death holds no sway over its patrons, who have uncovered the mysteries of eternal life, though all power — like such a prize — comes at a cost. Once mortal, immortal is seen passing like the weather of mortal lifes, like the flicker of endless days and nights. It has the secrets of life and death, to share the secrets of age. Such creatures include vekna, god of land and eye; Fear lich; Luz-Queen Vol; immortal court of enal; Vallich-Queen of Wadchith, Githiyanki; And the deathless magician F istandalutans. In places, immortal patrons include Laros the Shadow King, the great master of Warlock's cellar and the God-King Gilgame of Anthor. The Extended Magic List Immortals lets you choose from an extended list of spells when you learn a warlock spell. The following spells are added to the Warlock spell list for you. Immortal Extended Mantra Magic Level 1 2 3 4 5 Mantras False Life, Glimmer of Sickness Blindness/Deafness, Silent Feign Talk with Death, Dead Aura of Life, Death Ward Contagion, Legend Gazing Among the Dead Start at Level 1, You Learn To Spare The dying cantrip, which counts for you as a warlock cantrip. You have the advantage over saving an LSO throws against any disease. Additionally, the undead have difficulty harming you. If a dead targets you directly with an attack or a damaging spell, that creature should throw against saving a knowledge to save your magic DC (a dead save is needed when it involves you in a field effect, such as the explosion of the fireball). On a failed save, the creature must choose a new target or seize targeting someone instead of you, potentially ruining attack or magic. Upon a successful save, the creature is immune to this effect for 24 Chapter 4 1 class 139 hours. A dead is also immune to this effect for 24 hours if you target it with an attack or a damaging spell. Defy death starting at level 6, you can give yourself vitality when you cheat death or when you help someone else deceive it. You can achieve a hit point equal to ldt+ when you succeed on death protector throw or when you stabilize the dying creature. Once you use this feature, you can't use it again until you finish a long rest. The unigny nature, starting at the 10th level, you can hold your breath indefinitely, and you don't need food, water or sleep, although you still need rest to reduce exhaustion and still benefit from short and long rests finishing. Also, you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you're magically immune to being aged. Imperishable life when you reach the 14th level, you share some true mysteries of immortality. On your turn, you can use bonus action to gain hit points equal to your warlock level. Additionally, if you hold back the part of your cut body while using this feature, the part is reattached. Once you use this feature, you can't use it again until you finish a short or long rest. WIZARDS first HILT swinged the clumsy axe and caught the rhythm of the magician's magic. It was one with which he was well famill. Using his free hand, Bledsinger's casting of his opponent then sent out his considerable power around the scrappy magician, binding it himself. Argentina flew over energy with the human outstretched hand (y extinguished the bledsinger magic as i f zlle in nothing as anything. — Keith Francis Strohm, Bledsinger scholars and practitioners of what they call art (see Chapter 1 for details), are the most disciplined spellings in wizard forgotten places. They need to be, because their powers come from careful study and practice over the years. Some magicians train and study with an experienced master, while others attend formal academies or universities of sorceress, such as in Evermeet or Halua, or in the great cities of the north such as Or Silverymoon, along with the intensity of Studying and practicing, magicians become increasingly solitary as they advance in their art, with fewer peers they can share their insights if they choose to share them with someone. Thus great magicians often inhabit separate towers or strongholds, reducing ever more cynical behavior as time. Some say it's a mark of madness Chapter 4 Ive brought up the classes of madness by delving too deeply into mystical lore, but they never say it too loud anywhere a magician could hear. The greatest wizards of places find the means to extend their lives beyond the duration of any race except elves. Archwizards can be centuries old, which saw civilizations rise and fall into Faerun. Other magicians seeking this longevity turn to Lichdome, living in isolated tombs and strongholds as they diverge from the body as well as the world in mind. WIZARDLY GROUPS Many wizard groups exist in forgotten locations, but two, in particular, stand out. The most notorious group of wizards in red wizard locations are the Red Wizards of The Day. Garbed in their distinctive red robes, red wizards have sought to expand their power and expand the influence of Thay in places in the land, especially in the east. They shave their heads and wear intricate tattoos reflecting their ambitions and achievements and their favored school of magic. In Thay, red wizards have ultimate power, though they give day-to-day affairs rule for those without skills in art. Every Red Wizard dedicates study to one of the eight schools of magic and serves that school's zulkir, leader and ultimate master of that style of magic. The Zulkirs and their underlings constantly vie with each other for power and influence, and this contest often sends red wizards to look for new spells, and lost artifacts and make money that may flow back into They. The power red magician holding in Thay gives them a measure of diplomatic legitimacy in the sword coast and the land of the north, but their presence is rarely welcomed and viewed with universal skepticism. MACE SICILS Wizard and many other mysterious spellings develop a signature rune, which they use to identify their belongings, sign as their names, and alert others. As a rich gain in power, more individuals recognize Sigil and combine it with a powerful spelling, not a run away. Some gage sigils are used with gleff-like spells of warding, which shy away from the tendency of ordinary people to be marked by such sigil. There are folklore, in fact, gods about themselves punishing a person who abused a magician Sigil — meaningless stories that were most likely introduced by wizards themselves. There is no prescribed penalty for violating the signature sigil of any other passage or using it without permission. Powerful mages this let's punish To discourage yourself from further use. Apprentice wizards in Faerun are reminded of the dangers of abusing another spelling sigil by a poem: whenever magic weaves a doth/doghi. The ability for war wizards to influence the outcome of the battle is something no ruler in Faerfm can afford to ignore, and want to recruit the greatest armies and include wizards among their ranks. Evokers are the most common, just for the potential their mantr is as of the most damaging to the largest number of enemies. Still, all schools of magic find their application in war. Battle Wizards of Cormaier are probably the best known applications of art in the field of battle. Many of the soldiers they are scholars were members of purple dragons before starting training in art. In addition to field duty in times of war, war magicians also defend cormyr's royalty, and swear a spell of service to every single crown. In this role, war magicians work as bodyguards, consultants and even spies. Members of the royal family, purple dragon knights, and officials of purple dragons often wear magic rings that allow a war wizards to know where they've gone and yell at them. Removing such a ring, even for innocent reasons, can call for a cadre of battle-ready war wizards to teleport nearby with attack chants already being cast. Mysterious tradition in forgotten places in addition to those in the wizards player's handbook, the following is mysterious tradition option. Bladeding bladesingers are dwarfs that bravely protect their people and land. They are elf magicians who master a school of sword fighting based in the tradition of mystical magic. In war, a bladesinger uses a series of complex, elegant maneuvers that relieve damage and allow bladesinger to channel destructive attacks and magic into a clever defense. Ban. Only elves and half-elves can choose the bladesinger's mysterious tradition. In the world of Faerfin, dwarves closely defend the mysteries of bleding. Your DM can lift this ban to make the campaign better compliant. The ban reflects the story of bladesingers in forgotten locations, but it may not apply to your DM's settings or your DM's version of locations. Chapter 4 1 classes bleding styles from its inception as a martial and magical art, tied to Bladesing Sword, and more specifically longsword. Yet several generations of studies gave rise to different styles of bleding based on the planned melee weapon. The techniques of these styles are passed on from master to students in small school S, some of which is a building dedicated to instruction. Even the latest styles are hundreds of yes bucks old, but are still taught by their original creators due to the long lives of the dwarfs. Most schools of bleding in Evermeet or Aventurauska. A myth was started in Drannor, but the destruction of the city has scattered those students who survived. The styles of bladeding are broadly classified based on the type of weapon employed, and attached to each animal's category. Within that style there are specializations in the name of specific animal types, the types of mantras employed, T, that master's techniques and special weaponry are used. Bladesingers that a master's apprentice usually receive a tattoo of their chosen style animal. Some learn many styles of bleaching and many tolerate tattoos, which wear warnings on the skin of their deadly skills. Cat. The styles that employ a sword belong to this family. Lion-style, the biggest, trains physicians in the use of longsword and doesn't favor any particular type of mantra. Leopard style focuses on shortsword and il lusion and chants of stealth. The Red Tiger, a style just three centuries old, is using scimitar in a whirling dance of his bledsinger defense from which they have suddenly launched into leaps and attacks. bird. Styles that focus on the use of a hafted weapon, such as an axe or Hamma R, have been grouped together as bird styles, yet they vary wildly. All relatively new styles, they don't use weapons favored by typical y dwarfs. Eagle-style blunderings use small hand axes, and focus on ways of fluid in human Y maneuvers to throw weapons and draw a new one. The Raven style uses a pickup, and the spells associated with it give bladesinger more agility in combat. snake. Doctors of these styles use a flail, chain or whip. The snake style uses a whip, despite its asality as a weapon, and has a history almost as long as the lion style. Its masters punctuate their bledsong with a surprisingly fast rhythm of WH IP cracks, which can keep man y enemies at bay and allow bladesinger space to poke brutal spells of poison and disease favored by style. Training in war and song When you adopt this tradition at level 2, you gain proficiency with light armor, and you yo gain proficiency with a kind of a arm scramble weapon of your choice. You also get proficiency in performance skills if you don't already have it. Starting from the second level, you can invoke a secret Elven magic called Bledsong, provided you're not wearing a rror medium or heavy or using a shield. It pleases you with supernatural speed, agility, and meditation. You can use the bonus action to start Bledsong, which lasts for 1 minute. If you're disabled, if you're not medium or heavy armor or shield, or if you use two hectares of NDS to ma for an attack with a weapon it ends quickly. You can dismiss Bledsong at any time (no action required Chapter 4l classes While your Bladesong is active, you receive the following benefits: You receive a bonus to your AC equal to your intelligence modifier of +1). Your walking speed increases by 10 feet. You have the advantage over checking dexterity (acrobatics). • You gain a bonus for saving any constitution let you maintain your concentration on a spell. The bonus equals your intelligence modifier (minimum +1). You can use this feature twice. You'll take it one when you've spent a little or long relaxing about it. Additional attack starting at level 6, whenever you act on your turn, you can attack twice instead of once. Starting at the 10th level of defense, you can direct your magic to absorb damage while activating your bledsong. When you take the damage, you can use your feedback to expend a magic slot and reduce the damage you can by an amount that can equal the level of the magic slot by five times. The song of victory starts from the 14th level, when you activate Bledsong, you add your intelligence modifier (minimum +1) to the loss of your melee weapon attacks. Cantrips for wizards, warlocks and wizards of art have developed the following cantrips for those who favor casting spells in the melee. War wizards of warlocks of cormaer, bladesingers and packs of blades are especially fond of these mantras. These cantrips wizards, warlocks and magicians are on magic lists. Fast-growing Blade Evocation Cantrip Casting Time: 1 Action Range: 5 Feet Component: V, M (One Weapon) Duration: 1 round As part of the action used to cast this magic, you should attack the melee with a weapon against a creature within the range of magic, otherwise the pell fails. On a hit, the target suffers the general impact of the attack, and it gets sheath in rising energy until the beginning of its next turn. If the goal moves voluntarily first, then it immediately takes 1d8 Thunder damage, and the magic ends. The loss of this pel increases when it reaches a higher level. At the 5th level, the scramble attack goal deals an extra 1d8 Thunder damage, and the damage goal takes to go up for 2d8. Both losses rol increased from 1d8 at the 11th level and 17th level. Green-Flame Blade Evocation Cantrip Casting Time: 1 Action Range: 5 Feet Component: V, M (One Weapon) Duration: Improvised as part of the action used to cast this magic, Yo Yu must attack the melee with a weapon against a creature within the range of magic, otherwise the magic fails. On a hit, the target suffers the usual effects of attack, and the yo from the green fire target is much faster for a different creature of your choice that you can see within 5 feet of it. The second creature takes the loss of fire equal to your spelling ability modifier. The loss of this pale increases when yo yu reaches a high level. At the 5th level, the melee attack target deals an additional 1d8 fire damage, and fire damage to the second creature 1d8+ your spelling capacity modifier Increases to. Both damage rolls rise from 1d8 to 11th level 17th level. Lightning Allure Illumination Cantrip Casting Time: 1 AC Tipper Range: 15 Feet Components: V Duration: Instantaneous You make a whip of electric energy that attacks a creature of your choice that you can see within range. The goal should succeed on a power-saving throw or pulled up to 10 feet in a straight line toward you and then take the 1d8 power loss if it's within 5 feet of you. When you reach the 5th level (2d8), 11th level (3d8), and 17th level (4d8), the loss of this magic increases to 1d8. Sword Burst Magic Constance Casting Time: 1 Action Range: 5 Feet Components: V Duration: Instantaneous You create a transient circle of spectral blades that sweep around you. Each creature within range, in addition to you, must succeed on an dexterity savings throw or take 1d6 force damage. This magic da mage increases by 1d6 when you reach the 5th level (2d6), 11th level (3d6), 17th level (4d6). Chapter 5: Background describes GRO u ND S of H.E.B. AC E D JN TH Player's handbook is found in different societies of Fae rfi n a re, in some for M or a nother. T your man te r a blunder re lms campa ign i n r provides additional background for characters, m any of them s pci fi c faer fi n or sword i n pa rticular to the coast and north. Like the player's handbook, each background presented here offers proficiency, la nguages, and tools, as well as a background feature and sometimes a version look. Personality tra for his, ideals, bond, a nd flaws, most of the background in this chapter use a thematically similar background in the player's handbook as thematically theti r fo ndation. City Watch has served you commu nity where you grew up, standing me as your fi rst line of defense against cri. You don't have a soldier, directing your gaze at Possible Enemies Outwa Rd. Instead, his service to his hometown was to help police his population, citizens fro m breaking the law to protect one nd malefactors of every stry. You can be part of Waterdeep's City Watch, which protects the baton-wielding police force of Splendor City, common folk fro m thieves and rowdy nobility. Or you could be one of the brave defenders of S. Iverymoon, a member of S. Iilverwatch or even one of the magic-wielding S. Pellguard. Maybe you hail fro m Neverwinter and have served as one of your Watershield watchmen, the new foed branch of qua RDS which lent to keep safe-hand led kilt town of S. Even if Yo Yu isn't born in town or breed the city, this background yo can describe his early yes bucks as a member of law enforcement. In most settlements of any size rces for their own constables and police, one nd is also the princes of small communities and bailiffs who sta nd ready to protect their community. Skill Proficiency: Iletics, insight in languages: Two of your choice tools: one in the style of your unit Yo of your rank, a horn with which to help s um mon, a set of manacles, and a pouch containing every settlement of decent size, nea rly every settlement of decent size has at least one or two watch members who have the skills to investigate crime scenes and track criminals. If your prior experience is as an investigator, you have proficiency in investigation rather than athletics. Suggested features use tables for soldier backgrounds in the player's handbook an nd intent as the basis of your symptoms, modifying entries when the city is suitable to suit your identity as a member of the clock. Your bond is associated with your fellow watch members or watch organization itself and almost belongs to your community. Its ideal is probably peace involves promoting a nd security. An investigator is likely to have a role model associated with obtaining justice by successfully resolving crimes. CLAN CRAFTER STOUT FOLK one well known for their workmanship nd the value of their ha ndiworks, and you've been trained in that ancient tradition. Tol under a dwa RF master of Yo Yu crafts for years, lasting longer. And the fine skills for dismissive, sour-tempered treatment to acquire the skills you possess today. You're most likely a dwarf, but not necessarily in the north, the hillside dwarf factions learned long ago that only the proud fool s who r his egos from his craft is more concerned to turn away from isi ng trainees, even those of other races. If Yo Yu aren't a dwarf, however, you never take Ta Kane on an intern at the craft for a serious oath: It's not for nondwa rves to pass on the skills of Moradin's favored children. However, you will have no difficulty, finding a dwarf master who was willing to receive potential trainees who came to the eyeh to your recommendation. Skill Proficiency: History, Insight Tool Proficiency: A kind of languages of artisan tools: dwarvesh or yo another of your choice if yo yu a ready s peak gatsch tool: a set of artisan tools with which you are skilled, an Ma Kerr's mark chisel used to mark your handiwork with the clan symbol of craft used to mark your handiwork with your skills. A gem worth the nd 10 GP facility containing a pouch 5 GP, a set of passenger clothes, and a pouch 5 GP: your experience in enforcing watchman's eye law, and dealing with law breakers, gives you a feel for local laws and crimina ls. You can easily watch or fi the local outpost of a Shimla R outfit, and just as easily pick out dens of crim ina el activity in a community, though you're more likely to be welcome in RMER locations for later instead. Feature: Honoring the fat folk as well as clan crafte bucks as honors are among outsiders, no one dwarfs them as much respect. You have free rooms and boards in an lways a Hindi translation place where shield dwa rves or gold dwarves And S. uch may be an agreement to determine who you can offer (and possibly your compatriot) the finest accommodation and assistance in an agreement to vie among themselves. Version: Watch or patrol members from investigator Ra Reer a community investigators who are responsible for solving crimes after the fact. T ough s uch folk found in a re-suggested characteristics rarely suggest your traits use tables for guild artisan backgrounds in the player's handbook as the basis for an nd intent, modifying the entries when chapter 5 -----suit to suit up to suitable IIIII! I have made myself available to help those who have my expertise in the background of knowledge. You may be one of the few people who assist the Herald's Holdfast to help list and maintain records of information coming daily from Ferfin. Skill Proficiency: History, plus arcana, nature, and your choice of one of your religion languages: two of your choice tools: the learned garments of your cloister, a writing kit (a pen, ink, small pouch with folded parchment, and a small pennife), a borrowed book on the subject of your current study, and a pouch containing 10 GP facilities. : Library access Although others should often endure extensive extensive interviews and significant fees to gain access to even the most common collections in your library, you have free and easy access to most libraries, although it can also have repositories of lore that are very valuable to allow any immediate access. are magical or secret. You have a working knowledge of your cloister personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to receive preferential treatment in other libraries in places, as professional etiquette shown to a fellow scholar. The suggested features are your identity as a clan craftsman. (For example, consider guild and clan words to be interchangeable.) Your bond is almost certainly related to the master or clan who has taught you, or to the work you produce. Your ideal may have to do with maintaining the high quality of your work or preserving dwarf traditions of craftsmanship. As a child cloistered scholar, you were curious when your partner was possessive or raucous. In your early years, you found your way to one of FaerCm's great learning institutions, where you were an intern and taught that knowledge is a more valuable treasure than gold or gems. Now you are ready to leave your home- not to leave it, but to discover new lore to add to the repository of knowledge. The most well known about Faerfin fons of knowledge is Candlekeep. The great library always needs workers and attendants, some of whom assume the role of greater responsibility for enlargement through the ranks and You could be one of Candlekeep's own, dedicated to the curatorship of what is likely the most complete body of lore and history in all the world. Perhaps instead you were taken in by sages or scholars of the map house vault in Silverymoon, and now you've hit out to increase your Chapter 5 to use tables for sage background in the player's handbook as the basis for your traits and motivations, modifying entries when appropriate to suit your identity as a cloistered scholar. Your bond is almost certainly associated with the place where you grew up or with the knowledge you hope to get through adventurous. Your ideal is no doubt how you view the pursuit of knowledge and truth—perhaps as a worthy goal in itself, or perhaps as a means of a desirable end. Courtier in his earlier days, you were a person of certain importance in a great court or a bureaucratic organization. You may or may not come from an upper class family; Your talent, rather than your birth circumstances, could have secured you this place. You could be one of the many workers, attendants and other hangers-ons in silverymoon's court, or perhaps you traveled to the Baroque of Waterdeep and sometimes had cutthroat groups of guilds, nobles, adventurers and secret societies. You may be one of the law keepers or activists behind the scenes at the gate of Baldur or Neverwinter, or you may grow up in and around the castle of Daggerford. Even if you're no longer a full-foot-edged member of the group that gave you your start in life, your relationships with your former peers can be an advantage for you and your courageous peers. You can start missions with your new peers who can advance the interest of the organization that gave you your start in life. In any event, the capabilities that honed you when i ----- the BACKG round ----- Serving as a courtier you would stand in good place as a adventurer. Skill Proficiency: Ins ight, Persuasive Languages: Two of your choice tools: Fin E A set of fabrics and 5 GP facility containing a pouch: Court functionary How your knowledge of bureaucratic function lets you gain access to records A NY great court or a nd internal workings of the government you encounter. You know who the movers and shakers are, who go for the favor you explore, and what the current intrigues of interest in the group are. Suggested features Use tables for guild artisan backgrounds in player's handbook an nd intent as the basis for your symptoms, modify entries when your identity as a courtier is suitable for UII. The great court or bureaucratic organization where you got your start is directly or indirectly associated with your bond (which may belong to certain individuals in the group, such as your sponsor or mentor), your may be concerned with the prevailing philosophy of your court or organization. Faction agents are not bound by many organizations operating in north a nd across the face of Faerun condemning geography. These factions pursue their agenda without regard for political boundaries, an nd work their members deem necessary anywhere organization. These groups employ listeners, rumor mongers, smugglers, beoword, cash holders (people who use it by faction operatives to protect cash of funds or magic), haven keepers, and message drop-minders, to name a few. At the core of every faction are those who only serve as an S.Ma that organization to fulfill the function, but who have their ha nds, heads, and hearts. As aluceration for his courageous career (and in preparation for it), you served as an agent of a special faction in Faerun. You can be driven openly or secretly, depending on the faction and its goals, as well as how those goals mesh with their own. To become a adventurer you don't necessarily relinquish membership in your faction (though you can choose to do so), and it may increase your position in the faction. Skill proficiency: Insight and kill an intelligence, knowledge, or charisma of your choice, as suited to your choice languages: two tools of your choice: the badge or symbol of your clique, a copy of a fundamental clique text (or a code book for a secret faction), a set of common clothes, and the lack of large pouch containing 15 GP factions of the sword coast Centralised governments in the north and along the Sword Coast are likely directly responsible for the spread of secret societies and conspiracies in those countries. If your background is as an agent for one of the main factions of the North and Sword Coast, here are some possibilities. Harpers. Founded more than a millennium ago, dissolved and reorganized at times, Harper remains a powerful, behind-the-scenes agency, which serves to thwart evil and promote fairness through knowledge rather than brute force. Harper's agents are often proficient in investigations, making them adept at spying and spying. They often seek help from other Harpers, sympathetic Bards and Impersers, Rangers and clergy of the gods, aligned with Harpers' ideals. The order of the gauntlet. One of the latest power groups in Faerun, The Order of the Gauntlet has an agenda similar to Harper's. Its methods are vastly different, though: the bearers of the gauntlet holy warriors again on a righteous quest to crush evil and promote justice, and they never hide in the shadows. In order agents tend to be proficient in religion, and often seek assistance from law enforcement the order is favorable to the clergy of the guardians of ls, an nd order. Panna Enclave. Natura L in order to maintain balance and combat forces The threat that balance is the double goal of the emerald enclave. Those who serve the faction own survival and live away from the country. They are often proficient in nature, and can receive help from woodsmen, hunters, rangers, barbia en tribes, druid circles and priests who respect the gods of nature. A coalition of lords. On one level, agents of the Lords Alliance are representatives of cities that are other governments that constitute the coalition. But, as a bloc with interests and concerns that transcends local politics and geography, coalition individuals who work on behalf of organizations, have their own cadre of broad agendas. Alliance agents are required to be knowledgeable in history, and can always rely on the assistance of governments that are part of the alliance, plus other leaders and groups who uphold the coalition's ideals. Zhentarim. In recent years, Zhentarim has appeared more in the world at large, as the group works to improve its reputation among ordinary people. The faction draws employees and colleagues from many walks of life, setting them up for tasks that serve the goals of the Black Network, but not an urgent criminal in nature. Agents of black networks should often work in secret, and a re-skilled in deception. They want assistance from magicians, mercenaries, businessmen and priests affiliated with Zhentarim. Feature: Safe Haven as a clique agent, you have access to a secret network of supporters and operatives who provide support on your adventures. You know a set of secret signals and passwords that you can use to identify operatives who can give you access to hidden safe houses, free rooms and boards, or help you find information. These agents never risk your life for you or risk revealing your true identity. Suggested features Use tables for acolite backgrounds in the player's handbook as the basis of your symptoms and intent, modify entries when appropriate to suit your identity as a faction agent. (For example, consider faith and faction words to be interchangeable.) Your bond may be associated with other members of your faction or an important place or object for your faction. The ideal you strive for is probably in keeping with the principles and principles of your clique, but in nature more personality may be L. Far travelers almost all ordinary people and other folk who can encounter along the sword coast or in the north have one thing in common: they live their lives without ever traveling more than a few miles from where they were born. You are not one of those loos. You are from a distant place, one so remote that some of the common folk in the north realize that it exists, and the chances are good that even if some people meet you have heard of your homeland, they only know Name and maybe some outrageous stories. You have come to this part of Faerun for reasons of your own, which you may or may not choose to share. Although you will undoubtedly find some ways of this land strange and discomfiting, you can also be sure that some of the things its people have given to your people will be new miracles for you that you have never kept eyes on before. By the same token, you are a person of interest, for good or ill, for people around you almost anywhere you go. Skill Proficiency: Insight, Perception Tools Proficient: Any one musical instrument or gaming set of your choice, likely something native to your homeland languages: anything for your choice equipment: a set of traveler's clothes, a ny a musical instrument or gaming set you are skilled with, poorly coded maps from your homeland that depict where you are in Faerun. Why are you here, the mall of jewelry worth 10 GP in the style of craftsmanship of your homeland, and a pouch in which 5 GP contains? One of the distant traveler reasons might be to set out on a trip, a nd departure from his or her homeland could have been voluntary or involuntary. To determine why you are so far away from home, roll over the table below or choose from the options provided. The following section, discussing potential homeland NDS, includes some S uggested reasons that are suitable for each location. Why d6 2 3 are you here? Due d6 Angel 4 Pilgrim Exile 5 6 Sightseeing Fugitive Where Are You Due Wanderer? The most important decision in creating a distant traveler background is determining your homeland. The places discussed here are all sufficient north and sword away from the coast to justify the use of this background. Evermeet. The fabled Land Away in Elven West are home to dwarves who have never been to Faerun. They often find it a harsher place than they expected when they travel. If you are an elf, Evermeet is a logical (though not compulsory) option for your homeland. Most of those who emigrate from Evermeet are either forced to commit some violations of the exiles, Elven's law, or messengers who come to Faerun for an objective that benefits elven culture or society. Halua. Located on the southern edges of the glowing south, and hemmed in by mountains around, the magocracy of Halruaa is a quaint land to most in Faerun who is aware of it. Many folk have heard of strange skyskys Halruaans sail, and some know about tales that even the least magic of their people can hear. Halruaans usually make their trip in Faerun for personality L reasons, because their government has a strict CH-A PTER 5 l background stance against unauthorized partnerships with other countries and organizations. You may have been deported for breaking one of Halruaa's many byzantine laws, or you might be a pilgrim who wants shrines of gods of magic. The continent of Kara-Tur, east of Faen1n, is home to those whose customs are unfamiliar with the folk of the sword coast. If you come from Kara-Tur, the people of Faerfin likely refer to you as Shou, even if it's not your true ethnicity, because that's the blanket word they use for everyone who shares their origins. Kara-Tur's folk sometimes travel to Fefin as diplomats or to build trade relationships with affluent merchant cartels. You would have come here as part of some such delegation, then decided to stay on the mission is over. Mulhorand. From the locality to the deities who rule these lands, almost everything about Mulhorad is a lien for anyone from the sword coast. You likely experienced the same kind of culture shock when you left your desert home and traveled to the unfamiliar climes of Northern Faerfin. Recent events in his homeland have led to an end to slavery, and there has been a corresponding increase in traffic between the distant parts of Mulhorand and Faerfin. Those who leave behind the sweltering deserts and ancient pyramids of Mulhorand for a glimpse into a different life do so

many reasons. You might be in the north just to see the weirdest this wet land has to offer, or because you've made too many enemies among the people of the desert communities. Sossal. Some have heard of their homeland, but many have questions about it on seeing Yo Yu. Humans from the sossel are crafted from ice, with alabaster skin and white hair, and generally seem to be dressed in white, with sossal exists far to the northeast, hard against endless snow to the north and surrounded on its other sides from hundreds of miles of great glacier and great ice ocean. No one from your country attempts to overcome such enormous obstacles for no concrete reason. You should really fear something terrible or seek something incredibly important. Jakha. As stated goes among those in FaerIn who is aware of the place, to get to Zakkhara, go south. Then go to something else in the south. Of course, you followed an equally long route when you came north from your birth place. While it's not uncommon for Zakharans to visit the southern extremes of FaerIn for business purposes, some of them stray as far from home as you have. You can travel to find miracles found outside mountains such as the desert and sword of your country, or perhaps you are on a pilgrimage to understand the gods who worship others, so that you can better appreciate your own gods. Underdark. Although your home is physically closer to the sword coast than other places discussed here, it is far more unnatural. You are from a settlement in Underdark, each of which has its own strange customs and laws. If you are a native of one of the great underground cities or settlements, you are probably a member of the race Living in the place-but when you were a child, you could also grow up and bring down after being caught. If you are a true Underdark native, you can come to the surface as an angel of your people, or perhaps to avoid allegations of criminal behavior (whether necessary or not). If you're not a native, your reason for leaving home probably has something to do with getting away from a bad situation. Feature. All eyes on your accent, behavior, speech figures, and maybe even your presence all marked you alien. Curious glances are directed your way wherever you go, which may be a nuisance, but you also gain the friendly interest of scholars and others tricky from distant lands, to say nothing of everyday folk who you are eager to hear the stories of their homeland. You can parlie this attention in use for people and places you might not otherwise, you and your travel companions. Noble lords, scholars, and merchant princes, to name a few, may be interested in hearing about their distant homeland and people. Suggested Features Personality Characteristic 6 Personality Characteristic I have personalities from people around me concerning personality space, blithe I expect the space of others in innocence, or react to my own ignorant invas ion ng. 2 I have my own thoughts about what food is and what is not, and I find the eating habits of people around me attractive, misleading, or rebellious. 3 I have a strong code of respect or sense of propriety that others do not understand. 4 I express affection or disdain for others in unfamiliar ways. 5 I respect my deities through practices that are alien to this country. 6 I end my day with gin ho or small traditional ritua ls that are unfamiliar to those around me. Ideals 6 Ideal open. I have a lot to learn from the kind folk I meet in my way. (Good) 2 reserved. As someone new to these strange countries, I am cautious and respectful in my practice. (Lofu L) 3 Adventure. I'm away from home, and Eve is the perfect Hn G4 sick. Though I may not know their ways, funny and wonder ruff! (Chaotic) Neither hey my address, which could be to my advantage. (Evil) 5 curious. Everything is new, but I have a thirst to suspect 6. I must be careful, for I have no way of learning. (Neutral) Here's telling Father lend from the enemy. (Any) C.H.A. Pter 51 Bacg RO UnSSl Flaws Bond d6 2 3 4 5 6 Bond As long as I have this taken Father Om My Homela ND, I can face any adversity in this strange land. The gods of my people give me so far from home. I take my poth to hold no major reason from my service. My freedom is my most precious possession. I will never let anyone take it from me again. I am fascinated by the beauty and wonder of this new land. Although I had no choice, I had no choice but to do my (s) I'm lame to leave Behin D. I'll drink them again to see one day. d6 2 3 4 5 6 am fault i am (O are not so secretly) are convinced of their own cube lecher over this alien land. I don't pretend to understand the vernacular in order to have id conversations I wouldn't rat him. I have a weakness for the new intox nts easures a d other pl of this country. I am not pleased at some of the actions and motivations of the people of this country, because these folk fare differently from me. I consider followers of other gods to be deded innocents at best, or at best on ignorant Fu LS. I have a weakness for the exotic beauty of the people of these countries. Successor you inherit something of great value- not just coin or money, but an object that you and you have been assigned alone. Your inheritance may have come directly to you from a member of your family, right of birth, or it could have been left to you by a friend, mentor, teacher or someone else's vital in your life. The revelation of your legacy has changed your life, and you may be set on the path of adventure, but it can also come with many dangers, including those who covet your gift and want to take from you - by force, if need be. S. Praveen: From Iola L, plus one to one arcana, history, and religion equipment proficiency: a gaming set or your choice of a musical instrument languages: any one of your choice tools: your heritage, a set of traveler's clothes, any item with which you are skilled, and 15 GP facilities containing a pouch: Choose inheritance or work with your basement master to randomly come up with your legacy set details from among the possibilities in the table below: Why is your legacy so important, and what is its fu-elt story? You may prefer to invent these details as part of the game of DM, allowing you to know more about your legacy as your character does. Dungeon Master is free to use your legacy as a story hook, send you on quest to learn more about your history or true nature, or confronting you with enemies who want to claim it for themselves or prevent you from learning what you want. The DM also determines the qualities of your inheritance and how they figure in the history and importance of the item. For example, the object might be a slight magic item, or one that starts with a modest capacity and may increase potency with the passage of time. Or, the actual nature of your legacy may not be clear at first and only appears if certain conditions are met. When you start your adventurous career, you can decide whether to immediately tell your peers about your inchon 5 eye backgrounds heritage. Instead of drawing attention to yourself, you may want to keep your legacy secret until you learn more about what it means to you and what it can do for you. Legacy d8 2-3 4 5 6 7 8 object or item a map, such as a document, a Or a journal a trinket (see Trinkets in Chapter 5 of the player's handbook) an article of clothing jewel y a mysterious book or formulaary suggested marking a written story, song, poem, or secret a tattoo or other body featuring JICS use tables for folk hero backgrounds in the player's handbook as the basis for its traits and inspiration, modifying entries when appropriate to suit your identity as a successor. Your bond may be directly related to your inheritance, or to the person you received from. Your ideal may be influenced by what you know about your heritage, or what you want to do with your gift once you realize what it's capable of. Knight of Order you are of an order of knights who are sworn in to achieve a certain goal. Net urine of this goal depends on the order you serve, but in your eyes it is an important and respectable effort without question. FaerO.n Knights has a wide variety of orders, all of which have a similar approach concerning their actions and responsibilities. Although the term knight mounted, conjures up the views of heavily armored warriors of great blood, most knights in FaerO.n order not to restrict their membership to such individuals. Goals and philosophies of order are more important than fighting gear and the style of its members, and therefore most types of these orders are not limited to fighting, but are open to a kind of folk who are willing to die for the cause of fighting and order. The Knights order of FaerO.n has created several orders of sidebar details that are currently active and help inform your decision about which group you give allegiance to. Skill Proficiency: Persuasion, as well as one between Arcana, history, nature, and religion, as appropriate for your ordering equipment proficiency: gaming set or a kind of musical instrument languages: one of your choice equipment: a set of traveler's clothes, a signet, banner or seal representing your place or rank in order and a pouch containing 10 GP facility: Purpose of the KNIGHTLY relationship. Yo order your is a religious one, you can get help from temples and other religious communities of your god. Knights of Civic Orders can get help from the community-whether a lonely agreement or a great nation they serve, and knights of philosophical orders can find help from those whom they have helped in pursuit of their ideals, and who share those ideals. It comes in the form of help shelter and food, and treatment when appropriate, as well as occasional risky assistance, such as a band of local citizens rallying to order knights of FAERUN who rightfully call themselves knight-in-service to earn that title as part of an order in the service of a deity Mystra Knights of the Eternal Order or Mystic Fire, such as Kelemvor. Other knights order are a government, service to the royal family, or the elite army of Feudal kingdom, such as the ruthless Warlock Knights Offvassae. Other knighthoods are secular and non-governmental organizations of warriors who follow a particular philosophy, or consider themselves a kind of extended family similar to an order of monks. Although there are outfits, such as Knights of Shields, that necessarily use trappings of knighthoods without being warrio bucks most folk of Faerun who hear the word Knight think of a cavalry warrior in armour beholden to a code. Below are some knights outfits. Knights of the Unicorn. The Knights of the Unicorn started as a craze for the romantic-minded sons and daughters of patrician families in the gate of Baldur. On a land, they took unicorn goddess Lurue as their mascot and went on various adventures for fun. The dangers they eventually plunged into, as faced with the reality of Lurue's theories. Over time the small group grew and spread, gaining a following in places as far as Cormyr. The knights of the unicorn are heroic adventurers who follow romantic ideals: life must be lived and live with laughter, quest must be taken on courage, impossible dreams must be pursued to the sheer wonder of their completion, and everyone should be praised for their strengths and comforted in their weaknesses. Knights of myth Drannor. Long ago, the Knights of myth Drannor were a famous adventurous band, and Dove Falcon Hand, one of the famous Seven Sisters, was one of them. The band took its name to honor the great but fallen city, just as the new Knights of Myth Drannor do today. With the city once again in ruins, Dove Falconhand decided to reform the group with the primary goal of rebuilding the world's civilized race and alliances and friendships between good people to combat evil. The Knights of Myth Drannor once again ride the streets of the Dalelands, and they've started to spread across the land. Their members, each dove accepted by themselves, are above all brave and honest. Knights of the Silver Cup. The Knights of silver cup was formed a century ago by the decree of Demigod Siamorl in Waterdeep. The myth of Siamorl is the authority and responsibility of the nobility to rule, and the deity is incarnated as a different great mortal in each generation. At that time, by the decree of Siamorl, the knights of the silver cup took it upon themselves to put a proper heir to his throne and be re-established in the god of that kind. Since then they've been the most popular knighthood in Teth yr, a nation that has hosted several knighthood s in fealty for the crown. You receive shelter and succor from members of your Knights Order and those who are sympathetic to their Chapter 51 background skills are undeniably in the fight, so now you fight in a different way. Skill Proficiency: Athletics, Persuasion Equipment Proficiency: A type of gaming set, (Land) Equipment: A uniform of your company (passenger's clothing in quality), yo a symbol of your rank, a gaming set of your choice, a pouch containing a re-ma index of your previous wage (10 GP) feature: a life of hire you know the life of the mercenary only as someone who has experienced it. You're able to identify hire companies by your symbols, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who have hired them recently. You can find taverns and festivities where mercenaries follow in any area, as long as you speak the language. You can find mercenary work between enough adventures for Mental Air in a comfortable lifestyle (see practicing a profession under downtime activities in Chapter 8 of the player's handbook). Suggested features Use the table for soldier background in the player's handbook as the basis of your symptoms and intent, modify the entries when appropriate to uit your identity as a mercenary. Mercenaries of North Aid support a sorely pressed knight in a battle, or who orders to help a knight smuggle out of town when he or she is being unjustly hunted. Suggested features Use tables for soldier backgrounds in the player's handbook as the basis of your symptoms and intent, modify entries when appropriate to suit your identity as the knight of your order. Your bond almost always includes orders that contain yo yu (or at least its key members), and it's highly unusual for Knight's ideal not to revisit the agenda, spirit or philosophy of one's order. The mercenary veteran as a sell-sword who battled for coins, you are well acquainted with risking life and limb for a chance on a chunk of treasure. Now, you look forward to fighting enemies and cutting even more rewards as an adventurer. Your experience introduces you to the Indian India and extroverts of mercenary life, and you're likely to have ero ng stories of events on the battlefield. You may have served with a large outfit such as the soldiers of Zhenitarim or Mintarn, or a small band of sell-swords, perhaps more than one. (See The Hacks sidebar of the north for a collection of possibilities.) Now you're looking for something else, maybe take the risk yo yu, or greater reward for the freedom to choose your activities. For whatever reason, you're going behind a soldier's life for hire, but yo your Chapter 51 background countless mercenary companies up and work down the sword coast and throu ghout th e north. Most of the Smallska le opera tishan s that employs a dozen to hundred folk who provide Suk Ritti services, hunt monsters a de brigand, or go to ToVa in exchange for gold. Hundreds in some organizations such as Zhenitarim, Flame M Fist and Mintern Nation T. Hausand is a member and Provide private armies for those with enough money. Some organizations active in the north are described below. Chilly air. The cold and mysterious Lurkwood serves as the home of several groups of ghosts that a tribe has banded together in CA to be cold-ed. Unlike most of its kind, Chill refrains from raiding people of the north and maintains relatively good relationships so they can hire them as wa rriors out of themselves. In the north some ci tyast es t h e are ready to apid an army with cold, but several I paying itely quily for Uthgardt, ores, I are the happy to battle the tro ls of the Evermoors, and reats the other th to civilization. Silent rain. Consisting entirely of dwarves, Silent Rain is a great hire company working out of Eve Reska. Taking care of Little E for gold or fame, Silent Rain only agrees to jobs that either protect Elven's causes or destroy ores, gnols and the like. Pro Specty they will have employers written the word (in L Vj) near Eve Ri Ska, and Silent Rain sends a representative if Ted does inter. Bloodx. Founded in Sundbar nearly T two centuries ago, in the teachings of St. Mordin Soulforgor for Aga to a group of Bloodaxes we originally dave oves outcast for crimes from its clans. They began hiring out as mercenaries who will pay them in whoever north. Since then the hire company has broadened its membership to other races, but every member has a deportation, criminal, or some kind of misfit looking for a new family between a new beginning and bold bloodsuckers. Your bond may be associated with the company you had previously travelled with, or with some of the peers you served. The ideal you largely embrace depends on your worldview and your motivation to fight. Urban Bounty Hunter Before you became an adventurer, your life was already full of struggle and excitement, as you tracked people for payment. Unlike some people who collect prizes, though, you are not a barbarian who follows the mine in or through the woods. You are involved in an attractive business, the place where you live, that regularly tests your skills and survival instincts. What's more, you're not alone, will be in the wild as a bounty hunter; you regularly interact with both criminal subculture and other bounty hunters, maintaining contact in both areas to help you succeed. You might be catching a cunning thief, walking the rooftops to catch one of the city's myriad thieves. Maybe you're someone who has his ears to the street, aware of the actions of GUI lds of thieves and street gangs. You can be a velvet mask bounty hunter, one who blends with high society and great circles to catch criminals that prey on the rich, whether pickpockets or con artists. The community where you plyed your business could be one of FaenIn's greats such as the gate of Waterdeep or Baldur, or a less populated location, perhaps Luskan or Yarter- any place that is large enough for a stable supply of potential mines. As a courageous party member, you may find it more difficult to pursue a personal agenda that doesn't fit with the group's objectives- but on the other hand, you can take a much more formidable goal with the help of your peers. Skill Proficiency: Choose two

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