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## Ceremony 5e dndbeyond

Right now for spells we have the ritual black icon (R) and the Concentration (C) black icon. I would like to sell an M icon for that require a material component with a corresponding cost (i.e. can't pronounce the spell without the component: for example, increase killing, a diamond worth 500 GP that consumes the spell).

View Source Share Land Peaksmasher (Moonshae Isles only)[7] Low-light vision[2]Darkvision[3] Feywild[2]Remote regions of Faerûn[8]Ice Spires[8] Common[1][1][1][1][2][3][9]Reus[1][3][9]Elven[1][2]Firbolg[9][10] Often blonde or red[3][4] Monster Manual II 1st ed. Firbolgs (pronounced: /fɪˈɔrbɔlɡ/ FEER-bolɡ[12] listen) were a reclusive breed of giant-relatives who prefer to avoid contact with other conscious breeds. [6] [3] [13] They were both the most intelligent[14][13] and the most powerful of the giant-relatives. [6] [4] [9] Firbolgs description resembled humans.[6][4][9][3] and males would sport large, thick beards. [4] [9] [3] Their thick, tough skin[4][9] was fleshy pink.[3][4][9][note 1] and their hair, although it came in many colors, was usually either red or blond[3][4] and long worn. [3] [4] [9] The voice of a firbolg was deep and smooth, and they tended to roll their consonants when speaking. [4] [9] Firbolgs were typically more than 10 feet (3 meters) long,[4][3] averaging a height of about 10.5 feet (3.2 meters). [6] [4] [9] While firbolgs from other worlds weighed more than 800 pounds (360 kilograms),[4][9][3] those of The Faerûn were lighter, with males being about 650 pounds (290 kilograms) and females about 500 pounds (230 kilograms). [11] [note 2] [note 3] The firbolgs of the Moonshae Islands were said to be considerably ugly. [15] Abilities The average firbolg was stronger than a blueberry. [4] Beyond sheer physical strength, they had innate magical abilities. [6] [4] [3] Firbolgs was said to be resistant to magic. [6] [9] They could feel the presence of magical auras innate. [6] [4] [9] [3] [1] They also had the power to change their physical appearance.[6][4][9][3][1] including making themselves bigger[16] or smaller. [6] [4] [9] [3] [1] They sometimes used this magical power to blend in or interact with smaller breeds. [6] [4] [1] They had excellent vision at night[4][3] and could possibly see in the dark. [3] Some sages claimed that firbolgs had regenerative abilities. [3] [2] Other sages reported that firbolgs could make themselves invisible. [1] They were also said to be able to communicate to a limited effect with both plants and animals from their forest homes. [1] Personality Tavis Burdun, king of Hartsvale. Firbolgs enjoyed quiet time in the forest, in harmony with nature. The forests were sacred to them and symbolized the heart of the earth the adaptability of life. They saw themselves as the caretakers of the woods. [1] While firbolgs from other worlds may have had tendencies towards a variety of adjustments, those of Faerûn were usually legitimately good at adaptation,[5][note 2] 2] they were seen as maug (unholy or dishonorable[17]) creatures by other giants,[5] because of the sin of the goddess Othea. [18] Firbolgs regarded greed as one of the worst vices. They believed that one should only take what one needs and no longer. They saw no value in material wealth such as gemstones and gold.[1] but sometimes would find prankish ways to take valuable stuff from strangers, out of a sense of fun. [4] [9] Firbolgs believed that the charity was a virtue but also believed that it was harmful for the recipient to know the identity of the supplier; as a result, they seemed to be reclusive between the other races, although they were very social with established friends. They were very honest and couldn't lie without feeling physical discomfort, even if the lie was by omission. [8] Firbolgs tended to be over-confident and fearless, except for a pervasive phobia of humanoid mobs. [9] They saw wearing armor as cowardly,[5] and thus usually did not wear armor. [5] [4] [9] Nor did they wear shields. [4] [9] Firbolgs were cautious and smart in their dealings with outsiders. [6] [4] [9] [3] They distrusted most people[6][4][9][3] and demihumans. [4] [3] Among non-giants, they were neutral with druids, elves, and fey. [4] [9] They were on good terms with storm giants,[4][9] whom they looked up and tried to emulate,[9] but they avoided other giant breeds, and actively fought against the other giant-relatives. [4] [9] Combat If provoked, firbolgs were formidable opponents, capable both in physical combat and druidic magic. [1] They preferred massive weapons,[6][4][9] as two-handed swords and halberds. [6] [4] They were strong enough to wield most man-made weapons in one hand. [6] [4] [9] In battle, firbolgs fought tactically and relied on teamwork. [9] [3] They were adept at striking away or catching projectiles.[6][4][9][3] and had excellent throwing weapons, as any giant did. [3] They could easily see a large rock that weighs around 40 or 50 pounds (18-23 kilograms). [3] The Firbolgs Society had a family-centered, clan-based society. [4] [9] They lived in settlements in remote hilly[4][9][8] or wooded areas. [4] [9] [8] [1] Their settlements were strongholds,[3][1] including wooden structures, built from the trees around them,[4] with defensive towers with walkways between them. [8] [3] Rarely, they inhabited cavern complexes dug into the slopes. [3] They used their magic to ensure that their homes remained a secret to outsiders. [1] These clan settlements were small, with between about four and sixteen members, often with a shaman or druid, and lived separately from each other. [4] A few firbolg clans were [4] [9] A typical firbolg house was a huge one-story log building with strong walls. A large fireplace with multiple openings heated a central common area. [4] As managers of the wood,[1] they lived carefully and resourcefully from the land, land, to ensure balance. [4] [9] [1] In the summer, they stored surplus nuts, fruits and berries so that they could feed the forest animals in winter. [1] Although they did farm, it was only to supplement their diets; [4] they preferred a more hunter-gatherer lifestyle,[4][9] rather than the brigand/raider lifestyle of many other giants. [3] Their hunting areas were usually spread in a 20-mile (32-kilometer) radius of their clan homes. They ate small portions of meat with most meals, and reserved large roast meats for special feasts. [4] Most firbolg tribes preferred isolation from other races, avoiding their politics and struggles. [4] [1] If intruders entered their territory, they would usually try an indirect approach to causing the invaders to leave-driving play off to discourage hunters or streams or divert forest tracks to confuse parties. If these methods failed, the firbolgs would finally confront the outsiders. If the outsiders seemed peaceful, the firbolgs would ask them to leave peacefully; if the outsiders seemed evil or seemed to care about the forest land, the firbolgs could mount a devastating attack. [1] On occasion, they would trade with peaceful people living nearby in exchange for providing services using their great strength. [4] [9] Firbolg adventurers were rare and mostly individuals were separated from their tribal-being, exiles, lone survivors, or something like that. [1] A couple on an adventure to gain knowledge. [9] Firbolgs seemed to have a natural tendency toward druidic magic, and many of their leaders were so druids. [3] [1] Others became rangers or fighters. Other adventurous callings were rare: firbolg monks were completely unknown. [1] About five per cent of firbolgs met were shamans. [6] [4] Firbolg communities were known to rally around individuals who contracted lycanthropy, rather than shunning them, using all means at their disposal to help those affected find a cure. [19] Government Firbolg Code (in the original language)Practice, Strev, Rank, glang byrd. Stomm called glang du. Blod ettin er blod kong. Gi tusen fall zero. sulund. The firbolgs had rejected the order, the usual social order among giants and giants-relatives, and chose to exercise free will by using a system called the code. This was conceived in ancient times, although its exact origin had been lost.[13] and a written copy was to be carried usually by all firbolgs.[20] but the exact implementation varied from one community to the next. It promoted the idea that society was the most important aspect and that it was Replaced. Actions were more important than family members or heritage. If the code was violated, a firbolg within his or her own tribe could be enslaved[13] or completely banished, although the transgressions were unusual. [20] The implications of the code meant that the would treat all intelligent beings as equals, and so they did not exhibit the same superior attitude that other giants and giants of relatives exhibited. [8] For each decision taken, they considered the consequences for the forest and the rest of the natural world. During a famine, they would rather go hungry themselves than tax the country. [1] The Firbolg Code (a translation into Common)Bravery, Effort, and Honor about birth. The honor of the tribe over yours. The blood of the runt is the blood of a king. Give a thousand for nothing. Truth is the honor of the tribe. Firbolgs had a rough form of democracy known as the casting. This involves all firbolgs in a tribe that would then cast their vote on an issue using a rune-engraved stone. The actual casting of the voices ranged from clan to clan. In some cases it was about literally throwing the stones. At one firbolg scheme in the Cold Mountains, they had built an enormous scale, and placed their voices in the appropriate weighing pan. [13] The exile was often used as a form of punishment for an unforgivable act, such as killing a rare or beautiful animal or starting a forest fire. A disowned firbolg was never allowed to go home. [1] Nearby clans would gather once a year at the fall solstice at an enclave to settle any disputes between the clans. [4] [9] Shamans would preside over such events, which were often simply a time of celebration. [4] Religion Ground Peaksmasher, protectcdmigdrom from the firbolgs of the Moonshae Isles. In general, firbolgs admired the goddess Iallanis. [21] However, the firbolgs of the Moonshae Islands were an exception to this. They worshipped the demigod Ground Peaksmasher, who was considered by religious scholars to be the son of Hiatea. [7] While in truth, firbolgs were descendants of Othea and Ulutiu,[22] moonshaes firbolgs believed that Ground carved them from stone and that the dwarves were the result of the leftovers of this process. [7] Before Land was awakened, many of the firbolgs of the islands were ruled by Kazgaroth, an aspect of Malar. [23] On moonshaes, the worship of Soil was originally led by shamans, but after the awakening of Soil, the priests became active. Land's priests were connected to the druids of the earth mother. [7] Language Firbolgs had their own tongue,[9][10] but also spoke Common.[1][2][3][9] Giant,[1][3][9] and Elves. [1] [2] Sometimes, firbolgs that interacted with outsiders took elves names. [1] The volothamp geddarm traveler reported that firbolgs had no names for themselves or their homes.[1] but there were many called firbolgs and tribes in the area of Hartsvale in the North. [20] [24] Physiology Firbolg pregnancies were typically about two Long. [25] This was much longer than other giant-relatives, who had pregnancies roughly equivalent to humans. [26] Firbolgs reached adulthood at about 30 years, and could live as much as 500

years. [1] Some scholars postulated that that long life was because firbolgs had fey blood,[1] but most giant breeds had a long lifespan. [27] Firbolgs consumes about twice as much as a human to survive. [28] Lycanthropy Firbolgs was known to be highly susceptible to all forms of lycanthropy, although somehow immune to being afflicted with the wereraven form of the condition. [19] History The firbolg race was created when Othea, wife of the huge deity Annam All-Father, had a relationship with Uluti. [22] While, as mentioned above, the firbolgs of Moonshae Islands believed themselves created from the rock of the islands, the other races of those islands held to legends that firbolgs crawled out of the sea, called by the Beast. [29] In time, the firbolgs of moonshae Islands in a barbaric culture had degenerated little better than that of hill giants.[7] who engage in violent attacks against the people of the islands. [15] When their patron god, Land Peaksmasher, was awakened in 1365 DR, he sought to elevate them back to their full potential and culture. At this time, many of the firbolgs of the islands began to migrate to Oman's Island to live in isolation from the other breeds. [7] Remarkable Firbolgs Remarkable Firbolg Clans Meadowhome Helligbror Kappebror Kriggabor Appendix Notes † 1.0 1.1 The 5th edition artwork for firbolgs does not match the descriptions given in all previous editions, nor Volo's Guide to Monsters describing the appearance of firbolgs beyond their size. Until another Realms-specific 5th-edition source describes the skin color of firbolgs as blue, we assume that the artist was at fault. † 2.0 2.1 2.2 2.3 2.4 2.5 2.6 2.7 Giantcraft, p. 6, implies that the giants of other worlds differ in customs and details from those of the Forgotten Kingdoms. † Volo Guide to Monsters strangely mentions the height of a firbolg as between 7 and 8 feet and gives them a weight of between 240 and 300 pounds. Perhaps volo only encountered firbolgs who had taken a shorter stature with their innate magic. Performances Adventures The Orrery of the Wanderer Video Games Idle Champions of the Forgotten Realms Novels Darkwalker on Moonshae • Night Masks • The Druid Queen • The Chaos Curse • The Titan of Twilight Card Games AD&D Trading Cards • Spellfire: Master the Magic Gallery External Links Firbolg (Dungeons & Dragons) article at Wikipedia, The Free Encyclopedia. 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