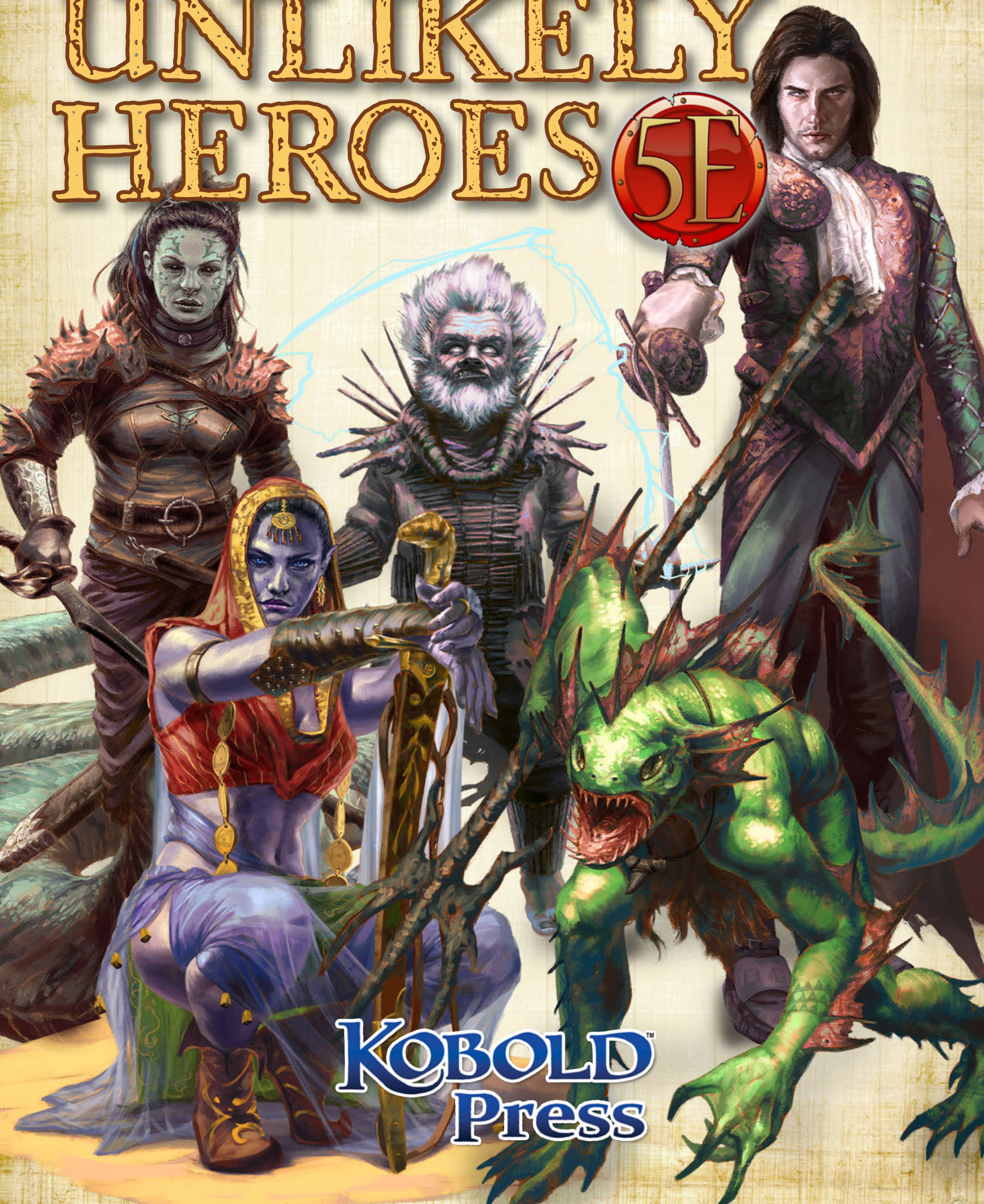


UNLIKELY HEROES

5E



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Press

UNLIKELY HEROES

RACES AND BACKGROUNDS FOR 5TH EDITION

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UNLIKELY HEROES

Our stories are nothing without heroes. They are both the lens through which we see the story unfold, and the mechanism we use to make our personal mark on the tale. In the 5th edition of the world's most popular roleplaying game, the initial pool of heroes seems very familiar. We've seen these faces before. The grace and aloof nature of the elves is no surprise, nor is the solid practicality of dwarves, or the variable tapestry of humanity.

Their foes are likely just as familiar. Goblins infest warrens beneath the cities, vicious sahuagin prowl ocean reefs with packs of sharks, and tortured creatures haunting the darkness threaten our heroes at every turn. But sometimes, these stock players can throw off the cloak of antagonist and step into the spotlight. Sometimes they become our heroes.

The following entries present options for playing PCs of races that are monstrous, usually villainous, or simply unlikely to claim the mantle of hero. In several cases, the races described are predominantly evil or cruel. Most PCs hailing from these races are unique individuals or

outcasts—exceptional characters who, for whatever reason, turned their back on darkness to become glimmers of light.

IMPLAUSIBLE HEROES

If you want a rationale for why your character differs from others of his or her race, here are a few possible starting points.

- You were lost/stolen/abandoned as a child and raised by adoptive parents who taught you a very different worldview.
- A group of adventurers—typically enemies of your kind—saved you from a dangerous situation. You left your home to follow them, trying to understand why.
- For reasons you can't explain, you helped a captured creature escape from your people.

DERRO

Deep beneath the earth, the derro wait in twisted cities built by their mad architects. These insane humanoid live, work, and somehow thrive in the lightless depths. They understand the truth about the uncaring gods that dwell between the stars, and they abandoned sanity long ago to save themselves. The derro hide within their insanity in the hope that the dark gods they fear will turn their attention to other, saner races first.

Despite the great distances between their Underdark cities and the surface, derro outposts can be found in the underworld and slums of many cities, both above and below ground. Occasionally, a derro discovers the wider world and finds a path out of the madness.

PALE AND STUNTED

The derro are stunted, dwarflike humanoids, small of stature with wide shoulders and stubby limbs. They stand between 3 and 4 feet tall, with males only slightly taller than females on average. Their slender builds rarely weigh more than 40 pounds. Their pale skin is nearly translucent, revealing a ghostly web of blue veins. Their large, pure white staring eyes gleam in the dark.

Shorter than surface dwarves, derro are quick and erratic in their movements. Their elaborately braided or styled hair ranges from white to a pale straw color. Males take great pride in their prodigious mustaches, which are often braided and waxed.

HISTORY OF MADNESS

The true history of the derro is an incomprehensible tangle. The entire race is insane, so even when derro keep records, their accounts conflict with each other and with observable reality. The various cults and clans of the derro embrace a wide variety of myths, mostly passed along by oral tradition and mind-bending artwork. Every new teller of a given tale twists or rewrites portions of the story to fit their own warped view of the world.

The derro have existed for ages, perhaps thriving even before the spread of humans across the surface. The more reliable histories of other races agree that the derro have always served the drow as enforcers and slave masters. The drow regard them with a strange type of favor, almost like dim-witted children. The aboleths and duergar have likewise historically used and abused the derro. The derro know no actual friends, but they are overawed by power and dominance. They serve beings whose assumed superiority impresses them.

CULTURE AND RULE

Love as other races know it is unheard of in the bizarre core family unit of the derro. Derro children are born sane, but they are deliberately driven mad by their relatives, usually by age four. Parents feed, clothe, and protect their children

not out of a sense of love or tenderness, but because they know that every derro awakened to the mind-bending truth of their race brings them glory. The horrific rituals that break a young derro's sanity vary by tribe and even year to year. Details are sparse, but known ritual names include Staring into the Void, Enduring the Heartless Fire, and the First Drink of True Knowledge.

Derro are paranoid, unstable, and jittery, and many suffer powerful delusions of grandeur as well. Madness compels them to commit acts of cruelty against their companions or pets, and these acts ignite constant infighting among them. A few, however, muster enough restraint and control to keep the entirety of derro society from crumbling. Savants are powerful sorcerers who hold their madness at bay long enough to cobble together coherent plans, though even they are dangerously unpredictable. The most powerful leaders are the derro antipaladins. These terrifying engines of crazed destruction have looked deep into the void between stars and survived, and even the savants respect them for that.



GODS OF THE DERRO

The derro worship a horde of bizarre and terrible beings. Derro ancestral gods such as Addrikah, the Mother of Madness, are common figures of veneration, as are demon lords. Perhaps the most disturbing of their deities are the Great Old Ones whose mere symbolic presence melts minds and corrupts the world. Derro worshipers venerate Nyarlathotep and Shub-Niggurath the Black Goat of the Woods in particular. There is no pattern or reason that governs which dark being will catch a given derro's fancy, and devotees are violently hostile to worshipers of other entities.

Derro consider themselves the most exalted servants of the blasphemous figures they venerate, the only beings in the entire multiverse who can truly understand their glory. Specific rituals vary from cult to cult, but the unifying thread of derro faith asserts that their racial madness is a gift that makes communion with these deities possible. Further, the derro believe they are the harbingers of the end of time, and that they alone will inherit the shattered husk of creation.

DERRO NAMES

Names are thrust upon derro children haphazardly and with no clear general customs. Derro who worship an ancestor god might give their children a variation on the exalted figure's name or title, or a child might grow almost to maturity before any adult bothers to call them by the same jumble of sounds twice. Clan, tribe, and family names also lack any discernable pattern, though occasionally they form a coherent description.

Male Names: Akrath, Avrik, Brosh'Kal, Byrgryg, Crok'Til, Cyzyk, Daagrath, Durvin, Farq'shul, Folvig, Gaargrth, Grolesh, Haaskrin, Hvorig, Korzh, Lorma, Orvuld, Ostvyrk, Perk'rasz, Pulver'Kash, Quirth, Qyaalak, Saasqar, Vorqar

Female Names: Aazha, Artriss, Bruen, Bylir, Dal'lyn, Drussil, Ealla, Erkytl, Grunhaas, Gvarla, Heldraag, Hylala, Muerna, Mzish, Ophella, Ortys, Rushal, Synder, Thryka, Tonlix, Ulga, Veraka, Vilya, Wulfada, Xanka

Tribe Names: Aardsyn, Blackreach, Balerock, Crystaaq, Daash'Void, Guundhold, Hellsreach, Iirdvank, Laash'Kath, Moldheim, Nyar'Ryk, Ovildhaash, Rylstaaq, Slys'Kath, Xaalyf

DERRO TRAITS

Your derro character has certain characteristics in common with all other derro.

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

Age. Derro reach maturity by the age of 15 and live to be around 75.

Size. Derro stand between 3 and 4 feet tall with slender limbs but wide shoulders. Your size is Small.

Alignment. Their naturally unhinged minds are nearly always chaotic, and many but not all are evil.

Speed. Derro are fast for their size. Your base walking speed is 30 feet.

Superior Darkvision. Accustomed to life underground, you can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Insanity. You have advantage on saving throws against being charmed or frightened.

Eldritch Resilience. You have advantage on Constitution saving throws against spells.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Dwarvish and your choice between Common and Undercommon.

PLAYING A DERRO PC

Derro are unpredictable, fanciful, and prone to delusions, confusions, and manias. So how can they function in groups more used to the stability of humans, dwarves, and elves?

In truth, the derro are less violent and more peculiar in a quieter way than their common portrayal as rabid maniacs. Among themselves, they are as likely to be brooding, depressed, or sullen as crazed and violent. A derro PC could have a tendency to talk to himself, or might address an invisible friend before undertaking any major step, or might simply consider all the other members of the party as "imaginary friends," and thus not subject to harassment.

Treat the derro's madness as an occasional bit of flavor for the character, rather than an excuse to cripple the party with chaotic and self-defeating actions. A derro PC won't be as predictable as a dwarf paladin or a half-elf

bard, but if the other players can cope with a bone-stupid half-orc barbarian picking bar fights and that elf rogue picking the ogre's pockets, they might accept the derro occasionally talking to rocks and interrogating mushrooms. Review the Minor Madnesses section for examples of playable and flavorful maladies.

To avoid derailing the party constantly, the character can have long lucid periods, and might even regret actions taken when "turned to the dark void" or "ridden by the bat spirits" or a similar in-game explanation. The derro in this lucid state could be a tragic character, always wondering when something will set off another bout of irrational raving.

Playing a derro PC involves making a fantasy form of otherworldly madness both playable and plausible. Find a way to make your character memorable without spoiling everyone else's game.

MINOR MADNESSES

All derro are insane, but some exhibit more extreme behaviors than others. A variety of fetishes and compulsions affects this twisted race, and with the permission of the DM, the derro character is strongly encouraged to partake from the cup of madness.

These examples of insanity are meant to be roleplaying features, but the DM or the player may add suitable in-game effects by mutual agreement. A player can also invent other forms of lesser madness with the DM's approval.

Table 1: Minor MadnesSES

01-10	Collector; roll on subtable 1 for specific object
11-20	Pica (eats nonfood objects); roll on subtable 1 for specific object
21-30	Minor delusion; roll on subtable 3
31-40	Irrational prejudice against creature; roll on subtable 2 for specific creature
41-50	Taboo (cannot touch or interact with creature); roll on subtable 2 for specific creature
51-60	Phobia (strong fear of creature); roll on subtable 2 for specific creature
61-70	Physical effect; roll on subtable 4
71-80	Obsessed with creature; roll on subtable 2 for specific creature
81-90	Minor delusion; roll on subtable 3
91-00	Physical effect; roll on subtable 4

Subtable 1: Small Objects

01-10	Rocks or crystals
11-20	Bones, hair, nails, or bugs (dead or alive)
21-30	Deodands (items responsible for the death of a creature)
31-40	Eyes, fingers, teeth, ears, toes, or other body parts
41-50	Dirt, dust, or clay
51-60	Rags, cloths, papers, or printing
61-70	Hats, socks, gloves, or other clothing
71-80	String, wire, or chain
81-90	Clockwork parts, jewelry, or buttons
91-00	Holy symbols, religious goods or books

Subtable 2: Living Creatures

01-10	Tiny insect, slug, or worm
11-20	Chicken, cat, dog, sheep, cow, or other domestic animal (pick a type)
21-30	Elf, dwarf, human, kobold, or other humanoid (pick subtype)
31-40	Rat, giant centipede, gelatinous cube, or other giant vermin or ooze (pick type)
41-50	Clerics or druids
51-60	Wizard or sorcerer
61-70	Sparrow, pigeon, hawk, owl, or other bird
71-80	Rat, wolf, mole, badger, or other mammal
81-90	Construct or clockwork creature
91-00	Outsider (pick type)

Subtable 3: Delusions

01-10	Imaginary friend; god/spirit who is friendly and encouraging
11-20	Imaginary friend; god/spirit who is hateful and discouraging
21-30	Believes she is a high noble
31-40	Believes he has fewer powers than he does
41-50	Believes she has more powers than she actually does
51-60	Convinced she has an important destiny
61-70	Convinced that an inanimate object (roll on subtable 1 above) is alive
71-80	Thinks she is a powerful polymorphed creature
81-90	Voices speak random gibberish and commands to character
91-00	Convinced that random patterns of either inanimate objects (subtable 1) or living things (subtable 2) have an important meaning and must be studied

Subtable 4: Physical Effects

01-10	Leers and rolls eyes at some type of creature (roll on subtable 2)
11-20	Tic or tremor in body part
21-30	Mutters constantly to self in Deep Speech
31-40	Speaks inappropriate but true facts during diplomatic situations
41-50	Randomly speaks a word (chosen by GM) during combat or negotiation
51-60	Laughs at inappropriate moments
61-70	Weeps at inappropriate moments
71-80	Constantly clenches and unclenches hands
81-90	Minor hunchback
91-00	Half of face paralyzed

DHAMPIR

The half-living children of vampires and human mothers, dhampirs are born into a world that rejects them. Stigma and suspicion follow them regardless of whether the truth of a dhampir child's nature is known. This mistrust either forces a dhampir to develop a disarming wit and charm, or to embrace bitterness and keep others at arm's length through guile or outright intimidation.

Few dhampirs find solace with their undead forebears. As living creatures, even tainted ones, the reality of living with an evil, blood-sucking monster seldom appeals even as they struggle with their own urges or hungers. Dhampirs struggle to find acceptance both within society and within themselves.

LITHE AND GRACEFUL

Dhampirs appear much like humans at first glance. Adults stand between 5 and 6 feet tall but are more slender on average than humans; males weigh around 160 pounds. Female dhampirs are only slightly shorter but are a fair bit leaner, weighing around 120 pounds. Their skin and hair color runs the vast spectrum of tones available to humans, though they tend to be slightly pale.

Their flawless features are tinged with some unnamable exotic quality. Despite the fear and uncertainty that follow them, the half-dead possess a seductive appearance. Listeners find themselves unconsciously giving weight to a dhampir's words and are drawn to his or her presence. Dhampirs glide through life with a seemingly effortless grace that belies their struggle.

BLOOD TIES

For most dhampirs, family is all they have. Immediate kin might be the only source of solace for a dhampir raised by a mortal family. Driven away by the unconscious or superstitious derision of their peers, families containing a dhampir can easily become clannish and reclusive. They learn to keep the world at a distance to protect themselves and their loved ones. Dhampirs who grow up in this situation commonly strike out on their own after reaching maturity, both out of a need to find connection to the greater world and to spare their family the burden of their presence.

Conversely, some dhampirs are born into bloodlines that deliberately cultivate their tainted nature. A true vampire patron, usually the one who originally began the line, oversees these bloodlines. Such a bloodline holds its lineage in the highest regard. There is no doubt among its members that theirs is a superior stock and upbringing, and that greatness is their due. The majority of outright evil dhampirs arise from cultivated bloodlines. They quickly become true monsters, seeing the fear of the living world as envy of their station.

CULTURAL MASKS

Particularly close-knit or cosmopolitan communities can easily tolerate a dhampir in their midst, but that has more to do with adherence to tradition or relative anonymity

than true acceptance. Larger cities include dhampirs sprinkled among the population as the half-dead blend in and find their niche, relying on their innate charm. Dhampirs don't relate easily to humans but find a natural kinship with other half-breed races, particularly the fiendish tieflings. They, along with half-orcs and half-elves, know all too well what it's like to live between two worlds, never truly fitting in to either.

Some dhampirs choose to band together for safety, camaraderie, and understanding. These groups are nomadic, traveling from town to town and making their living off the land. Such a band adheres to a loose set of guidelines called the Walking Crow edicts. These rules dictate the dhampirs' responsibility to protect one another from outsiders, for each caravan group to self-govern and



be self-sustaining, and for every Crow to work toward the prosperity of the caravan. These groups rarely find warm welcome with outsiders, but they are tolerated because the Crows develop diverse adventuring skills by necessity. Despite their trepidation, villagers can resolve threats to their homes by hiring a band of Crows to handle the problem for them.

CANDLES IN THE DARK

Dhampirs constantly struggle with their nature. They suffer from a troubled upbringing and intrinsic corruption that gnaws at civilized thoughts and behavior. The truth of their heritage weighs on them. Many experience disturbing urges to consume blood or to control others. They shun the light and find safety and comfort in darkness. Enticed and repulsed by mortals at the same time, this constant struggle is at the core of a dhampir's existence.

Many dhampirs use this struggle as fuel to action. Good dhampirs are horrified by their own corrupted existence and dedicate themselves to living in opposition to it. They become priests who venerate gods of light, or they vow to destroy all undead who perpetuate their misery. Others are broken by their turmoil. They lash out at the world in a rage of bloodlust and hatred. Many evil dhampirs turn to worship of demons and other gods of darkness and pain, seeking to conquer and subjugate their mortal peers.

DHAMPIR NAMES

Most dhampirs bear names appropriate to their mothers' human culture. Some, particularly those belonging to cultivated bloodlines, might have archaic names chosen by, or in honor of, their family's vampire patron. Surnames follow a similar pattern. Dhampirs might use the family name of their mortal relatives, or they might adopt the family name of a powerful vampire as a badge of office. Nomadic dhampirs uniformly take the surname "Crow."

DHAMPIR TRAITS

Your dhampir character has certain characteristics derived from your undead ancestry.

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

Age. Dhampirs reach maturity at the same age as humans, but their lifespans are much longer. They can live up to 750 years before death finally claims them.

Alignment. Most dhampirs are neutral, but some are driven toward evil by the bitterness and suspicion their parentage thrusts upon them. A few turn toward good in defiance of their nature.

Size. Dhampirs are about as tall as humans but are slighter of build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your undead ancestry, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dark Thirst. You can bite as an unarmed strike against an incapacitated creature or one you have grappled. Your bite deals 1 point of piercing damage, and if the creature has blood and isn't a construct or undead, you can feed from it as part of the attack. Your feeding deals necrotic damage equal to your Charisma modifier (minimum of 1), and if your target takes damage you regain one spent hit die. You can regain a number of spent hit dice with this trait equal to your Constitution modifier per long rest (minimum of 1).

Predatory Charm. As an action, you can magically beguile the mind of a creature that you can see within 30 feet. For 1 hour, you have advantage on Charisma checks made against the target. If you or any of your allies attack or damage the target, this effect ends. When the effect ends, the target feels repulsed by you and becomes hostile toward you until the next dawn, during which time it becomes immune to this effect. A hostile creature won't necessarily attack outright, but it won't deal with you in any way and might actively try to hinder you. You can use this trait once, and regain the ability to do so when you finish a short or long rest.

A creature immune to being charmed is immune to your predatory charm.

Undead Resistance. You have advantage on saving throws against disease, and you have resistance against necrotic damage.

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

DUST GOBLIN

In the midst of a blasted wasteland whose every stone is corrupted by the Great Old Ones' touch, few natural creatures thrive. Dust goblins are the most robust exceptions. These creatures were once ordinary goblins, but the cataclysm that turned their home into wasteland forced them to adapt to the taint poisoning the land.

Twisted in both body and mind, the dust goblins spread across the badlands. They survive through cunning, ruthlessness, and a strange affinity for other creatures rejected by the natural world. Dust goblins thrive in the everlasting gloom of their desolate homeland, living among the rotting remains of destroyed cities, in roaming caravan villages, or in networks of tunnels.

TWISTED FLESH

Dust goblins are a corrupt, twisted breed of goblin. Their bodies are emaciated to the point that they appear almost skeletal. Their lips and gums have shriveled away, revealing yellowed, interlocking grins made of teeth ritually filed to points. Their skin ranges in tone from dusky gray to dark green and is marred by cracks, lesions, or tumorous growths. Their eyes gleam blood-red or bright gold when they catch a stray mote of light and glow in the darkness.

Barely reaching over 3 feet tall, dust goblins are shrunken and thin. The largest among them weigh barely 40 pounds, and most look like they're teetering on the brink of starvation. They wear piecemeal armor

and patchwork clothing, and their garments hang loose around the midsection—their bellies distend and bulge disturbingly after dust goblins gorge on flesh.

TRIBAL RELATIONS

Tribes of dust goblins spread across the blasted badlands once the magical cataclysm passed. The vast majority of their kind congregates in the eastern reaches of the wastes, in such great numbers that the area is known as the Goblin Wastes. The various tribes are extremely insular and keep their secrets from outsiders—including the names of their tribes. Explorers from beyond the wastes label the tribes with various names for their convenience. Though the goblins find these pseudonyms insulting, they grudgingly use them with outsiders. They believe that revealing the true name of the tribe would give away its power. Outsiders are sometimes surprised to discover that dust goblins carry themselves with a proud, severe bearing, as opposed to their more common cousins.

Despite their distrustful tendencies, dust goblin tribes aren't completely unapproachable. Their survival skills are exceptional, as the most successful of the few sentient races that thrive in the wastelands. Outsiders who approach a dust goblin tribe with respect—and perhaps useful offerings—can secure their services as guides to lost ruins or for safe passage through the badlands. Some dust goblins even leave the “safety” of their homeland and join adventuring bands. In these cases, some extraordinary circumstance forged a trust between the dust goblin and the outsiders. As long as that trust isn't abused, the dust goblin's loyalty is assured.

ABERRANT ZEALOTS

Not all dust goblins in the wastes are as open minded. Other, stranger tribes are more twisted in mind and even soul. These wretches find kinship with the misshapen aberrations that arise in the wastes. They form disturbing symbiotic relationships with the corrupt creatures and even live alongside them. As living idols of the dark gods the mad goblins worship, even perceived threats to these abominations can whip an entire tribe in to a murder frenzy.

These corrupted dust goblins actively seek to spread the malign influence of their mad masters. Raiding parties strike at more civilized dust goblin tribes as well as settlements and caravans of other races. The raiders take anything useful, but their primary goal is prisoners. These unfortunate captives endure nights of horrific torture in the name of the mad gods, while blasphemous litanies drown out their screams.

ANCIENT GODS, MAD GODS

Dust goblins who retain their sanity practice a form on ancestor worship combined with a strange veneration of nature—such as it exists within the badlands. Sacred circles of stones or groves of wasteland scrub host rituals



that promote bonding within the tribe. Names of great heroes from the tribe's past are recounted in tales told in song and carved in stones in the dust goblins' indecipherable script. Druids and rangers are the most common adventurers from tribes who worship in this fashion.

The mad tribes walk a darker path. These goblins venerate the unknowable deities from between the stars, beings of insanity and darkness that worm their way into the minds of mortals who stray where they shouldn't. The Great Old Ones have their tentacles wrapped around these dust goblins, and they feed on the wretches' madness and depravity. Warlocks often lead these tribes, carrying out heinous rights in the name of their mad patrons in exchange for power.

DUST GOBLINS IN MIDGARD

In the *Midgard Campaign Setting*, the dust goblins reside in the Western Wastes. Many dust goblin tribes there worship the immense forms of the Great Old Ones that shamble across the devastated countryside. Some tribes even reside on mobile villages tethered to the massive creatures. These settlements are slowly dragged in the wake of the dust goblins' dead gods.

DUST GOBLIN NAMES

Dust goblin names vary by tribe. Famous names are passed down from history, with those of powerful warriors or great leaders granted to favored children. Great deeds can generate an accolade that augments or even replaces a dust goblin's original name.

The mad tribes that follow the Great Old Ones have stranger names. They cobble words together from bits of blasphemous tongues. Other names derive from whispers in nightmare to the warlock shamans who lead the tribes.

Tribal names are always kept secret from outsiders to the tribe, but most tribes in the wastes are saddled with pseudonyms from explorers that the dust goblins reluctantly use when necessary.

Male Names: Akath, Breath-Breaker, Draag, Eversharp, Kaath, Lukat, Mishil, Morz, Namer, Oorshil, Pirkit, Reesh, Twilight, Volik

Female Names: Aala, Brel, Borsi, Dawnbright, Ethea, Gursi, Halash, Kera, Light Step, Ostra, Quick Blood, Sacril, Sysla, Umira

Tribal Names (True): Ashborn, Cth'Kaash, Faarthuk, Gust Howl, Living Scream, Muurlak, Stone Seal, Water Blade

Tribal Names (Outsider): Bloody Tusk, Bonewraiths, Dust Diggers, Ghost Goblins, Maimed Ones, River Rats, Sand Bird's Disciples, Scarlet Rovers

DUST GOBLIN TRAITS

Your dust goblin character has a number of characteristics derived from your wasteland heritage.

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

Age. Dust goblins generally reach maturity by the age of 12, but their environment and physical variations make it nearly impossible to draw conclusions about their lifespan. There are reliable reports of dust goblins as old as 40, but they rarely die of old age.

Size. Dust goblins stand just over 3 feet tall and are slender and emaciated. Your size is Small.

Alignment. Dust goblins have a marked tendency toward neutrality and evil, especially among those tribes that are most fanatical in their worship of the Great Old Ones. Those dust goblins on the fringes of the Wastes who enjoy trade with other races, however, see a larger occurrence of neutrality and occasional good tendencies.

Speed. Dust goblins are quick on their feet for their size. Your base walking speed is 30 feet.

Darkvision. Accustomed to life in the gloom, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Alien Mind. You have advantage on saving throws against being charmed or frightened.

Strange and Deadly Surroundings. You have proficiency in the Stealth and Survival skills.

Twisted. When you attack a creature from hiding, the creature must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or be frightened of you until the end of its next turn.

Languages. You can speak, read, and write Common and Goblin. The written form of the dust goblin dialect of Goblin is pictographic and capable of remarkable subtlety, though it is largely impenetrable to outsiders.

JINNBORN

Native people from the deepest deserts, the jinnborn claim they were the first mortals to walk the world. They say that in the beginning, all the world was a vast desert beneath a fiery sun; in those times, the jinnborn wandered where they willed, and ruled over all they saw. They refer to themselves as the *sab siraat*, or "people of the path." Descended from powerful elemental creatures called jinn (singular jinni), the jinnborn manifest gifts through their lineage that help them survive their harsh home environment.

Passionate people, the jinnborn seek wealth when they can, revel in revenge when they must, and cherish close companionship always. Outsiders label them as capricious or even savage, never fully aware of the veil that hides the jinnborn's true nature.

TOUCH OF THE JINN

Jinnborn are somewhat shorter than humans, rarely growing taller than 6 feet. Their shorter stature leaves them stocky of build, and their frames are muscular and hardy—adults can easily weigh in excess of 170 pounds. Jinnborn skin tone comes in a wide range of colors from sky blue to light violet and from golden to brick red.

Secondary features such as nub horns, pointed teeth, or elemental gleams flickering deep within their eyes all mark the otherworldly heritage of the jinnborn. Nearly all jinnborn sport pointed ears, and they are fond of decorating themselves with precious metal and stone jewelry. They prefer brightly colored, loose and flowing clothing, appropriate to the burning desert days and brisk nights.

PATHS TO PLENTY

The core philosophy that drives all jinnborn regardless of their station is *siraati*—a mystical path that jinnborn believe is their spiritual and cultural guide. Intrinsic to being *sab siraat* is the belief that the jinni who created the tribes set them on a path that would lead ultimately to the Hidden World, a place beyond the toil of normal existence. The Hidden World is a land of plenty and fulfilled desire, free of the harsh realities of the desert and unspoiled by the plots and greed of the pathless. *Sab siraat* are divided along elemental lines, like the jinn themselves, and tribes tend to adhere to a single elemental path.

Although every jinnborn tribe holds these paths sacred, no two agree on the specifics. Some common elements persist between *siraati* of different tribes, however, based on the elemental nature of the paths themselves. Air *sab siraat* are proud and aloof. Fire-based *sab siraat* are vicious

and draconian. Water *sab siraat* are carefree but mercurial, and earth *sab siraat* are stoic and driven. Even with these tendencies, tribes exhibit great diversity in customs, laws, stories, and mannerisms. Some tribes boast multiple patron jinn and might therefore represent multiple forms of the *siraati*. Other tribes absorb members through conquest or marriage, and likewise have access to more than one elemental path. Once a jinnborn sets his or her mind upon a *siraati*, however, only the patron jinni's intervention can change it.

LIFE ON THE PATH

Tribes of jinnborn take the concept of mystical paths very seriously, and they follow a nomadic lifestyle in accordance with those paths. Whether a given tribe herds camels or other livestock and follows the supply of fresh water from oasis to river, or another tribe rides as a family caravan seeking wealth through trade, literal and philosophical paths govern all. The tribes follow the physical paths their elders set down, knowing that these safe routes will lead them around dangerous sands, past beguiling mirages, and to safety and sustenance. Other jinnborn tribes make their way as mercenaries, selling their spells and blades as guards, soldiers-for-hire, or even turning to banditry. This is their path to the Hidden World.

Few jinnborn turn their back on the paths that lead them through the desert, and with good reasons. Outsiders frequently misread the jinnborn, though that is not entirely their fault. The jinnborn keep their word meticulously between themselves, but when dealing with the pathless outsiders, the line between what is said and what is meant blurs like the desert horizon at noon. The jinnborn rarely lie outright, but they speak in terms that allow them to twist their meaning.

Also, the jinnborn who leave the open sands of the desert lose part of themselves. The longer they dwell in cities, the more they take on strange quirks and mannerisms. Remain away from the desert long enough, and their oddities develop into full-blown madness.

PATRON JINN

Jinn share many traits with genies—the most well known of the powerful elementals—but they are vastly more powerful still. Immortal beings older than recorded history, the jinn could easily contend with the sultans and emirs of the genie courts. The patrons of the oldest jinnborn tribes even approach demigod status. Although the material plane tribes might worship the jinn, they are not gods or even godlings, and they grant no spells or true divine powers through belief alone. Jinnborn rarely worship any gods, for to do so marks a jinnborn as having strayed from the path.

Jinn are tied to one of the four elements, and they dwell on the corresponding elemental plane. They eschew the material plane except in rare occasions, either to duel a rival on neutral ground or to visit their patron tribes. So ancient are the jinn that most no longer use their names. They do have

JINNBORN IN MIDGARD

Jinnborn in the *Midgard Campaign Setting* wander the fringes of the Southlands, primarily in the Crescent Desert and the Dominion of the Wind Lords. A few of the *sab siraat* make their way to permanent cities, but the vast majority make frequent pilgrimages into the desert to avoid the madness that comes upon them away from the open sands.

formal names, and these names have been kept safe by the patron's tribes. Jinnborn keep the name of the patron a close secret, and it is a deadly insult for a jinnborn to speak the name of another tribe's patron.

JINNBORN NAMES

Jinnborn names borrow words from the elemental tongues and tend to contain few syllables.

Male Names: Artis, Bel'ar, Djal, Fershul, Grunz, Jorlat, Masad, Parfal, Ri'un, Yvris

Female Names: Alana, Bea'l, Cassal, Evelys, Falma, Himyra, Kayala, Nuli, Oshaa, Somnya



JINNBORN TRAITS

Your jinnborn character has certain characteristics in common with all other jinnborn.

Ability Score Increase. Your Constitution score increases by 2.

Age. Jinnborn reach maturity at age 16 and can live to be over 150.

Alignment. There is no single alignment among the jinnborn that typifies them all.

Size. Jinnborn are as tall as humans with stout, well-muscled builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your jinn blood, you can see in dim light within 60 feet as though it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Desert Dependent. For every month you remain away from the desert, you must make a DC 15 Charisma saving throw. On a failed save, you are afflicted with indefinite madness (see **Madness**; SRD). Roll on the table or work with your DM to determine the nature of your madness.

Negotiator. You have proficiency in the Persuasion skill.

Siraati. All jinnborn have an affinity for mystic paths, depending on the jinn patron of their tribe. Choose one of the following *siraati*: air, earth, fire, or water.

Languages. You can speak, read, and write Common and one of the four elemental languages (Auran, Aquan, Ignan, or Terran). The elemental language must conform to your *siraati*.

Subrace. Jinnborn are divided into subraces depending on the innate touch of the jinn. Choose one of the following subraces.

SPEAKER JINNBORN

Speaker jinnborn bear the mark of their jinni patron, and the world must stand up and take notice. They are the guides, elders, and leaders of their tribes, as well as scouts and seekers of paths.

Ability Score Increase. Your Wisdom score increases by 1.

Favor of the Jinn. You can call upon your jinn patron to gain advantage on a saving throw or ability check, or to impose disadvantage on an attack roll against you. You must decide to use this ability before the relevant d20 roll.

You can use this ability a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Walker. You have advantage on saving throws against being stunned and extreme environments, and on ability checks made to navigate the wilderness and avoid losing your way.

SHAPER JINNBORN

The shaper jinnborn channel the elemental power of their tribe's *siraati*. Shapers form the majority of a tribe's warriors and protectors, and they ensure the safety of their charges with deadly dedication.

Ability Score Increase. Your Strength score increases by 1.

Elemental Strike. Once on your turn when you hit with a melee attack, you can deal an additional 1d6 damage. The damage type corresponds to your *siraati* (lightning for air, acid for earth, fire for fire, cold for water). You can use this ability a number of times equal to your Constitution modifier (minimum of 1), and you regain all expended uses after finishing a long rest.

Protection of the Jinn. You have resistance against a type of damage that corresponds to your *siraati* (lightning for air, acid for earth, fire for fire, cold for water).

KIJANI

Outwardly serene, the kijani resemble slender humanoids with a great affinity for their jungle home. Despite their mostly humanoid appearance, the kijani are plant creatures. Much like their physical appearance, their air of calm contemplation is likewise a veneer that conceals the truth—the kijani harbor a deep furnace of fury. Nearly destroyed by a tragedy long ago, the entire race carries the embers of that brush with oblivion and must constantly struggle against letting that rage consume them.

The kijani are truly hospitable despite their deep emotional scars, and any creature that treats the plantfolk with courtesy and respect can quickly make lifelong allies.

SWAYING BLOSSOMS

Kijani are slender creatures; males stand around 5 and a half feet tall and females just shy of 5 feet. In spite of their lithe build and thin, long limbs, kijani are solidly built. As plant creatures, their bodies are compact and heavier than their silhouette would suggest. Males easily weigh over 190 pounds and females around 160. Skin and hair immediately give away the truth of a kijani's nature, as both are rich green in color.

They are beautiful creatures, with stunning features and smooth skin. Their eyes are large and dominated by solid green pupils. Kijani move with easy grace, like saplings swaying in a warm breeze. Though they are capable of great bursts of speed and agility when needed, the plantfolk normally move sinuously. Their motions are generally deliberate and seductive, as if slowly dancing their way through life.

HISTORY AND CHANGE

For eons the kijani plantfolk dwelled peacefully in the dense jungle, barely noted by the powerful beings whose empire covered the world in ancient times. Upheaval came with the arrival of a circle of human druids. The kijani embraced the newcomers and welcomed them, sharing their deep, intimate knowledge of the natural world and the magic that flows through nature's veins. Their kindness spelled disaster. Using kijani knowledge, the foolish druids summoned a mighty avatar of nature that ravaged and dominated the mighty jungles, using them like its personal playthings. The kijani fled the beast's mutating and controlling power, but fully half the race was lost.

Those left behind or captured were twisted into the thing's mindless servants, and the rest sought sanctuary in jungles far to the south.

This exodus left the kijani deeply scarred. They maintain their peaceful kinship with other living things to this day, but the breaking of their race ignited the cinders of the boiling fury that plagues them. Tormented by equal parts fear and rage toward the great beast, the kijani strive to mend themselves by changing their nature. They call this plan the Great Change: They intend to leave their plant nature behind completely and become mammals.

LIFE AND GROWTH

The kijani start life in a very different state from most humanoids. When the plantfolk create a child, a single parent produces a seedling—a vinelike plant that symbiotically bonds with a host. Traditionally the parent hosts the seedling, which draws nutrients and even a small amount of life force directly from its host. The process is essentially harmless, resulting in little more than occasional fatigue and increased appetite for the host. The seedling gestates in this way, growing slightly larger over the course of a decade or so, until one day it detaches and begins its transformation into the adult stage. This process is rapid, and a fully adult kijani emerges 24 hours later.

Now, the kijani seek out a new way to perpetuate their species. While many plantfolk parents still serve as hosts to their seedling children, some seek out willing mammalian humanoid surrogates to host their seedlings for them. This is a crucial part of their Great Change—drawing energy, nutrition, and life from humanoids to incorporate into their children. As a society the kijani never force or trick others to serve as seedling hosts, but they welcome any willing surrogates into their culture with open arms and boundless gratitude.

CULTURE AND RELATIONS

To keep their roiling base urges in check, the kijani strive to be as serene and controlled as possible. Kijani band together in organizations known as clusters—groups of individual plantfolk who work together for the common good. Each cluster is guided by a single kijani known as a speaker. Though individual kijani are warm, personable, welcoming, and even seductive, clusters project a different attitude. They can be close-minded and clannish, with a tendency to prioritize their collective interests above individual concerns.

Despite their generally amiable nature, all kijani have a breaking point. The contained fury within them will eventually have its due, and when pushed past endurance, the kijani lash out with terrible ferocity.

Mammalian humanoids completely fascinate the plantfolk. They work hard to understand human and other races' customs when they make contact with outsiders, and they commonly adopt those customs into their culture. Despite their group tendency to band together, kijani have a great reverence for life and can always find a way to relate with other living beings. One universal exception exists—



KIJANI IN MIDGARD

In the Southlands of the *Midgard Campaign Setting*, the kijani originally made contact with the druids of Kush, who summoned the Green Walker. The ancient kijani became the creature's first tendril puppets. Those who escaped the Walker's wrath fled to the far-off Zobanu Jungle.

For more information on the tendril puppets and tendril lords, see the *Tome of Beasts*.

druids. Plantfolk have a difficult time trusting druids given their race's history and fear of repeating the past disaster. Given their respect for life, they also abhor the undead and stop at nothing to exterminate them.

KIJANI NAMES

Kijani favor multisyllabic names with multiple vowels. Their names are very difficult for outsiders to pronounce correctly, so the plantfolk use a shortened version as a nickname when in non-kijani company.

Male Names: Afaonarwel, Dyclacelyn, Gwripryderin, Iantoilar, Ysbaddaden

Female Names: Aderynonwy, Brialenefa, Gwenhyvach, Marillewella, Talaihaonwen

KIJANI TRAITS

Your kijani character has certain characteristics derived from your plantlike heritage.

Ability Score Improvement. Your Wisdom score increases by 2 and one other ability score of your choice increases by 1.

Age. Kijani reach maturity at age 12 and live up to 40 years.

Alignment. Most kijani are neutral, with a strong pull toward good.

Size. Kijani stand between 5 and 6 feet tall with limber but dense builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Type. You are of the plant type.

Darkvision. You can see in dim light within 60 feet as though it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Contained Fury. When you're badly hurt, your base urges send you into a fury. While below half your maximum hit points, you have access to the following options:

- Once per turn when you hit with a weapon attack, you deal an extra 2 (1d4) weapon damage.
- As a reaction, when you are hit by an attack during your fury, you can add 2 to your AC against that attack. You must be able to see the attacker to take this reaction.

Plantborn. Though you enter a state of dormancy during long rests similar to the way other creatures sleep, you are immune to any effect that would put you to sleep. When you reach 7th level, you can cast the *speak with plants* spell as a 3rd-level spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Roots of the Past. You have proficiency in one of the following skills of your choice: Arcana, History, Nature, or Religion.

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

LAMIA

Sensuous and seductive, the serpent-tailed lamias are born into a life consumed by bitterness. The race's origins lie with humanity, but an ancient curse twisted them into half-human, half-animal forms. No matter what victories lamias achieve, they can't fill the gaping hole in their souls the curse left behind. This unquenchable longing drives lamias to embrace excess and overindulgence. They indulge in lust, luxury, gory feasts, and violent trysts in a vain attempt to salve their emptiness.

Some lamias, however, see this hedonism for the corruption it truly is and reject it. They face a constant struggle against these urges, and that resistance fervently drives them to do what they know is right, rather than what will numb their pain.



SEDUCTIVE AND SERPENTINE

A lamia's upper body is that of a beautiful, statuesque human. Slender and well formed, lamias are uniformly alluring despite a dangerous, exotic edge flavoring that beauty. From the waist down, however, lamias bear great serpent tails. When drawn up to their full height they stand about as tall as humans, reaching 5 or 6 feet tall. The musculature of their tails makes them heavy despite their lean, muscular torsos and arms.

Skin and hair tones run the wide range seen among humans. Lamia eyes are large and liquid, presenting a full range of colors. Their snake tails are covered in glossy scales that whisper when they move. Beautiful hypnotic patterns of curves or diamond shapes are just as likely as tails of a uniform color. Common colors include bright green, dull red, glossy black, pale gold, and dusty tan. Tattoos are common, and many lamias ink mystic symbols into the flesh of their arms and chests.

DEMONIC ORIGINS

The curse that brought the lamias into existence originated in the Abyss. The stain of that corrupt demonic power left its mark on the lamias, and they are prone to both evil and chaos. Even those who reject their nature and strive for the light struggle with their heritage, and all are prone to sudden mood shifts and outbursts. As a result of this otherworldly touch, their flesh remains unblighted by age. Once lamias reach maturity they show little physical sign of aging, even as they near the end of their lifespans. They aren't immortal, but lamias remain beautiful until the grave swallows them.

Reflecting this frozen beauty, the race suffers from a stunted capacity to create. True artists are almost unheard of, and those lamias who make the attempt often resort to stealing inspiration from others only to produce works that showcase the race's psychological scars. Anything created by a lamia shows a bent toward the grotesque, evoking cruelty or pain. To cover their creative lack, lamias become avid collectors of all kinds of art and patrons of artists. Good-aligned lamias strive to surround themselves with things they find truly beautiful, but even they fall prey to reflecting darker appetites in their collections. Lamias who embrace their dark nature create collections that glorify lust, violence, and power.

LIFE AMONG THE LAMIAS

Lamia culture is cutthroat at the best of times. Dominated by the powerful matriarchs, lamia society is characterized by self-interest, pleasure-seeking, and deadly one-upmanship. Concepts like remorse and compassion are alien to most lamias, forcing any who recognize the twisted nature of their existence to hide their qualms or flee. Concepts like monogamy and familial affection are likewise all but unknown. Although both male and female lamias exist, females outnumber males by three to one.

As a result of their gender ratios combined with their highly matriarchal nature, trysts between female lamias are as common as between male and female. Assignations between lamias occur for power and pleasure, never

for love—a concept revolting to most of the race. Even pairings that produce offspring have no special significance to the parents. Young lamias are left to fend for themselves almost immediately after birth, since their culture emphasizes that survival engenders strength.

RELATIONS AND RELIGION

Lamias have abysmal relationships with other races, who rightly view them with fear and revulsion despite their intense beauty. The lamias see other creatures as little more than playthings yet to be broken. They might form temporary alliances to pursue a common agenda or even take a lover of another race they find attractive or interesting, but such dalliances never last. The so-called "false lamias," those with lower bodies of great cats, drive lamias into a murderous frenzy. Serpentine lamias will go to any lengths to destroy these pretenders.

Lamia society has little use for religion or gods, and clerics and other representatives of the divine are unheard of among them. Magic and mysticism, however, is deeply ingrained in lamia culture. Practitioners of arcane magic are as common as divine spellcasters are rare. Lamias show reverence to only one thing—the moon. Many of their rites center around the moon and take place under its light. Those lamias who reject their corrupt upbringing reject the racial hatred of the divine and seek comfort in devotion to deities, particularly those associated with the moon.

LAMIA NAMES

Unlike most other creatures, lamias don't differentiate between male and female names. The lack of a racial language means many of their names are combinations of words culled from Draconic and Abyssal, meant to complement their sibilant accent.

Lamia Names: Ashaa'siir, Ces'ka, Haashlas, Ka'reesh, Losh'vesh, N'vek, Shalesh, Ssthal, Val'vek, Vesha

LAMIA TRAITS

Your lamia character has certain characteristics resulting from your blighted heritage.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Age. Lamias reach adulthood at 20 years old and can live to be over 150.

Alignment. Lamias are overwhelmingly evil and almost never lawful. Exceptions exist, but their demonic heritage strongly influences the race.

Size. Lamias are slither and shorter than humans, and they range from 4 feet to just shy of 6 feet tall. Your size is Medium.

Type. You are of the monstrosity type.

Speed. Your base walking speed is 30 feet. You also have a climb speed of 20 feet and a swim speed of 20 feet.

Darkvision. Thanks to your demonic heritage you can see dim light within 60 feet as though it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dangerous Beauty. You have proficiency in the Deception and Intimidation skills.

Serpent Strike. You have advantage on attack rolls against a creature you have surprised, or that is charmed by you or your allies.

Snake Body. You have advantage on saving throws and ability checks against being knocked prone. You can't benefit from anything that requires legs or feet (such as magical footwear).

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

RAMAG

The enigmatic ramag thrive in the heart of a land once ruled by an empire of titans. In that bygone age, the ramag served the titans. The race's natural affinity for manipulating magic made the ramag essential to tending a vast web of magical energy. This web channeled power to the farthest corners of the empire and powered the titans' wonders. When the titans fell to madness, everything fell apart. As these powerful creatures turned on one another and tore their empire down stone by stone, the web fractured. Wonders failed or went haywire. Magical gates once used to link far-flung outposts went dark or conjured horrors. Uncontrolled magical energy spilled across the land, wreaking unpredictable havoc.

Now, the ramag live in the ruins of that glory. Changed by the energies of the shattered web, they devote themselves to policing the remaining titan wonders and keeping the rampant energies in check.

WARPED BY MAGIC

Ramag superficially resemble humans, but long exposure to unpredictable magical currents has warped their physical forms. Males stand close to 6 feet tall with females only slightly shorter, but their body proportions are unique. Ramag limbs are very long and lanky, while their torsos are smaller and more compact. As a result they seem strangely angular and spindly, as if both stretched and compressed at the same time.

RAMAG IN MIDGARD

Ramag in the *Midgard Campaign Setting* appear in the Abandoned Lands region of the Southlands. The ancient empire described in the ramag history is the former homeland of Glorious Umbuso, the lost titan empire of the Southlands.

In Midgard, the magical web in which the ramag race's history is ensnared is a great, crisscrossing net of ley lines. The ramag monoliths stabilize the ley lines and keep them from drifting and twisting, but many remain uncontrolled. The ley lines effects are unpredictable, and even skilled ley spellcasters tread carefully near the remnants of the web.



Their hair is another oddity—every strand of hair is unusually thick, each about the width of a finger. Ramag tie their hair back with distinctive clasps, the decorations indicating where a given ramag comes from. Facial features are somewhat pinched and angular. Ramag eyes and skin tone tend toward darker shades, as does their hair color, but large variation exists. A stoic people, ramag dress in muted colors in public and save flamboyant or daring outfits for family, friends, or private gatherings.

SCATTERED REMNANTS

The ramag race lives in the remains of a sprawling city that was their capital in the glorious age past. Called Ramagani, or “home” in the ramag dialect, the city exists as nearly a dozen separate districts scattered across their continent. Collectively these districts are all considered a single metropolis. Transit between the far-flung districts is feasible by means of the monoliths—massive stone constructs that once guided and stabilized the flows of magical power in the ancient empire. The monoliths still maintain flows of magical energy to this day, and they serve as portals for travel between districts.

Once there were more districts of Ramagani, but tragedies since the fall of the empire have taken their toll on the city. The most prominent of these disasters was a magical plague called the arcane wasting that ripped through a land near one of Ramagani's districts. The naturally magical ramag were highly susceptible to the disease, and it ravaged the inhabitants of the local district so swiftly that the only hope for the rest of the city was to cut off the transit gates leading there. Collapsing the monoliths that powered the portals to the district might well have saved the race, but it doomed many of their people. Each remaining district holds a yearly memorial festival in the honor of those lost souls.

CULTURAL CORNERSTONES

Ramag culture revolves around the guardianship and maintenance of the magical monoliths that connect their precious city. The creation of a new monolith is a monumental two-step process. After the physical monolith is constructed, the first step is an incantation that all ramag learn as a rite of passage. It binds their souls to the new monolith, even after death. The second step occurs after a ramag's death, when his or her remains are interred within the appropriate monolith. Many years pass between these steps, so successfully empowering a new monolith is a cause for great celebration.

New monoliths provide additional stability for the magical flows of energy that crisscross the land, or replace a damaged or failing monolith that supports one of the many gates of Ramagani. All told, the monolith network powers two or three gateway arches in each district of the city, and the portals all link to Ramagani's primary site. Should the wrong monoliths fail, entire districts of the city could be cut off from the rest of their race for unknown stretches of time.

CONTROL AND DEFENSE

Ramag rarely become adventurers, but they maintain several groups that cultivate similar skills. These groups come into contact with adventurers both within Ramagani and in the surrounding lands. The Wardens are specialists who travel the land following the flows of magic. The Wardens maintain the monoliths away from the city and are responsible for taming threads of the ancient magical web that become unstable. Many Wardens are wizards who dedicate their lives to the study of the web. Another group called the Scaled Keepers, comprised primarily of rangers, incubates pterodactyl eggs and rears the young. They train the creatures to serve as flying mounts for messengers and scouts.

The other specialized ramag orders remain mostly within the city. First among them is the Stormwatch—a garrison that watches the walls of each Ramagani node. Its members operate magical lightning ballistae that help secure the city. Powered by the monoliths and fed by the magical flows, these siege engines give the city's districts a deadly edge. Stormwatch members join the garrison for life, and each is considered vital from the lowest ranks to the highest echelons of command. The other major group

centered within Ramagani is the Gatekeepers, overseers who keep watch over the Wall of Gates. The Wall bears a range of ancient portals that occasionally spark to life, reopening lost paths and exposing the city to both lost artifacts and knowledge and sudden peril. The Gatekeepers drive back threats that emerge from the gates and occasionally oversee expeditions through stable portals.

RAMAG NAMES

Ramag names borrow heavily from the history of the titan empire scattered throughout Ramagani and other ruins, and from tales passed down through the ages.

Male Names: Baarkhul, Dirjahat, Fakharizan, Irkuat, Jirindehkal, Suuldjarat, Uan, Zinchera

Female Names: Akharafa, Edjirasifa, Gihranasya, Hayat, Matkhendush, Nadirharat, Riyasha, Xirienda

RAMAG TRAITS

Your ramag character has certain characteristics in common with all other ramag.

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

Age. Ramag reach maturity at 15 years and can live to 90.

Size. Despite their overlong limbs, ramag stand between 5 and 6 feet tall. Your size is Medium.

Alignment. Ramag tend toward lawfulness, since their survival depends on adhering to their laws and customs.

Speed. Your base walking speed is 30 feet.

Arcane Heritage. You can ignore class requirements when attuning to a magic item.

Mystical Understanding. You have proficiency in the Arcana skill.

Spell Dampening. You have advantage on Strength and Dexterity saving throws against spells.

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

SAHUAGIN

Death rises from the depths to claim intruders with the mournful wail of conch shell horns, shadows beneath the waves, and fins slicing through the water. The cruel and ravenous sahuagin—also known as sea devils—thrive where other aquatic races founder. A wickedly perfect fusion of humanoid and shark, sahuagin glide through the ocean in search of prey and conquest.

Great cities darken the ocean floors where the sea devils dwell, and coastal fortresses in shallower waters and reefs expand their influence to the boundary between sea and land. Bloodthirsty yet methodical, the sahuagin brutally defend their territory beneath the waves, primarily against the aquatic elves, their ancient foes. Sharks are drawn to the sea devils and easily fall beneath their sway, creating a tide of fins and fangs and blood to sweep over the world's oceans.

TOOTH AND FIN

About 7 feet tall and weighing over 250 pounds, sahuagin are built to hunt. Solidly muscular, the sea devils are humanoid in basic shape with horns and membranes that form frills down the spine and along a powerful, lashing tail. Similar structures form distinctive ear frills on the sides of their heads, and their hand and feet are webbed. Fingers end in hard claws, and a sahuagin's wide mouth is filled with multiple rows of sharklike teeth.

Their skin is incredibly thick, rivaling leather armor in terms of protection. Sahuagin skin tones range from dark green to dusty blue along the back of the body, fading to lighter shades on the creature's underbelly. Frills and fins can be yellow, red, orange, or pink, in contrast to the base skin color. Sometimes mutations occur, and the more powerful and feared sahuagin warlords sport four arms or sharklike tails instead of legs. Primarily aquatic, sahuagin can survive for several hours at a time on dry land, though they are extremely uncomfortable out of water.

CIRCLING BENEATH THE WAVES

Although they can survive in fresh water, sahuagin prefer warm bodies of salt water at depths of at least 100 feet. Temperature and pressure are no obstacle to them, and they build great settlements of stone and coral on the lightless ocean floor. Sahuagin cities are honeycombed with spherical chambers and cylindrical tunnels. Most structures in a sahuagin settlement sport doors and corridors wide enough to accommodate swimming sharks. If the city is close enough to the surface to catch light, sahuagin cultivate beds of seaweed to provide padding and comfort in their otherwise unfurnished living chambers.

Despite their monstrous appearance and bloodthirsty nature, sahuagin are highly civilized, and they prize intellect, order, and structure. The most powerful sahuagin in a city or settlement rules under the title of "Lord of Blood and Battle," and the remainder of the society breaks into two main castes: nobles and commoners. Despite the social strata a given sahuagin is born into, all sea devils receive a mandatory education. Most of this training revolves around battle and tactics, but the sahuagin keep a meticulous oral history. Sahuagin life is cruel and brutal within this rigid structure, filled with the constant struggle of the weak brutalized by the strong.

DEEP DEVOTION

The clergy represents a notable exception to the caste system that dominates sahuagin society. Only female sahuagin are seen as worth of channeling divine power, and male sahuagin clerics are unheard of. The chief concern of sahuagin clergy is the interpretation and maintenance of the tlalloc, an ancient and extremely accurate calendar. The tlalloc is a massive stone or coral disc covered in intricate carvings that also serves as the altar. The priestesses track significant events and preside over holy rites during momentous moments.

The sahuagin religion claims that the first shark people came from a strange place in the deepest trenches of the ocean. Supposedly, these ancient sahuagin carried the first tlalloc calendar stone with them when they emerged from the crushing black depths. Sharks are venerated as the perfect symbol of power, hunger, and dominion over the oceans. Temple structures serve as hatcheries for schools of sharks, and the creatures cluster around the temples awaiting the bidding of the sea devils.



EA33

PREDATORS AND PREY

Sahuagin rule their territory ruthlessly and efficiently, demonstrating the most dangerous qualities of intelligent beings and sharks. The sea devils rarely form alliances with outsiders or even other aquatic races of similar temperament, viewing all other ocean-dwellers as competition for food and territory. Parties of sahuagin patrol up to 50 miles from their home settlements on hunting, scouting, and raiding excursions. Non-sahuagin encountered can expect an inhospitable welcome.

No other race that crosses currents with the sahuagin kindles such extreme and undying hatred in them as the aquatic elves. War between these two races is frequent, prolonged, and bloody. The reason for this mutual hatred is shrouded in mystery, but a connection between the races certainly exists, proved by the existence of the malenti. Malenti are rare sahuagin, sometimes born when a settlement of sea elves exists within close proximity to a sahuagin community. The malenti, though racially sahuagin, look exactly like aquatic elves. Most are killed at birth, but a few survive to serve as spies and assassins who can slip into the ranks of the sea devils' ancient foes.

SAHUAGIN NAMES

Sahuagin have a single name that starts with a single syllable at birth and grows more complex over the course of their lives. The core of the name is a short, personal one, occasionally with an addition due to a powerful lineage or ancestor. Deeds throughout a sahuagin's life add new syllables, culminating in a lengthy, complex title that conveys great glory and prestige.

Sahuagin Names: Anaklaton, Anhual, No'chilok, Shalekol, Tesozomoc, Toltacayotl, Ultolnnok, Vol'Ocaan, Xoltalol

SAHUAGIN TRAITS

Your sahuagin character has certain characteristics in common with all other sahuagin.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Sahuagin come of age in their late teens. Though age takes its toll, there is no known upper limit to sahuagin lifespan.

Alignment. Their regimented nature marks sahuagin as universally lawful, and nearly all are evil. Sea devils who

buck these trends are either killed or exiled, accounting for the occasional sahuagin adventurer.

Size. Sahuagin can reach a height of 6 to 7 feet and sport muscular builds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 40 feet.

Superior Darkvision. Accustomed to living in the dark depths of the ocean, you can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Blood Frenzy. As a bonus action, you can enter a blood frenzy until the end of your turn. While in blood frenzy you have advantage on melee attack rolls against any creature that doesn't have all its hit points. You can use this ability a number of times equal to your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Limited Amphibiousness. You can breathe air and water, but you need to be submerged at least once every 4 hours or you begin suffocating.

Natural Armor. Your thick hide grants you an AC of 12 + your Dexterity modifier.

Natural Attacks. You have proficiency with your claws and bite. Your claws deal 1d4 slashing damage, and your bite deals 1d4 piercing damage.

Shark Telepathy. You can magically command one shark within 120 feet of you using limited telepathy. This command is limited to simple concepts such as "come here," "defend me," or "attack this target."

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

CHARACTER DETAILS

You can determine the specific details of your unlikely hero's height and weight using the guidelines suggested in the racial descriptions. Remember that these are a snapshot of the average members of these races. Outliers exist in any population, allowing for vastly greater or lesser stature, or coloration outside the suggestion norm.

If you wish to randomly generate your hero's physical characteristics, roll on the following table as appropriate for your character's race and gender.

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Derro	3' 2"	+2d4	37 lb.	x 1 lb.
Dhampir	4' 10"	+2d8	120 lb.	x (2d4) lb.
Dust goblin	2' 4"	+2d4	30 lb.	x 1 lb.
Jinnborn	4' 6"	+2d10	120 lb.	x (2d6) lb.
Kijani	4' 8"	+2d8	105 lb.	x (2d4) lb.
Lamia	5' 4"	+2d8	110 lb.	x (2d4) lb.
Ramag	5'	+2d10	80 lb.	x (2d4) lb.
Sahuagin	6' 6"	+2d6	150 lb.	x (2d10) lb.



BACKGROUNDS

Race isn't the only factor that defines an unlikely hero. Creatures throughout the game world come from backgrounds and circumstances that don't lend themselves to creating heroes. A given history might seem too mundane to reliably produce individuals suited to adventuring life, or it could seem more appropriate for a villain or antagonist. Don't let appearances deceive you—these kind of backgrounds can add an extra layer of interest and depth to an unlikely hero. Shadows in a character's past help highlight heroic choices and sacrifice in the present. This section presents four new backgrounds, as well as variants for existing backgrounds that showcase heroes who arise from unlikely walks of life.

LIKELY PAIRINGS FOR UNLIKELY HEROES

The races and backgrounds presented in this book are intended to create interesting, unconventional combinations to add flavor and depth to your game. When you use either element to create your character, take some time to think about what makes them unlikely or unusual. The basics of where and how these races usually live provide a solid start, but you can delve deeper. Even if you choose a standard background to pair with your unlikely

race, think about how that combination makes your character different. How does a jinnborn soldier differ from a mountain dwarf soldier, for instance?

Draw on the unlikely flavor to inform the standard component of the character. Soldiers of all races are accustomed to structure and regimen in their daily lives and are no strangers to battle. From there, though, the similarities diverge sharply. Whereas the dwarf trained in strict, disciplined units with prescribed tactics, perhaps the jinnborn focused on the lightning hit-and-run raids and ambush tactics that befit a desert nomad.

Consider the cultural implications of an unlikely race or unlikely background. With your DM's approval, this becomes a prime opportunity to develop and add depth to a character from an atypical race. Sahuagin are well known for their savagery, but your outcast sahuagin artisan might create breathtaking coral sculptures that capture images of history or prophecy. The existence of undersea statuary and architecture with implications of world-spanning power or future events suddenly opens a new road for your campaign and draws the spotlight to your corner of the story.

Unusual backgrounds present a quick and easy way to add interest to what might otherwise be a conventional concept. Your half-orc barbarian needn't be another outlander, when she can be a cannibal headhunter. While preserving the tribal flavor that comes so naturally to half-orcs, you now have a narrative layer and unique mechanics to leverage a completely new direction in your storytelling and gameplay. Instead of barreling headlong into a conflict with goblins, she might be able to convince them to retreat by displaying the grim trophies of her ritual hunts.

Mixing both unlikely race and unusual background allows for further improvisation. Dust goblins live in a blasted wasteland stalked by hulking "gods" that few understand, but their home wasn't always so desolate. A dust goblin hermit or outlander might be commonplace, but what about a scavenger? That goblin is a little more cultured through contact with caravans and travelers, and he knows the best ruins to search for relics from before the catastrophe.

Sometimes the most unlikely pairing gives you just enough leeway to fill in the blank space with the seeds of a fantastic adventure. Why is a member of a predominantly evil race now traveling in the company of heroes? Lamia shun the gods, but what if a goddess chooses a lamia as her prophet, the vessel to speak a new truth to the world? How does your normally atheistic dhampir sorcerer cope with being the mouthpiece of divinity? The greatest tales can arise from the most unlikely of places.

CANNIBAL HEADHUNTER

You hail from a tribe that thrives far from civilized lands. Unlike other outlander settlements, your people hold to ancient ideals and traditions that others find deeply unsettling. You believe the consumption of sentient flesh brings insight, power, and guidance from the spirits. The ancestors of your tribe taught that knowledge and power gained in life suffuses the body, and that the tribe must keep that power within its own ranks. The funeral rites of your people involve consumption of the deceased. During times of warfare, some tribes devour their fallen foes in a similar ritual to take the strength and power from their vanquished foes. Cannibal headhunters always carry at least one totem bone from a previous ritual meal, and many wear elaborate tattoos signifying their gathered power.

Skill Proficiencies: Intimidation, Survival

Tool Proficiencies: Cook's utensils

Languages: One of your choice

Equipment: A set of cook's utensils, a carved humanoid bone totem, a set of traveler's clothes, a hunting trap, and a pouch containing 5 gp

FEATURE: GRIM FEAST

Whether as a funeral rite to honor fallen family and comrades, or as spoils of war or sacred hunts, you ritually consume a portion of slain humanoid bodies. Civilized people view this practice as taboo and horrific, and they

are easily unsettled. While this unease can bring unwanted complications within urban or other civilized settings, you gain a measure of power and presence from your devotion that other savage, primitive, or tribal cultures esteem. When you present either your ritual practice or a direct result of it, such as your bone totem, to an intelligent creature with any kind of tribal or savage bent, your power affords you the chance to talk rather than fight. Orcs, gnolls, goblins, and other tribal warlike races might offer you respect and allow you the chance to sway them through talk (and Intimidation) rather than trying to kill you on sight. Additionally, you can engage in your rituals over the course of one day to gain inspiration.

SUGGESTED CHARACTERISTICS

While unsettling to those who don't share their practices, cannibal headhunters fit a variety of types. All hold their rituals sacred, though the personal reasons behind their devotion vary. Some seek power to better themselves and their communities. Others seek dominion over all other creatures, and they believe they consume spirit and strength along with flesh.

d8 Personality Traits

- | | |
|---|--|
| 1 | I'm always hungry and never turn down a bite to eat. |
| 2 | I expect others to adhere to their traditions as firmly as I do. |
| 3 | I enjoy the discomfort the truth of my beliefs causes in others. |
| 4 | Life among nonbelievers has made me self-conscious about my rituals. |
| 5 | I always proudly display my totem bones. |
| 6 | My totems are sacred, and I won't allow outsiders to touch them. |
| 7 | I'm oblivious to how my appearance and beliefs come across to outsiders. |
| 8 | I take the time to show respect to anything I kill. |

D6 Ideal

- | | |
|---|--|
| 1 | Tradition. My ancestors gave me prosperity. I would repay them poorly if I allow their teachings to die. (Lawful) |
| 2 | Service. My strength grows for the betterment and protection of those I love. (Good) |
| 3 | Change. We must grow to thrive, and our rituals encourage growth. (Chaotic) |
| 4 | Community. Close fellows benefit from one another's strength and stand firmer than individuals alone. (Neutral) |
| 5 | Power. I will consume those who cross me and add their strength to my own. (Evil) |
| 6 | Glory. I will earn glory for myself, my tribe, and my comrades. (Any) |

D6 Bond

- 1 The most sacred of my tribe's ancestor skull totems was stolen. I will stop at nothing to retrieve it.
- 2 The shaman who taught me the rituals of our people is the most important person in my life.
- 3 All wealth and success I earn in my travels must benefit my tribe.
- 4 I am searching for the perfect opponent to overcome, so that I may grow to my full potential.
- 5 The spirits guide my actions, and I must venerate them.
- 6 I'll stop at nothing to protect my first "civilized" companion, who stopped a misinformed mob from hunting me down.

D6 Flaw

- 1 I will not abide disrespect of my skill and prowess.
- 2 I focus on hunting powerful foes to the exclusion of other concerns.
- 3 I am distrustful of civilized areas because of past persecution due to my beliefs.
- 4 I am constantly on guard against others seeking to slay me for my power.
- 5 I abhor weakness and those who can't fend for themselves.
- 6 I was exiled for slaying and consuming one of my own tribe.

PROPHET

Truth rings throughout the multiverse, and sometimes it finds a place to resonate loud and clear. You are one such point. There is a greater power at work in the world, and you can see pieces of its design. Unlike the faint glimpses of a fortuneteller or the twisted lies of a charlatan, your words stir something in those who hear your message. From the doomsday ravings of a filthy derelict on the street corner to the polished words of an urbane and refined cult mistress, a prophet is the servant of a higher power, setting the truth of that power into motion.

Skill Proficiencies: Persuasion, Religion

Languages: One of your choice from the following list appropriate to the power that grants your revelations: Abyssal, Celestial, Deep Speech, Draconic, Elemental (one dialect), Infernal, or Sylvan

Tool Proficiency: One of your choice between calligrapher's supplies or painter's supplies

Equipment: A holy symbol or idol representing the higher power that grants your revelations, a set of common clothes, a collection of your recorded thoughts and philosophy, and a belt pouch containing 5 gp

FEATURE: WORDS FROM ON HIGH

You have seen the truth, and your word brings that truth into the world. More important, that truth stirs others to action. People who hear and accept your words are moved to action. Such individuals will lend aid and offer their services toward your cause, whether that involves building a new temple, clearing storm damage, or feeding the hungry. They won't take undue risk, however. Temples and other religious organizations commonly accept prophets of their faith, but noble houses, merchants, trade guilds, and any other organization might share their resources.

Additionally, you can secure audiences with powerful individuals or invitations to events that normally exist above your station. From those who fear or oppose your vision you can expect social hostility, though some might fear to act directly against you.

Work with the DM to determine the source and subject of your revelations, and what sorts of people they appeal to or offend.

SUGGESTED CHARACTERISTICS

Prophets all have one trait in common—conviction. Whether they gleefully spread the good word of a benevolent deity or dire tidings of a coming darkness, the prophet knows in her bones that what she sees, and says, is true. Some may fear this internal certainty. They might attempt to hide their light beneath a bushel and deny the calling. It may take years for a prophet to accept herself, but in the end she can't deny the truth.

d8 Personality Traits

- 1 I am usually soft-spoken, but I become invigorated when spreading my word.
- 2 My followers are like my family.
- 3 I enjoy debating the finer points of my revelations, especially with nonbelievers.
- 4 Nonbelievers sadden me when they deny my words.
- 5 I see the truth of my words at work in everyday things.
- 6 I am uncomfortable outside the confines of a place devoted to my faith.
- 7 My temper is short when my visions are challenged.
- 8 Those who refuse to believe in higher powers that govern the world confuse me.

D6 Ideal

- 1 **Tenacity.** The truth must ring throughout the world. (Any)

- 2 **Revolution.** The word brings change that can't be denied. (Chaotic)

- 3 **Dominion.** Mine is the voice that speaks truth, and mine is the word all shall heed. (Evil)

- 4 **Stability.** My teachings offer the promise of a better life, and I seek to build that life for those who share my belief. (Lawful)

- 5 **Hope.** My revelations bring light to the dark corners of the world. (Good)

- 6 **Fortitude.** The message I bear upsets me, but I trust in my higher power. (Neutral)

D6 Bond

- 1 I must protect the scrap of ancient writing that first revealed the truth to me at all costs.

- 2 The person who stood by my side when the truth first came upon me is the person I hold most dear in this world.

- 3 I will have revenge on the rival who turned my church against my revelation.

- 4 I was a sinner before my revelation, and I work tirelessly to make up for my dark past.

- 5 I know that a rival faith is based on lies, and I seek to enlighten its believers through my revelation.

- 6 An entire order within my faith once preached the truth of my revelation, but I am the last of them.

D6 Flaw

- 1 In the depths of my soul I am wracked with doubt. If I can't reconcile my beliefs, my following will suffer.

- 2 My devotion to my revelations overrides all else, even to the point of jeopardizing my own safety.

- 3 I have done something terrible in defense of my revelations that remains secret. For now.

- 4 I am completely dismissive of anyone who doesn't accept my revelations.

- 5 I secretly hope that someone will silence me before the dread truth I speak comes to pass.

- 6 A rival of my faith speaks out against my revelations with a contradictory prophecy and hunts me across the land.

SCAVENGER

Waste not, want not, that's your motto. It never sat well with you how many perfectly useful things are cast off every day in your home town, and you are determined to set that right. From broken tools and weapons to ramshackle structures just waiting for the elements to knock them over, there's always a way to breathe more life into the things that others forget. You have a talent for sniffing out whatever odds and ends people need.

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Thieves' tools

Languages: One of your choice

Equipment: One piece of equipment worth 10 gp or less, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: FINDERS KEEPERS

You have an extraordinary knack for locating castoff but still useful material. When in a settlement, you can spend 1d3 hours searching junk piles, dumps, alleys, and abandoned buildings. After this time you discover some piece of useful equipment (generally nothing more valuable than 2 gp), enough food to feed yourself for a day, or a small quantity of raw materials. These materials are obviously used, old, or flawed in some way, but they are sturdy enough for use in crafting or building. Depending on the complexity or size of your project, you might have to spend multiple attempts to gather enough material. The resulting product using these materials always shows some sign of the material's secondhand origin, even though it may be fully functional. You can use the items located with this feature, you can't sell them due to their heavily worn nature.

You also know who to ask to locate rare or exotic items. Given enough time, you can locate a place to purchase or sell strange objects or materials.

SUGGESTED CHARACTERISTICS

An eccentric inventor in a bustling metropolis looking for just the right size gears. A stranger swathed in oil-stained robes gathering scrap metal to trade for food. The nervous fellow who always seems to know where to find the perfect glass bottle. Scavengers arise from all walks of life, but no matter how different they are, they share an insatiable curiosity.

d8 Personality Traits	
1	Why spend perfectly good money on something that someone else gave away?
2	I'm a packrat who fills every pocket with bits and baubles.
3	I keep a close eye on anyone who gets close. They might want my stuff.
4	Everybody else calls it junk, but I know it's treasure.
5	I'm very particular about organizing my collection.
6	I'm always on the lookout for a new source of material.
7	Bartering is better than buying, and finding is better than bartering.
8	I sometimes forget I'm talking to others and end up talking to myself.

D6 Ideal	
1	Novelty. New things are the best things! Always look for new things. (Chaotic)
2	Sincerity. I'm straightforward in my dealings and work to clear up misunderstandings. (Any)
3	Desire. Someone has to have all the stuff—might as well be me. (Evil)
4	Meticulous. I'm deliberate and ordered in everything I do. (Lawful)
5	Service. I like to make myself useful, and I'm always looking for a chance to do so. (Good)
6	Bargaining. I like to bargain for a better deal, though sometimes I'll trade away a treasure to the right person or for the right gossip. It's not always about money. (Neutral)

D6 Bond	
1	I lost something precious, so now I collect everything I can to try to fill that void.
2	The places I go to collect are holy ground to me.
3	Someone stole something from my collection, and I'm tracking them down to get it back.
4	Crafters who can make new things out of the stuff I collect fascinate me.
5	My collection is more important to me than my family.
6	Someday I'd like to have something from every major city in my collection.

D6 Flaw	
1	If someone holds my collection hostage, I'll do just about anything to get it back.
2	I'm oblivious when others don't want to hear about my collection and tend to drive people away with my chatter.
3	I don't trust new things that haven't been broken in. I must put them through their paces before I'm comfortable with using them.
4	I view anything left sitting as fair game, whether individual objects or something I can break down for parts.
5	I borrowed the wrong thing, and now bad people are looking for me.
6	My temper is volatile if anyone messes with my collection.

SEER

The stars guide all footsteps on the path. Seers are rare individuals endowed with the gift to see beyond the mundane veil cloaking the world to the truth illuminated by those stars. Cause and effect run in scattered lines to a seer's eyes, linking individuals and events seemingly unrelated to the casual observer. Only a fool discounts the word of one who sees the twists of fate.

Skill Proficiencies: Arcana, Perception

Tool Proficiencies: One gaming set of your choice (cards, dice, or some other divination tool)

Languages: One of your choice

Equipment: A gaming set of your choice, a token of appreciation from a past client, a set of common clothes, and a belt pouch containing 5 gp

FEATURE: GLIMPSE OF FORTUNE

Using a minor method of divination, you are able to see glimpses of a target's future. You must spend one hour in conversation with the subject and consultation with your divination method. At the end of this time you can offer insight into the subject's possible future. These details are always vague, but the reading affords you the chance to gain insight into your subject and possibly enter their good graces. After giving a reading, you can expect a client to be more relaxed and willing to favorably consider any proposal you make (treat them as one category more favorable for purposes of social interaction, *DMG* p. 244).

Additionally, you can receive minor favors or consideration from past subjects in a variety of locations. Assume you can find at least one friendly contact in a city that you have spent at least some time in the past.

SUGGESTED CHARACTERISTICS

Seers are a disparate lot. Some embrace their gift and seek to share their knowledge, while others fear the unbidden insights they receive. Seers are resigned to the whim of happenstance, and they see design where others would see coincidence.

d8	Personality Traits
1	I see signs in every little detail of life.
2	Unexpected events rarely faze me and sometimes feel oddly familiar.
3	I try to ensure that everyone around me pays attention to what I see.
4	I compulsively play with a card, coin, or other tool of my trade.
5	My optimism never wavers. I've seen that things will turn out well in the end, one way or another.
6	While I enjoy sharing my insights, I never give them away for free.
7	My glimpses of the future frighten me and I try to avoid them at all costs.
8	When a vision is upon me, I have little control over what I say.

D6	Ideal
1	Aspiration. I've seen a hint of greatness in my future, and I work hard to achieve it. (Any)
2	Manipulation. My gifts give me the perfect leverage to move others to my tune. (Evil)
3	Freedom. Knowledge of what may come allows for greater choice. (Chaotic)
4	Serenity. I seek fulfillment with whatever I see in the future. (Neutral)
5	Truth. I am a servant of the truth, and I will share it for good or ill. (Lawful)
6	Compassion. My gifts can bring comfort to the suffering and peace to the troubled. (Good)

D6	Bond
1	I told the fortune of the man who then destroyed my family, but I ignored the warning. I must find him and put it right.
2	My grandmother passed a token to me when she explained our gift of the sight. It's my most prized possession.
3	I told one fortune whose meaning I still can't understand, but I know it has great importance.
4	My family travels the land, and I send most of the money I earn to them.
5	I told the fortune of the person I loved, and that led them to the arms of another.
6	I'm driven to read the fortune of powerful people.

D6	Flaw
1	I saw a truth once that I refused to speak, and tragedy was the result. It haunts me to this day.
2	I have terrible nightmares about the dark futures I've glimpsed.
3	No matter how I try, no one ever believes my fortunes.
4	I can't resist embellishing a fortune to try to earn a few more coins.
5	I loathe charlatans and tricksters who take advantage of those who seek their fortunes, and I do what I can to discredit them.
6	I'm terribly jealous of any positive fortune I read, since I can read any palm but my own.

VARIANT GUILD ARTISAN: TINKER

You are a crafter who focuses on repairing a wide variety of items rather than specializing in a specific trade. You are familiar with a wide variety of tools and techniques, enough to get by at just about any crafting trade at an apprentice level. Tinkers are much beloved by people who aren't wealthy enough to outright replace anything that breaks, and smaller settlements rejoice when a tinker rolls into town.

VARIANT FEATURE: JURY RIG

Your experience fixing odds and ends as well as your familiarity with a wide variety of tools grants you the ability to make quick repairs on damaged equipment. You can spend two hours during a long rest or downtime working on a damaged object using tinker's tools. Once you've finished, anyone using the object for its intended purpose can ignore any penalties that arise from damage to the object. These repairs are temporary and last a number of days equal to your Intelligence modifier (minimum of 1). You can repair the item again after the first repairs wear off, but each additional time you jury rig the object reduces the number of days the repairs last by 1. Eventually the object must be replaced or professionally repaired by a skilled craftsman with the appropriate tools.

Additionally, you can jury rig minor mechanical objects such as locks or simple traps. It takes two hours of work with tinker's tools, and you need access to a supply of materials. Any such object you create is of fair quality at best and doesn't last forever. A jury rigged object functions for a number of days equal to your Intelligence modifier (minimum of 1) before it jams, falls apart, or otherwise ceases to function.

Tinkers are welcomed in rustic communities. You can trade work for food and lodging by doing odd jobs and minor repairs for people.

VARIANT URCHIN: BEGGAR

Wherever people thrive in a civilization, there are always some who exist on the fringes of society—a lower caste trapped by poverty. These poor souls fade into the background even as they desperately seek compassion from the more prosperous citizens around them.’

You spent a significant portion of your life living in the lowest station of your home city, dependent on the charity of others to survive. You’ve learned to fade into the background, and you know how to use the proper expression and tone of voice to leverage a mark into letting go of a few coins. Use the following variant skill proficiencies and features in place of those normally granted by the urchin background.

Variant Skill Proficiencies: Deception, Persuasion

VARIANT FEATURE: ANYTHING YOU CAN SPARE

Having spent much of your life with no home, money, or real possessions to your name, you learned to stretch a meager amount of money much further than it should normally go. By spending several hours a day seeking out alms from affluent, or at least comfortable citizens, you can maintain a living while within an urban setting. You can maintain a poor lifestyle without spending the required coin. This lifestyle represents earning a few meager coins through begging and spending that money on “bargain” staples.

Additionally, you know several places where you can acquire food, lodging, and basic equipment (DMs discretion as to what equipment is available at any given time) for 75% of their normal price. You can’t leverage these sources frequently, and it might be several days or weeks before you can make another discounted purchase.

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