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Gods of nature Deep sescheles is a sea god. lord of the lords of the sea and dolphins. Labelas Enoreth is the god of philosopher, deity of time and history, whose gift of trance is essential to identity and survival. Rilifan Rylathil is the god of wild forests and places, the father of the wooden elf and the druid protector. A close ally with him is Solonar Thelandira, god of hunting, archery, and wood. Gods of a shadow of a slightly darker curve, Arwan Ilesere is a god of mischief, crook-to; And Panmarl Maestrin is the angry, moody god of outcasts and loneliness, who has little to do with the rest of the saldrin (with the exception of Arwan who uses Panmarl as a scapegoat in his plots and pra~ks). Then there's Schwarsh, a god considered a preventer and obsessive, whom elves turn to as they seek revenge, Many waning pahoonic gods worship the gods in the Parpian pantheon, including Milecki (and unicorn god Lauro). Sylvanos wesson, In recent years, some elves have found delight in Lathander's worship, as well. Chapter 3 I rival the violent DROW gods of running around are practical and cheating as their worshippers. Queen of spiders. Ruth, queen of the demon spiders, reigns supreme like a citrus god, brutally eliminating anyone who threatens her position. Her priestesses do the same with the cults of gods who rival their own people. Other dark forces. Salabatarm is the god of warriors, and therefore a patron of sea male, not so much as Vhaeraun, to the roque thieves and dormant males who rebel against the matriarchy. Kiransala, goddess of the undead, is served by bone-holders. Known as what lurks, Jaonador is a subversive force, the mad fluid god, rebels and outcasts, sometimes admired by Drew. The dark maiden. Some expats heard Millistere's poem, pushing them to the surface to see the moon as it ascended. Bush Of song, beauty, swords, hunting and moonlight, she is Drew's patron who rejects the evils of their society, offering them light and hope. People think of elves as distant and graceful - dwarfs as cruel and harsh, and dwarfs, if they think of them at all, as smart and shy. Halftime, however, has the reputation of being brave and brave. Halftime, or hin as they call themselves, demonstrate a natural adroitness that often surprises larger people. This agility is regularly useful when their courage outweighs their common sense, and stories of half-year-olds abounding in lucky breaks and narrow escape. Beyond these typical half-character elements, half-seas can be divided into two main sub-races. Many aspects of both groups' cultures distinguish them, but even without such trappings they differ due to deviation in what appears to be a primary drive: walk or stay. Lightfoot's half-legs are travellers as a communities in the pugs, barel particles in la nds in and around Luiren, halflings often adapt into dwarven, midget, elven, nd huma n companies. Light feet enter communities as they travel, easily inform, and then move on when the wind or whimsy takes them. Strong hearts set up, set up at home, and woven themselves so much into the fabric of community that it's hard for people to think of a time without them. Lightfoot, not half feet to half legs lite, not the journey and not the destination are more important; The important thing is to keep moving. The life of a light leg is one long exploration with each new horizon, a new city, or a new face a chance to find something delightful. Lightfoot half-legs usually travel in small strips, using any comfortable conveyor belt, but just as easily walk. Bands are made up of loosely related tasks, whether it's navigating, caring for flock animals, searching for food. sailing and cartwright work, having tried their work at II such things, or learned from other light meters that met during their travels. Lightfoot are very social, often as curious about others and willing to share themselves, allowing them to befriend easily. Their fair friendships and e seas with their inns can do The fathers seem unsophistication to others. Sea litepots are stereotyped as fungy, easily distracted, volatile, and unreliable. But their friendships and errands, if brief, tend to be real. The stable and stable life most other people desire is simply not of their character. Lightfoot's leg arrows have all the racist features of a half-logged gs have hazelnut or brown eyes and brown hair. Lightfoot's half-legged ds have hazelnut or brown eyes and brown hair. grow short side wigs . Stronglev halflings ------ creatures of the earth who love wa rm brother pleasant company, strong hearts or corrupting their pirit. For many of them, the greatest fear is living in a world of poor comedy and sinister intent, in which a man lacks the freedom and comfort of late Friday. When strong hearts to live in the same place for a few centuries, you don't develop these houses in isolation. They do their best to integrate into the local community and become an essential part of it. Their perspective emphasizes cooperation above all other gualities, and the ability to work well with others is the most valued behavior in their country. Pus nests their, tight heart flings usually try to be as ma ny comfor ts of the house with them as possible. Not stronger with a more practical curve can find travel habits powerful and maddening, but their lightfoot cousins generally enjoy the novelty of it- as long as the feet of light don't have to carry all the luggage. While they are often stereotyped as fat and lazy due to their homely mindset and their obsession with fine dining, a strong half-heart is usually guite diligent. Agile hands, their patient mindset, and their emphasis on guality makes them excellent weavers, pottery, wood carve rs, basket makers, painters, nd fa rmers. Half of S trongheart has all the racist gualities of squirting through the player's manual. Half-year-olds are shorter on average than their light-faced relatives and tend to have rounder faces. They have the skin tones and hair colors of humans, with most having brown hair. Unlike their lightfoot cousins, the strong heart ha lflings often have blond or black hair and blue or green eyes. Ma Les doesn't grow beards or moustaches, but both males and females can grow sideburns to the middle of the cheek, and both sexes concern them with long braids . Half-priested gods have had a small but intimate pantheon of gods, who are mostly re-honored at alta rs, Temples, and jested orchards. The mother-goddess BLE SSED sisters and head of the Pantheon is Yondala, blessed, goddess of abundance and fertility, protector of brother, home, and mily fa. Sheila Freel is Yundla's green sister. He is a god of nature, the lady of the fields, the streams, and nature in the convoy and in the Garden, and the weather in places like her. She's a god of love, song and astonishment. Episode 3 I rival kingdoms like Baldor Gate and Waterdeep for barbarians that rampage across the wild border. Humans are famous for their adaptability. No other race lives in so many diverse lands or environments, from the eternal cold of the Great Glacier to the fertile beaches along rivers and seas. Humans find ways to survive and thrive everywhere. In places where elves and dwarfs have retreated, humans often move and rebuild long or atop a previous community. Hence, therefore, the most common trait of human cultures to grow faster than those of other races, making humans one of the most dominant races in the world today. It has also led to conflicts between human communities because of I cultura and their political differences. To the board of their penchant for internal squabbles, humans were even more populated and dominant than they already are. Halftime of GHOSTWISE Halflings Ghostwise traces their origins back to war between arrogant tribes who sent their ancestors to flee Lairen. Half-year-olds of the ghost are the rarest of the yen, found only in Chondalwood and some other isolated forests, clustered in cohesive clans. Many ghost clans choose a natural landmark as the center of their territory, and its members carry part of that landmark with them all the time. Tribal warriors known as nocturnal lyders bond with giant owls and ride them in cornices. Because these people are tribal and distrustful of strangers, vain adventurers in the player's handb ook, plus the sub-racing features below. The ability to score on it. Your wisdom score goes up by I. Quiet speech. You can talk telepathic to any creature within 30 feet of you. The creature only understands you if you both share a language. You can speak telepathic this way to create one at a time. Guardians of human ethnicity at home in FAERUN Sirilly is a god of home and hospitality, as well as of trust and handicrafts. Arborin is a god-protector, a vigilant defender who has sacrificed personal comfort for the safety of others. The nine shadow human ethnicity in Faerfln are detailed in the player's guide. Several other notable groups of human beings have been discussed here. A few Sign scientific minorities in areas or countries bordering the north, while others are common in parts of the world away from sword beach. Guus Brandovaris is the roque god of stealing and stealth, a patron of many adventurers. Uruglan is the quiet, melancholy god of earth and death. Accompanied everywhere by a great dark hound, he is saddened by his duties, and alert to ensure that the dead are honored and protected. Short-stated ARKAIUN with tanned skin and dark hair, Arkaiuns dwell mainly in Dambrath, as well as Halruaa and Shar. Many Arcion lived under the cost of slavery centuries ago after a failed military campaign against the Dark Elfs, which led to the destruction of the Kingdom of Arcayon in Umbra. Many lucky halfiings have taken a regular cult of Tymora, seeing her as a helping hand in their fortunes and patron of the luck associated with the yen. Arcion names: (male) Capital, Rivson, Umbrill, Kassamer, Zlatbar; What are you doing here? Gloris, Maeve, Sbarra, Casamara, Zarala; I don't know. For Erndo, Mystar, Windle's humans reside in every corner of Tori! And surround a wide range of sea-line and ethnicity. Along sword beach and across the north, humans are the most dominant races and places. Their cultural and social makeup runs the gamut, from the cosmopolitan people that resides in the major cities of bedine dark-skinned and dark-haired, Bedine were warriors and nomads in south Anauroch. After more than 100 tribes were divided, in China the Klundish mostly guarded their desert lands and made little contact with foreigners, with the exception of trade. Over the generations, more A B c D F G H I Q + -{'., A ; ii T #11- N 0 p Q R s T E- ° 0-7' ... 12345 c: c CJ = 8 J K L M ~ p II 0- ~ u v w y z VJ. T\rC ~ x - u - :IL 6 7 8 9 0 10 50 100 H-w · CO • H&It; c.. c is c.:cc THORI SS, the letters / IND NUMERA LS of CO M MON Bedine have become dwelling in the city, leaving behind their nomadic ways, and reducing the number of hard-line tribes that stiffen their traditional way of life. Names in Law: (Male) Ali, Rashid, Tahenon, Jackals, Walide; What are you doing here? Aisha, Farah, Nora, Rashida, Jalbiya; (Tribal names) Alai, Bordija, Clelarra, Desai, Dakawa, Dursalai, Goldor, Iriphawa, Kellordrai, Lalajar, Oahtan, Yethtai, Zazalaar FF OLK Ffolk of moonshae islands are descendants of Tiriyan settlers who came to the gods a thousand years ago. Ffolk has a deep respect for nature, and they are mainly farmers, worshipping the eilat they call the mother of the land and maintaining old druid ways. Ffolk ships are well regarded, having demonstrated their ability to build powerful ships capable of coping with the turbulent seas around their home. Ffolk names: (male) Arthur, Bern, Colin, Manfred, Tristan; What are you doing here? Alicia, Jennifer, Marith, Elaine, I don't know. Archer, Gareth, Lid, Kendrick, Morgan, Waters And Gower associated with the official, Garcís are immune, dark-skinned, and dark-haired. They consider themselves salon kids, and most of them adore the moon god. Nomadic living puppy communities roam the western heart regions, leading others to refer to them as highwaymen. Puppy names: (male) Borib, Garder, Glue, Vlad; What are you doing here? Vara, Ulmara, Imza, Navarre, Yuldara; I don't know. Cragova, Drazald, Tazira, Vargoba, Tiankina Hallroën People of the mysterious and magical kingdom of The Alroa, the Halleroi touch on magic, and many of them are talented in art. They and their lands disappeared during the falafelg, but just as they mysteriously returned after the second vandering. Most alroans have blond or dark hair and an olive complexion. Black, brown and green eyes are the most common. Alroan names: (male) violent, Chand, Malagost, Presser, Sandro, Orgonte; What are you doing here? Ayth, Chelen, Oloma, Palais, Sard; I don't know. Abhosta, Darante, From Ormaril, Stammerster Imscary and its ruling wizards thousands of years ago, but some Imscary survived and fled to the Andrark. There they changed, developing the pale, smooth, white hair that is now common among them. Imsakari, who ruled the Mulhorand region, was forced into exile by a second uprising by those who controlled them. Imsakari, who ruled the Mulhorand region, was forced into exile by a second uprising by those who controlled them. Imsakari Names: (Male) Charva, Duma, Hukir, JAMA, Pradir, Sikhil; What are you doing here? Apt, Basque, Panol, Mocat, Nismet, Reel; I don't know. Datharathi, Melpurvatta, Nalambar, Tiliputakas NAR More than a thousand years ago, narfell's dark priests gained great power by treating with demons, but their actions eventually resulted in a war that destroyed their civilization. The Nesses abandoned their ruined and cursed awake and became nods and merchants. Nars has tanned skin, brown or black eyes, and black hair, often worn long and tied by a tail or topknot. Nars names: (male) Evan, Ostram, Petro, Storr, Tamman, Telman, Orth;. What are you doing here? Enwe, Dasha, Dima, Olga, Vestra, Zanstra; I don't know. Dashkev, Hargroth, Laboda, Lakman, Stoner, Stormwind, Dark-Haired SHAARAN Soleima and tanned nomads south of Faerun, Shaarans are skilled hunters, archers, and riders and commanders. Hair names: (male) Awar, Kohys, Damota, Gowar, Hafa, Lescao, Sansau, Tuakis; What are you doing here? Annette, Bass, Eidim, Lent, Established, Negat, Sibet; I don't know. Kor Mark, Leumi Har, Mook Ko Har, Warrow Tarak Tui Garden Herd nomads from the vast plains between Farron and Cara-Tur, the Toygans once almost conquered Piron under the great leader Yamun Bahwan before Chapter 3 I races of the possibility kingdoms: human languages I am many scientific ethnicities and nations in Faron Their languages are written in Th orass, the Old Common alphabet derived from the Chondathan language used by merchants as their common language. Some human languages use a thousand other abets, including g Draconic, Dethek, and Asproir. The languages of ethnicity described in Pele Yar's Book Ha and this book are as follows: Arcion: Dumbrathan (written in Asproir) in Sheet: Mi Danny Kalishit: Al-Jeddo Chonadthan: Chontan Damran: Damran (written in De Da Ffolk: Wae lan Cur: Gu Ren (Fatois of Rossum vershmi) Hallroan: Halruan (written in Drakuni) Illuskan: Illuskan Imaskari: Roushoum Mulan: Chessentan, Mulhorandi, Not Ther Or Thean Nars: Official Demran: Heads of Their Hair: Sharan (Written in Datak) Shaw :Xu Tyrian: Tundthan Togan : Togan Torami: Ulyon Tormie: Ulique If your dungeon master allows this option, then any person from an aggrandistic group who has his own language as we are common., This ic language as we are common., This ic language is treated like a free addition to where to guage itional for such indie vi du als. To be defeated by a coalition of armies. Since those days, Tuigans are sometimes seen on Sword Beach and other nearby azers, but not in large numbers. The toygans resemble shui, with a bronze or gold cast to their skin and dark hair, but they tend to have darker skin and wider features. Each has only one name (sometimes delivered from one parent); Toygens don't use a last name. No foreigners travel, Tuigan traders and adventurers are often familiar with many languages and cultures. Tuigen names: (male) Ilan. Baver. Chingis. Chinua. Monoka. Tamour: What are you doing here? Bolorama. Buratai. Ardena. Naran Ultión The Ultión are short. dark-haired. golden skin people who originated in North Kara-Tur and migrated west to Icewind Dale and other cold countries near the endless sea ice. Hunters and gatherers, ultiots live in small tribes that have managed to survive in one of the world's toughest environments. Each has one name (sometimes delivered from the parent); Ulti millions don't use a last name. Olution names: (male) Amag, Cho, Imec, Knut, S. Iko; What are you doing here? Acne, Chena, Kaya, Dina, Ulrik Chapter 3 I races of gods of humans the lateral and diverse realms of mankind in Faerfm is never more evident than in the diverse collection of gods that humans worship. The Perpian pantheon (detailed in Chapter 1) includes gods of every stripe, and a number of gods whose spheres of influence overlap and compete, which looks exactly the way humans like it. Along sword beach, most human communities have temples and temples tended by prjests which are dedicated to various Faerilnian gods. In some of these places, believers of gods revered by rulers and other powerful men play a greater role in local politics than Not so much a favorite. In extremism, a ritual considered hofer or dangerous is outlawed, for example, in an area where followers of the rest hold the authority Well, the worship of its good twin and Yobea Salilan may be against the law. Drago NB ORN draconian humanoids from its world. Faeriln's Born Dragon are proud. dignified. and relatively rare. Slaves to dragons on their world of origin, they are now free men looking for a place and purpose in their new world. Uncertain sources As with all stories of the ancient past, stories about the origins of the born dragon are vague and sometimes contradictory. Everyone discovers something about the dragon in espero, however. One story tells that dragonborn were designed by the ancient dragon Io at the same time Aye created the dragons. At the beginning of the days, Ayio merged with brilliant astral winds with the uncontrolled rage of the elements. The greater spirits became dragons, creatures so powerful, proud, and now that they were masters of the New World. The lesser spirits became Dragon born. Although smaller in stature, they were no less draconic in nature. This story highlights the close proximity between dragonborn serve, at least according to the dragonborn's former masters. Another legend claims that Ayo created the dragons at the birth of the world, but the dragons were still not born. Then, during the Dawn War, Ayio was killed by the ancient known as Arc-Hoss, king of terror. With a rough hack of adamantine, the behemoth split lo from head to tail, popping the dragon god into two equal halves, which have come up as new gods - Bahamut and Tiamat. Drops of Ayio's blood, squezing around the world, became the first dragonborn are clearly inferior to dragons made by Ayio's loving hand, while others emphasize that dragonborn arose from Io's own blood, just as two draconian gods awoke from God's Hector body. So was the dragon born not, then, like the gods themselves? A third origin story assumes that dragonborn were the firstborn of the world, created by lo before the existence of other humanoid races, which were pale imitations of dragon-born perfection. He shaped the dragon's born and shot them with his breath, then shed his blood to give them life. The first dragon served Avio as a partner and accomplice, filling his astral pitch and singing his praises. The dragons he created only later, at the beginning of the Dawn War, would serve as engines of destruction. This view of the history of dragons is shared by those who believe that dragonborn are preferable to other races and therefore should be the masters of dragons rather than the other way. Despite their various conclusions, a common theme All these legends together: Born dragons, all legends agree, are not the works of Bahamat or Timat, so they have no predefined side to the conflict between these gods. Every person born in a dragon, regardless of one's particular dragon to fight for freedom was born hail from a knight, the ancient twin of Tori!. In this world most dragon natives are slaves to their dragon masters, although many have won their freedom and formed nations of free dragon born. During the spell, the two worlds intersected and one of those free pericon nations, the surviving dragon was born, establishing Tiementer, a new dragon-born nation in Faurgen. For a while, Timmenter's Dragon sought to integrate with their new world while maintaining their own traditions and culture. These efforts have given the nation and its people a reputation for being respected and worthy of dignity. Just a few generations later, however, Sundering's events returned to Unther FaerG.n, and the formerly displaced land sought to reclaim everything Tymanther had lost. Recovering from this disaster, the remaining dragons at FaerG.n now discover they must work even harder with fewer resources to find their place among the world's people. Respect and family Every aspect of life born in a dragon is dictated by the code of honor of race and strict adherence to tradition. The Dragonborn company is highly parented, with each member expected to do the most extraction for family and tribe. create communities and peoples of a free dragon born. In a dragon-borne culture, the family consists of a person's direct relationship, while a tribe is a collection of families united by an alliance, a marriage between or a shared history. Although they are seldom forced to choose over each other, tribal welfare is more important to most dragons than family. The promise of respect within the tribe drives them to bold acts of heroism, or excellence, all designed to bring glory ~ Ian the first and the second individual. Sundering's results examined these principles, leaving some clans broken and established. Some dragons born in FaerG.n seek to restore the kind of bond they had with a tribe or family now lost by forging new relationships between their allies and non-Dragons-born friends. Dragonburn in Faurgeon has the racist qualities of a dragon born in the actor's guide. Their distinguished code of conduct philosophy and religion and uncompromising loyalty serve the born dragons as a kind of faith, and, For the traditional among them, this view is all the religion, they need. Because they had to worship their draconian masters in old times, born dragons are generally skeptical of religion, seeing it as a form of slavery. Skeptics believe that no matter how their original god, Avio, brought them to the bewilding, this ancient deity is long dead or uncaring of their fate, and the dragon gods whose ascenses Ayio seem primarily interested in amassing soldiers for their years-old conflict. Still, some dragonborns hear the call of the gods of FaerG.n and choose to serve them, and are as loyal in this belief as they are to any other purpose. Behemoths and coordinators are worshippers born in the dragon, and Toorm and Tyr also appeal to the dragons' sense of honor and order. Similarly, Tempus and the Red Nate turn to the warrior spirit in which dragon was born, and Klothmbur talks about the inevitable part of death and the need to live well in one's allotted time. Religious belief is a deeply personal thing born of a dragon whose river, some of which are as devoted to their faith as they are to their family and tribe. Small GNOMES of statority and living in faerGn corners away from prying eyes, dwarfs are one of the least populated and influential breeds in the rld wo, known as the people forgotten by some. This discrimination does not interfere with the gnouts; They usually prefer their anonymity and the protection it affords them. According to legend, the first dwarfs in FaerGn popped from gum gems and the pleasant embrace of their underground warren. Mystic diamonds are said to have become the rock dwarfs, emeralds spawned the forest dwarfs, and rubies have become the deep dwarfs. Since their creation, dwarfs have settled in hidden places away from other races, concerned that their way of life will not be able to survive wider exposure. Dwarfs happily socialize and engage with humans, elves and dwarfs, but they always remember that as a small, relatively insignificant race, their interests can become secondary even among their allies. Indeed, members of other races sometimes thoughtlessly refer to the gnomes as second-type citizens, perhaps thinking warmly of their dwarf friends, but rarely crediting dwarfs as a people. Dwarfs are regularly underestimated, and they use this lack of appreciation as both a defense and an attack, when necessary. Like dwarfs and kobolds share a special hatred for each other. Both races believe in a legend that, long ago, divinity Gary Glittergold deceived the kobold god Kurtulmak, collapsing the earth and trapping him in an endless underground maze and earning his eternal sway. Forest gnomes The reclusive forest gnomes The rec anonymity and stealth help ensure protection, peace and survival. If they are discovered and well cared for, forest gnomes use their affinity for small animals and their knack for esberries to help them stay hidden. When necessary, the Forest Dwarf community protects itself with all the resources at its disposal. However, many settlements simply disappear if they are discovered, retreating to an unmapped corner of the forest to start over. The rare forest gnomes who leave their own species to become adventurous often draw their closeness to nature and their magical gifts to serve as guides, scouts or mystics. Living close to nature also makes forest dwarfs roles as druids, serving forest gnomes in the player's guide. Dwarfs rock when most people on Sword Beach and in the north talk about dwarfs, they mean rock dwarfs. Unlike their shy forest cousins, curious and inexpressible rock dwarfs regularly interact with people of other races, especially if these people have something to teach them. Rock dwarfs prefer to live on the fringes of other settlements and their own enclaves, though the occasional adventurous rock dwarf occupies a place to live in a human or sleepy city. Ladies of the golden hills and a strange bit of Genum Torah is that the Pantheon does not count a single entourage in its ranks. Legg and he have it because the mysterious ladies of the Golden Hills have come together on some mission in the oldest days, and have yet to return. Stoicism differs from the mission of women, from searching for examples of all the beauty and wealth of Turrill, to a secret plan to thwart the world's evil through their anonymity as a shield, causing the world to forget even their names and identity for a while. Dwarves who roam far from home are said to have gone looking for the women. Rock dwarf communities are most common in western heart states and along the glittering seafront; But dwarf nomads travel between communities of other races. Rock dwarfs who leave their communities often find work by using their racial talent to their advantage. The R's heritage and interest in precious stones lead many rock dwarfs to become gem-pickers and skilled jewelers. In human communities, teachers and sages are popula r, since their pans in a very long life allow them to purchase And pass on knowledge to generations. Rock dwarfs in FaerQn have the racial traits of rock dwarfs in the player's guide. Deep dwarfs (SVIRFNEBLIN) also known as svirfneblin, the deep dwarfs of the Andrark are a stark contrast of their urface, gloomy and serious relatives compared to typically cheerful and optimistic rock dwarfs and forest dwarves. They share their cousins' obsession with privacy, and their homes beneath FaerOn's surface are well preserved and deeply hidden. Because of the hostility of their under-brown neighbors, especially the concoctions, the settlements and kingdoms of Svernblin are in constant danger of moving elsewhere, conquering or being destroyed. Such was the fate of Blingdenston, one of the largest deep dwarf strongholds, that existed for more than two thousand years until it was observed just over a century ago by the dark elfs of Manzobranzan. The deep dwarfs recently took over their old home, and are now struggling to get rid of the eliminated influences that have evaded the tunnels and Warren in their absence. Deep dwarfs are thin with dark, dark skin tones of gray. Males are bald and utterly icy, while females have hair on their skin. Deep dwarf adventurers are just as curious and de-ringed as those of other races. Some find their purpose to live among other underground races, and some make their way to the surface. Those studying the mysterious arts of the deceiving ion in particular often move far from home, seeking unavailable knowledge in their own country. SvIRFNEBLIN Subrace features sub-svirfneblin svirfneblin and has the dwarf properties in the player's guide, plus the tra sub-vigor below. Unlike other dwarfs, svirfneblin tend to be neutral, they weigh 80 to 120 kg, and they reach adulthood at age 25 and live 200 to 250 years. The ability to score on it. Your 100 goes up by 1. A supreme dark vision. Your dark vision has a 100-foot radius. Stone camouflage. You have an advantage over dextriot (stealth) tests to hide in rocky terrain. Another language. You can talk, read and write under pressure. DEEP GNOME FEAT If your DM allows the use of offeats, your deep dwarf) you have inherited the homeland spellcasting ability of your ancestors. This capability allows you to impose non-itching on yourself as you wish, without the need for a material component. You can also cast any of the following noises once with this ability: blindness/deafness, blurring and self-camouflage. You get back the ability to cast those noises when you finish a long rest. Intelligence is your casting ability for these spells. GNOMISH violent dwarfs honor a small pantheon of seven main gods, known as the Lords of the Golden Hills, plus two other entities. Scout Smart Shields Gary Glittergold is the king of dwarf gods, gods of humor, gentrity, protection and tricks. His pranks are used to protect dwarfs and teach his victims humility and wisdom. Geral's other, Gardel Irona, is the dwarf god of war, who mocks vigilance and protection. The gods of nature Baervan Wildwanderer is the dwarf god of forests, accompanied by his friend Chiktikka Fastpaws, a large raccoon said to be smarter of the two. Sagjan is the wild god beneath nature, not him, as well as the pits and plants and animals found there. A shadow and a stone barrower cloil is the god of illusion and deception, given the distinguished title of one Sly. Callardorn shared hands he to the stone god and Andrade-Dark, patron of svirfneblin. Craft and invention Flandal Steelskin, a mining god and Smithcraft, is known as Steelsmith. It is also the dwarf god of physical improvement and good health. The brave nosy Neblon is the god of invention and fortune, revered by many dwarfs, although he is not considered one of the Lords of the Golden Hills. Neblon's head is a common exclamation point of discovery. The reptile beneath the last member of the genomic pantheon is Orlan, who looks not like a genom, but as an elephant mole, blind and pale. Ordlan dig into your heart, as a warning against giving to evil impulses. Chapter 3 I races of the kingdoms only in the last thousand years or so, as the races are increasingly mixed, because the number of halfelves has increased so that they are now found throughout Faerftn. Not temporarily, half elves enjoy the company of others of their kind, so where half the elves gather, they are expected to join the others. Most half elfs in the north and along sword beach are of moon elf heritage mixed with Illuskan or Therian blood. In other parts of Faerftn, half the lyders have significant communities in Yuirwood and across the Aglarond. Half those lying are the most in the nation of Dambrath, occupied by the Dark Elfs years ago, and in the dark, the name of Manzobranzhan's House of Ustil is particularly notorious for mating with humans. A legacy involving half elf looking at half an elf sees a human being, and a man who sees that person see an elf. Although this characterization is simplistic, it gets to the heart of what it means to be half an elf in Faerftn. For a elf who has an extreme perspective on the subject, half-lying is a symbol of the decline of divine civilization, dilution of racial heritage and That will eventually lead to its dissolution. Humans at the other end of the spectrum, thousands have an unfair advantage over their full human counterparts, and are seen as privileged or favored regardless of the actual circumstances of their birth. For most people in Faerftn, the issue is not so cut and dried. Half those who are lying are usually tolerated wherever they go, or wherever they take their place of residence, with the ingestion that a society that doesn't look kindly on those who are lying or human may feel the same way about someone who has the blood of both races. In contrast, a society that holds humans or discusses high esteem generally does not grant the same status to half-lying (though such people are generally not ostracs). Young RAC ~ Old roots in the distant past, half elfs were rare because humans and elfs rarely came into contact. The ancient oak kingdoms of Kormentir and the Darnor myth were significant populations of half-lymes. This is Chapter 3 I races of the kingdoms half elves are a lot of variety, given the number of combinations of elf sub-races and human ethnicity in their ranks. Most

consider their dual nature a more than a disadvantage, because it gives them a set of Capabi Islands and a perspective on the world that full-blooded humans can't hope to match. At the same time, the mixed legacy of the ma-if-lying elfs dictates that they make an effort to integrate into humans or caucuses where possible. For instance, half of those who are born and raised in human settlements tend to have human names, while half of those lying in the divine communities usually have violent names. In some places half elf children are named according to the other parent, or with a combination of human names and elons, as a way to define half the elfs separately from the rest of their community. Half those lying talk to both Common and Alfie. Plus, half the Lyons from Yurwood usually speak Eglronden. The elf pressures at Faerftn have the racial qualities of half-lying in the player's manual, although some variations are possible; See the sidebar of half elf versions. The genes of two people do not have semi-violent gods, so half elves follow gods or humans of their choice - although just as many religious elfs believe that their gods in which they grew up, although some rebels half ELF VARIANTS and some half-lying in FaerOn have a racial trait instead of the skillful versatility trait. If your DM allows it, your half elf character can character multi-toned skill and instead take the sharp senses elf feature or feature based on your elf parenting: • Half an elf's drop and a wooden elf can choose the wooden elf training weapon, fleet of foot, or mask of nature. • Half an elf of a moon elf or a sun elf drop can choose the tall elf's elf training weapon or Cantrip. • Half e if Drew's descent can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow Half an elf of maritime heritage can choose the exclusion of his sparrow people, half-elves often choose a preferred deity based on their destiny or profession: Corallon L'Erthian, Ezot or Mistress for magicians, Solonor Tlandira or Militsky for Rangers, Millil or Coralon for poets and poets, and so on. A lot of half cherdies worship Sun or Henley Cherny! As a ton of appreciation for the love their parents felt for each other, and the two gods are perceived as partners in peace. Some half chards are attracted to foreigners like Auril, Eldad, Arwan Alsra, and Ilmater, or to natural gods like Mielikki, Rillifane Rallathil, and Silvanus. Half-ores have existed in the world since before the dawn of recorded history, when boxes and humans first came into contact. And yet, in all that time, they found few places for themselves in faert'.inian culture, or, perhaps rather, civilization never made room for them. Most common people have an aversion to half of ore based mainly on their appearance: anyone who looks so much like ore, they are a reason, must be like ore and should be kept at a distance. Because halfway is stronger and harder than their human counterparts, they can find employment in towns and cities, but their appearance marks them out as outsiders. In response to being shunned, half-boxed or adopting their other to take pride in their physical supremacy, back off and try not to draw too much attention to themselves, or give up trying to fit in everywhere and adopt a nomadic lifestyle. Half-boxes in Faert'.in have the racist features of a half-sea in the player's guide. They speak both Common and Ofra. The rare written examples of the ore language use Datak's alphabet. Blood will say half sea will eventually owe their plight to the likes of Gruumsh, the creator of the world were claimed by other races, he swore that the ore would avenge their death by taking what they wanted by force. The large hordes of ore continue to do just that today, occasionally appearing outside the wilderness to raid and clean. As a result, the word half is a sign of ridicule among people. Some ore grown between ore responds to this stigma by being crueler than others in their tribe, which can put them in leadership roles, but half-powered outsiders are not welcome in ore society because of their ore legacy. Half-seas are seen as repelling Threatened by other people, which is both a blessing and a curse. to be- a reason while they are often left alone by those who fear them, they also become targets of discrimination, or direct attacks, from those who feel threatened by them. This prejudice against race makes halftime slow to trust those who show them kindness, too, because they all have stories of when they were scammed by such behaviour. The blood of their ore - the Gromash sign causes them quick anger and tends to attack those who treat them unfairly. Having grown up among masters or in the shadow of their heritage, half ors rarely have experience with a pleasant society, and they often seem rude, blunt, or rude in dealing with other people. With the directness of ore, they speak their minds without apparent concern about how their opinions are received. No matter where they live, half-helpless people usually find themselves defined by others in terms of their usefulness as heavy work and soldiers. It is the rare and the lucki few who judge according to their character and intestines rather than their ancestry. The half-ORC homeland on land far from sword beach, such as Thesk and Chessenta, has large communities of half-ers, where generations of them have lived as people in their own right. However, there are few such places in the north. A small community grew up near the kingdom of many arrows, but the recent war with this kingdom's bumps has caused this burgeoning population to disperse. There is currently no civilized place in the north to have a significant population of half-helplessness, although at least some of them live or on the outskirts of any stable community. Ironically, it's among the biggest and most prosthetic places of these places that half-urs tend to find acceptance- in the big cities where people are often more cosmopolitan in their view. In Whatardip, for example, half of people are a small percentage of the population, but even so they still number in the hundreds. Half the people are a small percentage of the population, but even so they still number in the hundreds. they get in the city, whether they were born there, reached core from elsewhere on the continent, or entered the city using ships that bring trade. Gods half-oRC as be matched by their dual nature, many half-ores and violent admirers are from human pantheon ore. Alone or among themselves, half-helplessly pray to ore deities, especially Ilneval, who is regarded as a patron of other halforcs and ore crossbreeds. FAERUNIAN Goos Half-ores tries to integrate with huma n society and often embrace into the person out of benefit (though rarely just for the sake of appearance). They prefer parapathic gods of war and tricks, like Ban, Mask, and Temp Us. The First Family Pantheon Ore, known as the Tribe who watches, is a group of cruel and cruel gods, ruled by their father and Make one eye. To the conquest, this power and the orviol is the hated rival of the nude is Luthik, Gromash's partner, and the god of fertility, caves and witchcraft. Bhagatro, Gromash's son, is the god of pure and created power, known for his tooth. The leader of the patron God of Half Ors is the god Ilnbal. He has the title of war master in the Pantheon, admired by those who believe in the wisdom of attack in huge numbers. Black and white The two nastiest members of the ore pantheon lie at opposite ends of the night, god of darkness, night and stealth. The other is the white yurtros, the master of worms, the drustly divinity of epidemics and death. C H APTE R 3 I race S O F T H E E REALMS TIEFLINGS humans with the blood of double ends, most of the tie in Faerftn sha are a common connection due to the schemes of arch-devil asmodeus a century ago. The sign of Asmodeus during the Spelling Period, Asmodeus consumed the divine park of Eos and thus achieved a divineness. After that, Asmodeus and the sorcerer's conference, Tori! Thirteen, performed a ritual in which the archival claimed all the tie in the world as his own, cursing them to carry the blood of Asmodeus. This act marked the entire tie as descendants of the Lord of the Nine Hells, rega without their true legacy, and turned them into creatures resembled by their supposed descendants. The rest of the Parftan people, undeterred by the appearance of the Devil's sons, became vibrant from all the GS of the tieflin and sometimes hostile to them. Despite what some people believe, Asmodeus wields no power over his children, and the connections today are freer and more pressed than ever before. Some choose to serve the Lord of the Nine Hells and his schemes, while others align with various diabolical factions, or not at all, doing their best to stay out of satanic politics. Since the ceremony that spread the curse of Asmodeus a century ago, a tie has been born on Faerftn belonging to another satanic dynasty, but those who carry the ark of the archivist (and their descendants) remain the most examples of their kind to date. Tieflings in the player's manual, but rather that these are not TIEFLING versions since not all tie are of The Blood of Asmodeus, some of which have different attributes than those in the player's manual. Dungeon Master may untangle the following versions for your linking character, although The Devil's Language, Hellfire and Winged are exclusive to each other. Appearance. Your tie may not look like any other. Instead of the physical characteristics described in the Player's Guide, select I d4 +I of the following features: small rays; fangs or sharp teeth; a sniping tongue; Eyes like a cat; Six fingers on each hand; Legs like a goat; Kloban hoses; manoemic tail; squamous skin or skin; do not cast a shadow or reflection; Show the smell of a tank top. Wild. Your intelligence score increases by 2. This feature replaces the increase ability score feature. The devil's tongue. You know the cruel ridicule. When you reach level 3, you can cast the enthrall spell once with this feature. You must finish a long rest to cast these noises again with this feature. Charisma is your spelling casting ability for them. This feature replaces the Satanic Heritage feature. Hellfire. Once you reach level 2 spell. This feature replaces the diabolical reprimand spell of the diabolical heritage feature. Wings. You have wings like a bat growing off your shoulders. You have a flying speed of 30 feet. This feature replaces the Satanic Heritage feature. A descendant of Asmodeus may exhibit different traits; See the tie version hunting row. A homeless race as descendants of the Satanics, tie-ups don't call for anywhere in their Faerun, despite some places and nations more tolerant of them than most. In the north, the largest population of tie is in Neverwinter. Since Ashmadai, a violent sect dedicated to Asmodeus, is also active in the city, distrust of tieflings is not unusual even here, since people never know whether tiefling is a member of Ashmadai or Neverwinter by the opportunity to integrate into that satisfying metropolis Small, scattered groups of tie are found elsewhere around Fionn, especially in cosmopolitan cities (where they can be somewhat anonymous) and in harsh, poor settlements that congratulate anyone who can help them survive and thrive. A tie is common in Ka Limshan, to the south, where many have fought for the Genies as mercenaries, and now serve other masters with the currency to pay them. In the east, many knots reside in slaves fleeing Magalund Mathi or their descendants, and from Mulhurand, where they are believed to carry the blood of the ancient Gods of Mulhaurandi themselves. AASIMAR The celestial opposites of the tie, aasimar are descendants of humans of celestial heritage. Asimer is not as common in kingdoms as tie, but common enough for some to become adventurous. Dungeon Master Guide. That and Mullahurndi, who sound foreign North and along the shore of the sword. Al-Khum and Bnei Esmodai are two common surnames that proclaim the heritage of race, along with first names such as Haroun, Ishaq and Nizam (male) or the ship, Resha And Zar (female). Molohurandi surnames that begin with Sia or Zia followed by the name of God point to the theme of this God's lineage, such as Zanhor and Siasovak. First names commonly seen at the Battle of Mlahorandi include Ibtap (Horns), Bhatti (Smart Soul), Het (Smoke), Kamen (Dark), Katsu (A Star Is Born) and Kohl (Dark Eyes). Although many Paranian people believe that the entire tie worships Asmodius and the Lords of The Nine Hell, the truth is that only a small fraction of them do so, but enough are devils - or worship demons to give the weight of truth to all rumors and suspicions. A tie that flaunts a god other than Asmodeus often worships deities that look after and touch strangers, including Ilmatter, Mask, Salon, Shar and Timura. Eli knowledge, survival, cunning and warfare are also common attractions for connections that change these traits. The return has the equal worshippers in that their birth accidents are the kind of cruel joke they have chosen to adopt. Equally intriguing and disturbing to followers of some beliefs in Farron are stories spread by a tie that claims to have visions in which Piron's gods seem to have a model in the image of tieflings himself. One such is the entity they call the pale moon god; Another is the dark and diabolical Lady of Fortune (Timura) - an indication, they say, that one's physical appearance and lineage are less important to the gods than the heart and soul within. the culture in which their offspring are born, such as using human names if they live in a human settlement (it's better to look like normal citizens). Others take names originating from the mouths of cultures where they are relatively common and generally accepted, s uch as CalishCHAPTER 3 I Races of the Kingdoms Chapter 4: Classes is twelve classes displayed in the player's guide and are all found in forgotten worlds. The material in this chapter describes the place of these lessons in Farron, especially on The Sword Beach and in the north. The episode also includes new class feature options for most departments as well as some new spells. Barbarians battle, strike with their own bodies and give themselves to the rage of battle. Restriction : Dwarfs only dwarfs can go the way of Battlerager. The harp fills a certain niche in society and culture. Your DM can remove this restriction to Fit for a campaign. The restriction exists for the forgotten kingdoms. It may not apply to the DM definition or the DM version of kingdoms. It may not apply to the DM version of kingdoms. It may not apply to the DM version of kingdoms. second draw managed to deflect the next forsakin of the rank, turning the steering wheel sideways with his two swords. But P.I., the fluid squirted at puker points, grabbed the draw under the chin and tore a gaping hole in his throat. For breath, the draw managed to score two nasty putts on his opponent's back, but those two strikes didn't do much against the swing launched by the wild-eyed dwarf. R.A.A. Salvatore, the siege of darkness Many of the shores of the sword and the north are savage, where everyday survival is a struggle. Such lands are in the birth of hardened tribes and fierce warriors, such as Harjad, barbarians from the north, and the marine nohlanders of the Monsha Islands and the northernmost ends of the Sword Coast. Where rbarians of these lands re usually huma ns or half ers, occasionally half elves born in contact between wild human tribes and the elves of the North or West Heartlands, or tie from tribes known to consort with devils. Barbarians dwarf famous warriors and are frightened among the proudest tribes to return territories such as Mitterill Hall and Gottlegam. Barbarians from most other races come from warmer southerners - rather than the wild north - although southern founders are sometimes adopted in the north and raised by tribes there. Initial barbarian paths in forgotten kingdoms have the following options and an initial path, in addition to those in the player's guide. Reghed and northern lying barbaria ns tend to go the way of winter, where le Uthgardt barba rians are almost always followers of the path of a totem warrior. BATTLERAGER Armor When you choose this level 3 path, you get the ability to use piked armor (see the spiny armor side jumpsuit) as a weapon. While you're wearing pecked and rampaged armor, you can use bonus action to ma ke one weapon scuffle attack hits, spikes face Id4 piercing damage. You use your power mod ifier for attack and damage rolls. In addition, when you use offensive action to deal with a creature, the target takes 3 piercing damage if your coping check ucceeds. Reckless attack while raging, you also achieve temporary hit points and compare you to changing your constitution (a minimum of 1). They disappear if any of them stay when your rage ends. BATTLERAGER payment starting at the tenth level, you can take the dash action as a bonus action You're furious. Spiced reward starting on the 14th floor, when a creature within five feet hits you with a scuffle attack, the attacker takes three penetrating damage if you're rampaging, aren't crippled, and wearing puncated armor. The path of a totem warrior If you follow the path of a totem warrior from the player's guide, you have access to the options are available to you when choosing a Level 3 totem animal. A savoury armor trail of BATTLERAGER spiced armor is a rare type of medium armor made by dwarfs. It consists of a leather jacket and thorn-covered leggings usually made of metal. Known as Kuldjargh (literally an idiot hack) in Dwa rvish, battleragers and followers re-dwarf the gods of war and take the path of Battlerager. They specialize in clumsy wear, handlebar armor and throw themselves in cost: 75 GP AC: 14 + Texas sub (max 2) Stealth: Downside weight: 45 lb. UTHGARDT TOTEMS The totems of the Uthgardt barbarians of the North (described in Chapter 5) correspond to the winds of the path of the totem warrior as shown in the following table. Wind Totem Black Lion Leopard Black Crow Blue Bear Gray Bear Big Wolf Griffon Eagle Red Leopard Skye Pony Eagle, with a reindeer aspect of the Animal Thunderbeast Bear, with bear tuning Totemic Leopard, with talk to plants instead of wind feature as with the spirits in the player's guide the possibilities here require a physical object that combines some part of the animal and totem. and you can acquire minor physical properties related to your totem spirit, such as a prominent nose if you have a deer totem spirit. Eyal. While you're raging and not wearing heavy armor, your walking speed increases by 15 feet. Hadil's spirit makes you out of the way fast. Tiger. While you're raving, you can add 10 feet to your long jump distance and a meter to your high jump distance. The tiger spirit intensifies your jumps. Aspect of the animal. Eyal. Whether it's installed or on foot, your travel rate doubles, as does the travel rate of up to 10 friends while they're 60 feet away from you and you're not disabled (see Chapter 8 of the Player's Guide for more information on the pace of travel). The ghost of the cases helps you migrate very quickly. Tiger. You get skill in two skills from the following list: athletics, acrobatics, stealth, and survival. The spirit of the cases helps you migrate very quickly. Thosmi tuning Options are available to you when choosing a Level 14 totem animal. Eyal. While rampant, you can use a bonus powder during your move to pass through the space of a larger or smaller creature. This creature must succeed on a power saving shot (DC 8 + your power bonus + your skill bonus) or be knocked tending and take sea damage worth ld12 +changes your strength. Tiger. While you're raging, if you move at least 20 feet in a straight line towards a larger or smaller target just before making a scuffle weapons attack against it, you can use bonus action to carry out another weapons scuffle attack against him. The BARDS Bards hold a special place of responsibility and respect in the forgotten kingdoms. They carry news, gossip and messages on their journeys from place to place, in addition to being a living warehouse of history and folklore. The hoods know a lot, and they tend to be willing to share what they know, or at least barter about it. The arrival of a well-known poet is a special occasion, much like a visit by a digniter. A person can reasonably expect at least a warm dinner and a clean place to sleep from a local earthy mantling or inn in exchange for a few songs or stories. A nobleman can host a fine-style Barra, while keeping all the secrets that the nobleman's households don't want to retransect or straighten over Fionn. Not all travelling performers are real people, nor do all wanderers tend to sing for their dinner, though most do - given the need. Hood has a charm towards them, and the powers they control through performance and their torah earns them more respect. In the wild north, singers and storytellers called Skelds are guardians of the great history and legends of Northlanders and Harrajed. These warrior poets are the singers of songs and sagas that fire the blood of combatants, and composers of the new songs and sagas that relate to the tremendous actions of heroes and villains. However, spelling casting is taboo among the Reghed and Norhtlanders unless it is considered a gift of their gods. Characters with the baird class who stand out among these people must fall in line with the priests and the name of their tribe or risk being ostracists. Most Scalds are members of Valor College, as described in the Bard College instructor. Harpers Bards in the North and Dallands enjoy the existence of the Harper family, the legendary company that recruits U.S. and other independent agents to fight against the forces of evil. Although most of the crooks in the area are not Harpers (and many who do not publish this fact), common people in the North often act as if all wanderers are legendary migratory heroes, and are likely to ask a U.S. bar for the solution to the problem plaguing their community as they are a wandering warrior or magician. This reputation cuts both ways. As some of Harper's enemies suspiciously assume that any humble man could be secretly Agent Harper. Beach has several bard colleges where masters teach students the Barodic arts. They return to the great barbaric colleges of the distant past, especially the top seven are supposed to be the source of the hood tool, each named after one of the colleges. See chapter 7 of the Dungeon Master's Guide for the game statistics of these magic tools. A long time ago, the U.S. who sought the rank of Master Bard attended each of the older colleges, seeking to learn its magical musical secrets. Traditionally, the colleges participated in the order given above, starting with Falklokn. That tradition fell through when colleges came down, but some people dream of restoring it. Falklokan College of Puklukan once stood on the northeastern tip of Silverymoke. Many years after it closed its doors, the site was reopened as the Conservatory of Ultraum Music. The conservatory later moved to Southbank, and the harp house occupied the original location of the college under the guidance of Master Bard Fore!! Lehava Lukwan, who sought to revive the ancient traditions and legacies of Puklukan. Years of nurturing and supporting Silverimon, as well as the Harpers, vielded faculty that succeeded in reviving the college, and the harp house again adopted the Polkukani name. Most Barhav learn and practice the methods of Laura College, as described in the Bard College instructor. Fochlucan's college is naturally allied with the Harpers, although its U.S. master makes sure to emphasize that its mission is separate from that of the Harpers. The college of the new OLAMN is silent in two Cliffride villas overlooking the sea near Waterdeep, the College of the New World is a prestigious bardic college established in the Year of staff (1366 DR) by wealthy Waterdhavian patrons and named after ollamh's old college. College students are trained in their chosen instruments, along with meticulous practice in memorization and the study of ancient songs, sagas and history. Most of New World's Novars belong to Laura College, as described in the Bard College, but most visitors and students use Melody Mountain Walk - a tunnel through the mountain itself- to reach it. The tunnel regularly resonates with music, thanks to the non-enduring string of pearls, an ongoing concert in which bears and resonates The College of the Herald is based at the Great Holdpeace House of the Herald, northwest of Silverymoon, the College of the Herald dedicated to preserving ancient history, which they make available for any good intention and tranquillity. The Heralds, founded by Harper Elist Osconar in 922 DR, are allies of the Harper family, but remain neutral in most conflicts - dedicated to preserving knowledge above all else. The College of the Herald is less concerned with musical performance (though it contains a considerable library of songs) and more with history, heralds, and folklore, making it a major center of learning for the college's U.S. for a generation, as described in bard college's instructor. Longhorn: Pyrilani flute of sophisticated patterns, found only in areas with skilled artisans, such as in large cities or alban enclaves. Shawm: A bi-scan tool similar to an oboe or besson, popular with dwarfs, who have developed several blower-powered versions. Songhorn: Recorder, a simple type of flute, usually carved from wood. Tangen: A drum lifter, a popular vessel with halflings and humans south of the Dalelands. They are so simple, in fact, that skilled bards often do and give them to children - to the delight or remorse of parents. Toucan: A hanging set of carved oval bells, usually played with a pair of light wooden hammers (or an open hand). They are most common in underground cultures, where the resenting hues can carry. Wargong: A metal gong, traditionally made from a shield, especially an enemy's shield. Both goblins and dwarfs do and play gongs, their sound echoing through tunnels in Andrark. Yarting: Southern instrument Marne and Klimshan which is analog faerilnian for guitar. Many variations have spread across the continent. Zulun: A complex pump organ derived from Tahy's zulkiers, which are used in casting their spells. He's considered dramatic, but mean, cool. MOONSTARS Instruments In addition to the common instruments listed in Chapter 5, equipment, of the Player's Guide, bedbugs in the kingdoms play the following instruments: Birdpipes: Pan Tubes, also known as shalm, which are sacred to the pound and popular among wooden elfs and wild elf rows. Short, curved horns like cornukia. Played with valves, glaur sounds like trumpets, while those without valves, known as gallons, have a sound but more. Hand drum: A two-head leather drum equipped with handles next to it. Chapter 4 I'm lessons over a century ago, Harpers suffered fascism. Clavan Blackstaff Aroson denounced by harper's other leaders Empowering Fzoul Chembryl, then the evil leader of Zhentarim, with a powerful object. The fact that White did it too so that Pozol would destroy a dangerous lychee didn't matter. Ralban and Earl Silverhand, his wife, then left the Harper family, and took certain agents with them and folded them into another organization, which Laklan secretly worked to create for some time due to an old prophecy of the Cormentor elfs. This group was the stars of the moon, called Tel Tokira in Alfie. Although the Monostars worked for cross purposes, and the Monstar membership included many that harpers saw as too bad, like a vampire. The moon's stars performed many good deeds, but their methods were often crueler and more pragmatic than the Harper family's lofty ideals. When Craven died, the moon's stars seemed to collapse, and for many years the organization was humiliated. However, during Sundering, Moonstar Sleeper agents restarted the organization on a surprisingly massive scale, with active members Candlekeep, Waterdeep, and The Drnor Myth. The organization has since gone underground again. Their relationship with harpers of the present - to Earl Silverhand, and Wattardip's current Blaxtep, and Jara - remains unclear. Clerics I am the most active gods through their chosen clerics, who carry out the work of the gods on the plane of matter. A typical Paran cleric serves a single divine patron, but some people alluse to serve a group, such as the elementary gods, such as the elf's Anjarada. Some clerics in Farron belong to an established religious hierarchy, but many do not. The gods choose who they choose, and sometimes a devoted worshipper is blessed with all the abilities of a cleric, even though he is not a priest of any kind. This cleric could be a destrious monk, a wandering prophet, or simply a devout peasant. Religious orders often try to recruit such clerics and bring them into the imitation, but not all of these clerics want to be bound by the hierarchy. On the other hand, not everyone who is pursuing a religious destiny is a true cleric's. They serve their faith in other positions, such as priests, scholars or artists, and some go to professions that have nothing to do with religion. Some souls who are denied the cleric's path are resentful and seek favor with evil or forbidden gods or impose alliances with other powerful beings. Religious scholars in the kingdoms discuss whether divine rejection led such a person to adopt a dark way or whether the person was rejected because the gods foresee the potential for darkness in one's future. The gods are silent on this. A few They are householders who serve a certain community of believers, but reeking clergy tend to be particularly enthusiastic about doing the work of their deity in the wider world. This work may include the service to remote communities, as well as searching for and defeating threats to the countryned world. Clerics in the divine realm in forgotten worlds have the following option of the divine domain, in addition to those in the player's guide. ARCANA DOMAIN Magic is an energy that introves the multi-universe and fuels both destruction and creation. The Gods of Harkana know the secrets and potential of magic intimately. For some of these gods, magical knowledge is a great responsibility that comes with a special understanding of the nature of reality. Other arkenna gods see magic as pure power, which will serve as its auerder sees fit. The gods of this field are often associated with knowledge, as learning and mysterious power tend to go hand in hand. In the kingdoms, the deities of this field include Ezot and Mistre, as well as Corallon Laartian of the White Fentown. In other worlds, this field includes Hecta, Meth conway and Isis; The triangular moon gods of Solinari, Lonitari, and Newtri radiate; And Bokov, Vekna, and V-Has from Greihawk. I ARCANA Domain Spells Priest Level L 3th 5th 7th Spells Detect Magic, Magic Weapon Missile Magic, Mysterious Eye Magic, Mysterious Eye Magic Circle, Leomond's Secret Chest Binding, ARCANE Teleportation Circuit initiate when you select this field at the first level, you get skillfully arcana, and you get two cantrips of your choice from the Wizard Spell List. For you, this rubbing is considered clerics. Channel Divestment: Mysterious ABJURATION Starting from the second level, you can use your channel divestment to abuse otherworldly creatures. As an action, you display your sacred symbol, and a heavenly, thorough, fey, or devil of your choice that is within 10 meters of you must make saving wisdom to throw away. provided the creature can see or hear vou. If the creature fails to throw its savings, it is reversed for one minute or until it requires some kind of damage. 125 Creature turned must spend its turn trying to get as far away from you as it can, and can't willingly finish its move in space within 10 yards of you. It also can't take comments. For its operation, it can only use the Dash action or try to escape an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. After you reach level 5, when a creature fails to throw its savings against your mysterious abstinence feature, the creature is banished for one minute (as in the sedition spell, no concentration is necessary) if it is not on its starting plane and its Che Lang rating is at or below a certain threshold, as shown in the mysterious exorcise level cleric from deporting creatures of CR... 8 1/2 or lower 1 the 2 or lower 1 or lower 1 or lower 14 or lower 17 4 or lower spell breaker starting at level 6, when you restore hit points to mine with a spell of level 1 or higher, you can also finish must be equal to or lower than the level of the magic slot you use to cast the healing spell. Strong spelling casting starting on the 8th floor, you add your wisdom change to the damage you deal with with any cleric. ARCANE MASTERY Level 17, you select four spells from the Wizard Spell list, Like your other field spells, they're always ready and counted as clergy spells for you. The druid druids of the kingdoms are bestened by nature in all its forms, as well as the gods of the First Circle, the gods closest to its power and the majesty of the natural world. This group of gods includes Chonta, Eldad, Miliecki, Sylvanos, as well as Oril, Matar, Talos and Amberley, from the fact that nature is a big side and not always kind. Unlike clerics, who usually serve one god, the Druids resent all the gods of the first circle in turn, and will see them as the embodiment of the natural world, moving and withering, life and death. Therefore, Grumber is not only the god of druid land; It is the fertile soil and rolling hills themselves. Meller is not only of the animals, but also the hunger and hunting instinct of a predatory animal. Although strongly related to the Sylvan forests, the Druids take care of all aspects of the land, including frozen mountains, burning deserts, rolling hills and rough beaches. Chapata R 4 I divide druid circles druid ways are ancient and largely trained in secret, away from the eyes of non-entrepreneurs. In many countries, the old ways of the First Circuit will give way to new churches and temples, but druids and their followers still gather to honor the cycles of nature and ensure that natural balance is not threatened. People have formed in or near wild lands learning whether a circle of druids operates nearby, asking for the circle's blessing before hunting or farming on the lands they protect. The druid habit of gathering in forest sheds, forested orchards or around sacred ponds has caused a tradition of circles. In the circle, everyone is equal, and while respect is given to age and achievement, the circle reaches decisions as a whole. Those who disagree are free to argue their point, or even leave the circle, if they wish, but the circle acts as one for the good of all. Druid circles are found across Faerfm, usually made up of no more than a dozen or Druids, plus their Lye. They include the high dance, keeping the dancing spot in the high valleys of thunder peaks, alongside their allies Faye. Viewers of the evreld S meet an old mushroom grove in the high forest, northeast .of S ecomber, and starwater circle gathers around their named pool in the northern forest of Mir. Neverwinter tree protector sword circle, sword circle drives destructive humanoids like hobgoblins, bugbears, and the hand of their relatives from the tree, while guarding it from exploitation by civilized people and protecting ancient ruins of the tree and sacred sites from looters. In the departmental characteristic of the druid circle in the player's quide, the lunar circle is common for the circle of druid swords, although some belong to the earth (forest) circles and their allies, the Emerald Enclave dedicated to protecting the decoy of civilization in the north from destruction. Elsewhere in the world, the Emerald Enclave must purge the more ba lanced way, but the north's vast wilderness holds far more de nger for people than they constitute it. The Emerald Enclave, founded in The Curtain to arrive more than 1,000 years ago, has spread across much of Pierphine. Its members include druids, rangers, barbarians and others who live in wilderness and science and respect its ways. They wear an article of emerald green clothing as a symbol of their friendship, often bearing the symbol of a deer's head. In the druid circle class feature in the actor's manual, the Emerald Druid enclave belongs to the Earth circle and the lunar circle in equal measure. The moon orbits the Ffolk of the Monsha Islands to awaken the earth like the great lye they call mother earth. Their circles collect circular sacred ponds known as monowells, the connection between the natural world and the god, embedded in standing stone circles, raised by their ancient naxators. In the department feature of the druid circle in the player's guide, Moonshea droids usually belong to the La nd circuit (Beach, Forest, Mounta B). MOONWELLS Moonwell's water, drunk directly from the cupped nds, restores Id8 hit points, plus the wisdom bonus of drinking, if any. If drinking has threatened the balance of nature since the full moon - the water instead deals with LD8 toxic damage to the drinker. This damage is also treated by a damaged moonwell. Each symptom occurs only once a day per drinker. On full moon nights, drinking moonwell's water can, at DM's discretion, have supplement I effects, s uch as giving the benefits of less rehabilitation Pell er. T H E HA RP ERS Circles Droid D Druid S In the North are often allied with the Harpers, as they have a common goal, with bard s and rangers As passersby. Individual Harpers can expect a circle that will at least give them food and shelter, and a chance to attend the gathering and talk, if they want. Still, the Harper family is not an Edith way, and despite what some simple people believe, not every circle of droids or droids is allied, or even friendly to me, Harpers. Indeed, there are druids who consider harpers' snoopers who threaten the natural balance almost as much as the evil they fight against. Moonwell water is located in a container or ta ken more than tha n 10 meters away and the well no longer has any of these characteristics; It's just water. In three nights of the full moon, three or more droids assembled around moonwell can cast a commune and scrying once each without materia I components, provided one of the droids is at least level 9 and the rest re level 4 at least. Under the possibility of DM, druids can use moonwell on such nights to cast different spells. Warriors slowly learn, don't they? A red knight who lost his wheel! I'm going to have to get my work to write a ballad about it... I hope he runs quickly, snouting an arm man of the Purple Dragon. Yes, he is! These auras spilled over these bodies at another rapid tide, cut swords, and beaded goblin eyes. Men have planted these symbols, not run and jump now to hew steadily, like harvesters with skinny strawberries and many elds before them, in rhymes of death. Troy Denning, the death of the dragon whether warriors in the edicts, idealistic young soldiers, or hard Mercedes, warriors are everywhere in the forgotten realms. Even the most peaceful lands have a militia to defend against their enemies, and many great rulers in the kingdoms' past were warriors of some kind. There are always opportunities for those who know how to get away in battle. Able-bodied people in many parts of the Sword and North coast learn at least the based of the fighting as part of a local militia, serving when necessary, while some are going to be professional soldiers, guards and the like. Officers tend to come from the nobility, though there are opportunities for talented leaders to demonstrate their nd rise skills through ranks. Fighters who don't make soldiers' careers find other ways to demonstrate their skills. Mercenaries find employment with those who need skilled fighters, but lack the time or means to train them. Such employers include dairy companies, which almost always need a reliable fighter. Chapter 4: I divide boundaries. They are tasked with wandering the country as strays, relying on their judgment, courage and loyalty to the code Chivalry guide them in defeating evildoers. Purple Dragon Knight inspires greatness in others by performing brave acts in battle. The mere presence of a knight who leads a bunch of allies can turn even the best-equipped militia into a brutal war band. A knight prefers to lead through words, not words. As an attack-leading city, knight's actions can inspire reserves of courage and persuasion in which they never suspected they had. Limitation : The Knights of the Purple Dragon are associated with a certain order of Cormierian chivalry. Banneret is used as a generic name for this archetype if you use it in other campaign settings or to model warlords besides the Purple Dragon Knights. Rallying crying When you choose this Level 3 rchetype, you learn how to inspire your allies to fight for their injuries past. When you use your second wind feature, you can choose up to three creatures within 20 meters of you that are allied with you. Each of them receives hit points equal to your warrior level, provided the creature can see or hear you. Merchants and Royal ENVOY Guilds hire guards to protect caravans, ships, and their warehouses and guilds unions. Such work allows for the opportunity for frequent travel and danger. A great danger stems from fighters abandoning legitimate employment to become bandits, raiding caravans, robbing travellers and looting isolated homes, the estate and villages. Fighters underway may also take part in gladiatorial battles or similar blood sports to make a living from their skills, though such games are virtually unknown on the Sword Coast and in the north, compared to southern states like Arn and Klimshan. Warriors of archetype fighting, in addition to those in the player's guide. The Purple Dragon Knights are warriors coming from the Kingdom of Kurmir. Pledged to defend the crown, they take the fight against evil beyond chapter 4 of their kingdom I divide a purple dragon knight serving as an emissary of the Cormairian crown. Knights of high status are expected to be graceful. At level 7, you get skill in persuasion skills. If you're already well versed in this, you get a skill in one of the following skills that will be softened; animal care, insight, intimidation or performance. Your skill bonus doubles for every ability test you do that uses persuasion. You get this benefit regardless of the skill you gain from this feature. An inspiring surge from the 10th floor, when you use the Action Surge feature, you can choose one creature within 20 metres of you, allied with you. This creature can make one. Or a weapons attack at range with her reaction, provided he can see or hear you. Starting from the 15th floor, you can extend the benefit of your invincible feature to live alliance. When you decide to use uncontrollable to re-roll intelligence, wisdom, or charisma-saving shot and must use the new momentum. Monks The fat man straightened his black and gold vest, lowered his round head, and pounced. Danica waited until he was right in front of her, and to viewers it looked like the woman would be burying under piles of meat. At the last minute, she dipped her head under the fat man's liquid arm, grabbed his hand, and marched behind him as he sank past. A subtle twist in her wrist stopped him dead in his wake, and before realizing what was happening, Danica kicked the back of both knees, knocking him to kneel. R.A. Salvatore, Canticle Some of the earliest monastic orders in Faero.n arose in the southern states of Aran and Klymshan. their practices migrating north and east at the same time similar customs filtered west from far-fluned Kara-Tur. The oldest orders branch out or break into smaller wicker over time, so there are now dozens of them. Most are no more than a few dozen members who raise hundreds, with a presence closer to civilization, and often with greater influence respectively, for those invitations concerning rainy matters. As most monks in these communities tend to be human. Monasteries have long been sanctuaries for founders and outcasts of various kinds, so inhumane monks are not unheard of. The Order of the Yellow Rose, also known as the Disciples of St. Solar, The Shaheeds Twice, the Order of the Yellow Rose is a lonely monastery of Ilmatter worshippers in the Mountains of EretzSpor in Demara. She is known for her allies' loyalty and the destruction of her enemies. Highly respected in matters of truth and diplomacy, the monks work hard to survive in their remote sanctuary. The monks must prove their mind's power to overcome fear and pain by riding the animals. Ilmar's faith fosters far more orders from monks to other gods. Other monastic orders include followers of the uninterrupted trail, disciples of St Morgan the Hocion, and sisters of the forgotten kingdoms. The dark moon a monastic order dedicated to the minister, the dark moon works openly in lands where its ritual is received and in a secret phany and underground hiding place where it is not. His followers seek knowledge and conversation with the shadow, as described in the monastic tradition class feature in the player's guide. Punching the vin and monastic order from half of Luiren, vin fist devotees turn the natural security of their potential. Some hin boxing masters have established monasteries in countries outside Luiren, where the Torah is available and only halfiings have been opened to students of other races who are willing to follow the path set by Yondalla. Hin boxing monks usually follow the path of the open hand, as described in the monastic tradition class feature in the player's guide. Chapter 4 \ Monks classes of Ilmater often travel as wa nderers, begging for handouts, seeking enlightenment, and alleviation of the suffering of others. They tend to follow through the open hand, as described in the feature of the monastic tradition that they believe has its roots in Netheril's ncient empire. In their philosophy, living beings hide the mystical essence of the sun within them. Just as the body has a shadow, so does the wind have light. This light is called the soul of the son within the nd to demonstrate this as supernatural achievements of subterranation and endurance. Members of this ordinance follow the way of the soul o manifest itself, one must strive to make the body beautiful. Fitness, cleanliness, well-honed physicality create a clearer window through which light in others, not just the darkness. Grant and take every new opportunity to be virtuous. Shine a light into the darkness. Share the light of the soul with the world. Light up dark places with your shadow presence to banish. Document their death. If such unlucky ones seek release from pain through death, the monks provide it. They see death as a gift they give to those who are ready for it. The means of determining their readiness vary from one cult (or even one monk) to another. The monks do not suffer from moral gualms. Because death is the most natural thing in the world, from their point of view, and expiring in service and its principle is one of the most sacred experiences a living alive person can hope to enjoy. For this reason, the monks themselves do not fear death. Most members of the Order are either scholars who share a mutual fascination with death, dying or as a teacher, who worship one of the same people concerned with death. Some monks consider themselves nothing less than a vision whose work will pave the way for a better future for any FaerQn. When death is truly understood, it can be harnessed and used as a tool for everyone's sake, or so they make an indevillable self. Monks of this tradition follow the long path of death, described in the Monastic order is the disciples of the yielding road, sometimes known as the brothers and the S of the open palm. These monks guard holy sites that house many priests, and as they stroll through the countryside and gather information about isolated orchards and speed. They never seek to provoke violence, but they are quite deadly when they defend themselves, their accusations, and their sacred sites. Due to the similarities of the rules to the teachings of some beliefs, the Order of the Sun Soul has long had ties to temples and a trustee of three certain gods: Sun, SelQne, and Slowly hander. Dictating to seek physical perfection and acknowledging hidden morality has similarities to Sun's teachings on physical and mashed beauty. Slkene devotees recognize the former parenting of their own deity to fight the darkness and seek morality. And, of course, Letander's connection with the sun links to the Sun Sol philosopher, but more critically for Letander's emphasis on new beginnings. Through long death monks touch the death followers of the long way of death worship the principle of death more so it is for the death. These monks seek the secrets of life by studying death itself. It is the situation of being dead that worries them most, rather than what is beyond; They don't care about the afterlife. Their monasteries are full of rotten, dying, dead animals and Psychics of Pelle Annette, who they learn in a detached interest. They often purchase rare samples from adventurers and dealers they can't easily obtain themselves. But studies are only part of the daily lives of monks: they seek to understand death as it perta ins especially intelligent living beings, so they impatiently welcome the sick and the dead so that they can watch and Chapter 4 I divide monks and monk traditions in the forgotten worlds to have the following possibilities and monastic tradition to, In the player's manual. Monks through long death are obsessed with the meaning and mechanics of death. They capture creatures and prepare elaborate experiments to capture, record, and understand the moments of their demise. They then use this knowledge to guide their understanding of martial arts, yielding a deadly martial style. Starting when you choose this tradition in the third level, yo your death study allows you to extract vitality from another creature as it approaches its death. When you reduce a creature within 1.5 meters of you to 0 coordinates, you accumulate temporary coordinates equal to your wisdom replacement + your monk level (a minimum of one temporary hit point). At the time of harvesting at level 6, you can achieve the ability to undermine or intimidate those around you as an n-action, because your soul has been touched by the shadow of death. When you take this action, any creature within 30 feet of you who can see that you must be ucceed on saving wisdom to throw or fear you by the end of your next turn. Control of a solar shield death starting from the 11th floor, you use your family's lying with death to escape its grasp. When you are reduced to 0 coordinates, you can use one ki point (no action required) to have one coordinate instead. On the 17th level, you become strangers in a glowing aura. You can turn off or restore the light as a bonus action. If a creature hits you with a scuffle attack while that light shines, you can use your reaction to deal with sea damage to create. The projected damage equals 5 + changes your wisdom. A touch of the long death into a creature. As an action, you touch one creature within five feet of you, and you waste 1to10 key points. The goal must make a constitutional savings shot, and it takes 2d10 necrotizing damage per ki point spent on pi led to a save, or half damage on a successful one. The way of the soul sun monks of the un soul learn to channel their life energy into searing bolts of light. They teach that meditation can unlock the ability to release the unparalleled light that has shed the soul of every living thing. Glowing sun shine began when you can use with the offensive action. The attack has a range of 30 feet. You're familiar with it, and you add your skill changer to his attack and damage rolls. His damage is radiant, and his damage to die is d4. This die changes as you accumulate monk levels, as shown in the martial arts column of the monk's table. When you use an attack action on your turn to use this special attack, you can spend 1 ki point to carry out two more attacks with it as a bonus action. Of superior morality. They demonstrate a host of qualities that people consider respectable, simple and good. These fighters aspire to be the best people they can be. When such a warrior also has great devotion to a certain divinity, God can reward believers with a measure of divine power, making this man a palladin. Various Paladin commands in the forgotten realms emphasize different elements of just behavior, but all paladins are expected to last for a common set of virtues: liberalism. Be generous and tolerant. In good faith. Be honest and make promises. Arc strike stings at level 6, you get the ability to channel your ki into searing waves of energy. Immediately after you take the attack action on your turn, you can take out 2 ki points and cast the hands burning spell at the first level as a bonus action. You can spend extra ki points (2 plus any extra points) that you can spend on the spell equals half your monk level (round down). Sun rays stinging at the 11th level, you get the ability to create a ball and throw it at the point you choose within 50 metres, where it bursts into a ball of glowing light for a brief but deadly moment. Any creature within a 20-foot radius must succeed in throwing a constitution or causing radiant damage to 2D6. A creature is behind a complete cover that is sealed. You can increase the damage of the ball by wasting ki points. Every point you spend, up to 3 at most, increases the damage by 2d6. Chapter 4 I graciously dispens. Treat others with respect despite the way they treat you. Pay tribute to those under your station. Valid. Laws exist to bring prosperity to those under them. Unjust laws must be repealed or reasonably changed. Courage. To achieve glory through battle. Defend every charge to the death. Pride in one's actions. Led by example. Let your others say your intentions. Humility in a man's enterprise. Don't boast or get unnecessary rewards for you. Selflessness. Share resources, especially with those who have the most need. Good temper. Turn the service happily and without contempt. Wisdom. Make the best through the least impact. Piety. Be true to the rules of your God. Grace. Protect the weak. Grant mercy to those seeking redemption. Respect. Keep true to the code. Death before inde trout. Each Paladin ranks and emphasizes these virtues based on their personal ethos and religious background. Sun's Paladin will emphasize aspects of kind love and kindness, whereas Tyr's Paladin will be more concerned with justice and fair relations of enemies. Most In the forgotten realms, like clergy, are dedicated to certain alas. The most common Paladin gods are those who emiment action, decision, watching and wisdom. Torm and Tyr are two popular deities for Paladins as well as Ilmater, which emphasizes self-sacrifice and relief of suffering. Although less common, there are paladins of the following deities: Helm, Hor, Lethender, Sun, Corlon Lharthian, The Red Knight, Clangeddine Sue Eibar, Arborin and Mistera. Their devotion to a higher ideal makes Paladins popular folk heroes in kingdoms. Many stories are woven into noble knights and sworn champions, though pragmatists point out that the stories often end with a huge sacrifice on the part of said champions. Paladini's most common patrons of the Oath of Devotion and the Oath of the Crown (described below) are shock, torm and tyr - defence, courage and justice - although Ilmeter has his share of dedicated champions. These Green Knights have sworn the oath follow patrons like Hoor, although there are also Avengers of Shock and Tyr, who draw harsh justice. PALADIN orders can be found in the following orders in different parts of the lender has vowed to keep this nation. It was created following the Spellplague and helped create Elturgard, which borders the city of Altoral, overlooking CHAPTER

4 132 I CLASSESs ing the Chionthar River. Members guard civilization against dangerous and natural forces, especially unnatural beings. Of the options in the Saints Oath Department feature, the Crown Oath (described below) and the Oath of Devotion (described below) and the Oath of Devotion (described below) and the ranks. The order of the golden eye The monastery and cathedral of Hold's stall at the edge of a tree to the winter world in the north as a safe haven for travellers. The Order of the golden Eye protects its grip and lying to the round community, but their mission has a much broader focus: to keep the world safe from the dangers of other planes of existence, especially on the low-lying planes. Many paladins rather than Paladins joined the order in response to a call to impose satanic invasions out of the world. In recent years, many have emerged from shock possession to do the work of order in the wider world. In recent years, many have emerged from shock possession to do the work of order in the wider world. In recent years, many have emerged from shock possession to do the work of order in the wider world. the Golden Eye often follow the oath of devotion, although some fanatics are followers of the vengeance oath. The Smollar Order The Holy Order of Samour, also known as the Knights of Smoller, consists of warriors in Tyr's service. The order is based at Summit Hall, while maintaining an episode At Thyrade. The legendary Paladin Samiler Cardon founded the Order in 952 DR after the Second Troll War and the death of his brother Renwick Snooklak and Ampill only during the war. When Tyr fell silent and the palladin in his service lost their powers, many turned to other gods like Torm, but Smoler's existing ones remained loyal to Tyr. Their patience was recently rewarded when, upon Tyr's return to the world, many of their dwindling numbers were invested in Paladin's forces. Known for their support for the law, many Paladins of the Order follow the Oath of the Crown, which is described below. The holy palladin in the forgotten kingdoms has the following option of a sacred oath, in addition to those in the player's quide. The Crown Oath has sworn to the ideals of civilization, be it the spirit of the nation, loyalty to sovereignty, or service to the divestance of law and control. The steels that swear by this oath devote themselves to serving society and, in particular, the righteous laws that hold society together. These paladins are the goa'ying overlooking the walls, standing on the chaotic tide of barbarism that threatens to destroy everything civilization has built, and are generally known as guardians, exemplars or stubble. Often, Paladin who swears this oath are members of a knighthood order in the service of a nation or ruler, and pass their oath as part of their confession to the ranks of the Order. The principles of the Crown's oath are often determined by the sovereign who swears their oath, but generally emphasizes the following principles. Law. The law is paramount. It is the mortar that holds the stones of civilization together, and must be respected. Loyalty. Your word is your bond. Without loyalty, weeks and laws are meaningless. Courage. You have to be willing to do what needs to be done for order, even in the face of long shots. If you don't act, then who will? Responsibility. You must face the consequences of your actions, and you are responsible for fulfilling your duties and obligations. OATH Spells You get oath spells at the listed paladin levels. The Crown Oath spells Paladin level 3 5 th 13th 17 spells command, forced duel ag, area of truth aura of vitality, spirit guardians expel, guardian circle of faithful power, geas channel deity when you take this oath at level 3, you get the following possibilities of channel deity. Champion's Challenge. You're posting a challenge that requires other creatures to fight with you. Any creature of your choice that you can see within 30 feet of you must make a wisdom-saving shot. In failed incitement, a creature cannot voluntarily move more than 30 feet away from you. This effect ends on the creature if you are disabled or dead or if the creature moves more than 30 feet You. Turn the tide. As a bonus action, you can strengthen wounded creatures with your chains a +ld6 +sub (a minimum of 1) if it has no more than half of its hit points. Divine loyalty from the 7th floor, when a creature within five feet of you causes harm, you can use your response to magically replace your health with the target creature, causing this creature not to take the damage. This damage cannot be reduced or prevented in any way. An uncompromising breeze starting on the 15th floor, you have the advantage of saving shots to avoid being paralyzed or overwhelmed. The 20th-level champion, your presence on the battlefield is an inspiration to those dedicated to you. You can use your action to get the following benefits for 1 hour: you have resistance to this fighting, piercing, and cutting damage from non-vicious weapons. • Your allies have an advantage over death saving shots as well as your allies within 10 meters of you. You have an advantage over wisdom saving shots as well as your allies within 10 yards of you. This effect ends early if you are disabled or dead. Once you use this feature, you can't use it again until you've finished a long rest. Have you seen the draw? Montolio asked. The owl responded with a hook, then went into a tricky series of chatter and wes. Monto Liu took it all in, weighing every detail. With the help of his friends, especially this chatty owl, the sea lantern oversaw his splend for several days, curious as to why a dark elf wandered into the valley. Initially, Montolio assumed it had something to do with Grau L., the main region's ore water, but as Tim continued, the ranger became suspicious otherwise. R.A. Salvatore, Suhorn Long Scouts walked in the wild of Sword Beach and the wild border. Like druids, their practices date back to the early days of humanity. Long before humans stepped in the north, elf guards marched through its forests and climbed the mountains. The traditions and view of these people are now shared by members of many races. In particular, people on the high feet often hear nature's call and become rangers, often serving as guides and protector of roving half-strap bands, and protective dwarfs forced to wander away from the old tribes, which sometimes follow in the warden's footsteps. Not every gold seeker who roams distant hills or hunts hunters through uninhabited land becomes a Ranger. Real rangers go out into the wild and find it sacred, like paladins, they've touched something divine. Their gods and faith may be different, but Rangers Simi Er values the sanctity of nature. Although by no means always aligned with each other, rangers are associated with a loose community of some kind, one that often connects to circles of druids. In the north and across most of Heartlands, inspectors use special signs to indicate campsites, dangerous areas, evil creatures, vile magic, borderinoid activity, hidden caches of supplies, safe passage, shelter, graves or graves. Many of these symbols were derived from the Divine Law or borrowed from groups such as the Harper family. Although by no means a secret language, these trail signs are often obedient to non-rangers, and even druids may not understand them. As a rule, rangers are used to help companies survive and thrive in the wilderness. Most of Sword Beach and Chapter 4 I departments Elf Rangers are used to help companies survive and thrive in the wilderness. Most of Sword Beach and Chapter 4 I departments Elf Rangers are used to help companies survive and thrive in the wilderness. and keepers of elven kingdoms. Such elves we all devote themselves to Rillifane Rallathil or Solonor Thela ndria. Elf keepers driven to wander may instead prefer Panmarl Maesterin, the lone nomad god, or Worsch, to the divine vengeance. HALFLING Rangers Most halfiin gs who admire nature and its raw beauty are coming from Lightfoot Stock. Their bands spend at least as much time on the road and on the river as in the village, city nd, and ranger's role is a natural fit with the lifestyle of most light legs. Lightfoot inspectors tend to prefer the god Brandovaris in his aspect as patron of the study. Halfiings is more prone to nature itself and generally prefers S heela freerill. Those who devote themselves more to protecting settlements or travelers respect Arborin. The lone first half that became Rangers tends to favor the last two. Rangers tends to favor either a dwarf protector cast out of a clanhold or a place in the world. Sometimes dwarf rangers are gold seekers who study the world in search of new veins of ore. In any case, there are two gods who take action against such dwarfs: Marthamoor Doane and Dumtuan. The North is uneasy. Ra ngers is redriven to explore these lands, looking for fertile soil where the seeds of civilization may grow, looking for resources (such as metals) that will benefit settled la nds, or root out evil before it can spread. Other Rangers are spying on enemy forces or hunting dangerous animals or Carimina Yee. Given that so much of the North is Frontai, Ra Negers plays a critical role in keeping communities safe and are often revered within them. The human rangers of the moons are devoted to the Druids The mainland is often respected by the first circle gods, but most of the Rangers Mong Bustle ns favo are those Mielikki. However, they consider the god too savage and ancient for them to pray to directly. Instead, they pray to Gwerron Windstrom to bring their words to the god. Gwaeron is said to sleep in a grove of trees west of the town of Triboa r, and mos t of hi devotees travel to this place at least once in their lives as a sacred pilgrimage. Evil human rangers usually respect Mallar for his cruelty, hunting skill. There are those whose abilities are not in sword or art, but in quiet movement, in an aboated action and in stealth. Talents like these often lead to illegal efforts, which plague most major cities, but can be well used in dealing with dangerous monsters and lost treasure. Most of the kingdom's largest cities have several dens of thieves competing elsewhere. In some places, such as Baldor Gate, there is an organized group of crooks who control all activity. Most dens of thieves are secret at G-spots, often beneath the city, and move after they are discovered. The city of Wetterdeep was once home to the most powerful guild of thieves in the north: the Shadow Thieves. He, Sir Wetterdeep, shattered this guild to fail its leaders to fail the city (the group still operates outside the arena). There are still thieves and even hitters at Thyrade, but they call an honest trade- adve nturin g, where roguish abi lities can be used without condemnation and later are lions in song and legend. Many thieves take to this life, posting a code that keeps them out of trouble in civilized areas but still keeps them rich: They swear to Bourgeois Ri this weird old tombs la irs instead of the business and business houses of the rich in civili zed la nds. Some scammers have learned that it's easier to pocket someone when you have a royal warrant, so say ma ny scammers are diplomats, scouts, influential peddlers, and information brokers, in addition to better-known thieves and assassins. Crooks s uch merge more easily into civilized society, more often acti ng as grease in wheels that n rench w in the works. ROGUISH Rogue archetypes in forgotten worlds have the following possibilities for rogish archetype, leading tig's life inward. Words are your weapons often like knives or poison, secrets and favo rs are some of your favo worship treasures. MASTER OF INTRIGUE When you get a skill with disgui se set, rgery fo set, and one game set of your choice. Also learn two la nguages of your choice. In addition, you can unwaveringly mimic the speech patterns and pronounce of creatu re because you hear the record of r at least 1 minute, allowing you to look at yourself as a native speaker of a particular country, provided you know the la nguage. The soul of cheating S ta rting level 17, your thoughts cannot be read by telepathy or other means unless you allow it. You can view thoughts fa lse by making a charisma check (scam) disputed by the wisdom of the mind reader (Ins ight) check. Plus, no matter what you're telling the truth suggests that you're telling the t SWASHBUCKLER You focus your tra ining on the art of the blade, relying on speed, elega nce, nd cha rm in l.equa parts. While some wild warriors re-dressed in heavy r armo, your fi ghting method looks almost like performa nce. Duel that separties usually belong to this archetype. Swashbuckler excels in ingle combat, and can fight with two weapons while safely da rting away from opponent n. Fancy FOOTWORK W You choose this level 3 archetype, you learn how to land an nd strike and then slip away without reprisals. During your turn, if you're scuffleing against a creature, that creature can't attack you, because they're the rest of your T-R. Master of tactics S ta rting level 3, you can use help action as a bonus action. Eddie, when you use the help action to assist lly in attacking cr eatu re, the target can see or hear you. INSIGHTFUL MANIPULATOR S ta rting level 9, if you spend at least 1 minute watching g or interacting with another creature outside the battle, you can learn some information about its abilities compared to yours. DM tells you if the creature is your choice: • Intelligence score wisdom score charisma score grade levels (if any) on the possibility of DM, you can also understand that you know a piece of the creature's history or one of its lity personality traits if it has. Deception starting on the 13th floor, you can sometimes make another creature suffer an attack intended for you. Chapter 4 I Departments 135 SWASHBUCKLERS and Two Weapons Fighting Swashbuckler Relies on a Good Understanding of D&D Rules D realize its potential, especially when it comes to fighting with two weapons. Other characters must use the action to disconnect if they want Scuffle, but Swashbuckler's fancy footwork feature packs a more limited version of disengagement with in your attack. It allows you to use your bonus action to fight with two weapons, and then safely evade any attacked enemy. Rakish's audacity starting on the third floor, your throsk confidence pushing you into battle. You can add your charisma sub to your initiative rolls. In addition, you don't need an advantage over your attack roll to use your stealth attack if there is no creature other than your target and is within 15 feet of you. All other rules for the Sneak Offensive Class feature still apply to you. PANACHE Level 9, your charm becomes particularly seductive. As an action, you can make a charisma check (persuasion) disputed by the wisdom of a creature (insight) check. The creature must be able to hear you, and you both must share a language. If you succeed on the check and the creature is hostile to you, it has a disadvantage on offensive cylinders against other targets than you. This effect lasts one minute, until one of your friends attacks or affects the target with a spell, or until you and the target are more than 20 meters apart. If you succeed in testing and the creature is not hostile to you, it will be fascinated by you for one minute. Despite the magic, he sees you as a friendly acquaintance. This effect ends immediately if you or your friends do something harmful to it. Elegant maneuvering starting from the 13th floor, you can use bonus action on your turn to gain an advantage over the next dextreity (acrobatics) or power (the tic) check you make during that turn. Starting on the 17th floor, your blade control allows you to turn failure into a success in battle. If you miss with an offensive roll, you can roll it again with an advantage. Once you do this, you may not use this feature again until you have finished a short or long rest. Some inherit this ability from magical power, and others express that power by chance or by the hand of fate - perhaps by events in their conception or birth. C H APTER 4 I classes due to their varied origin and delayed expression of powers, sorcerers can be found almost anywhere and among almost anywhere any here valued. Sorcerers are slightly more common among cultures steeped in magic, such as among the elves of Abramite and the humans of the Alroa. Rushman's witches are state-leading witches. But their Tian neighbors often persecute the sorcerers who appear in Thamie, seeing witches are state-leading witches. on the study of wizarding. Magic-hating cultures, such as the Northlanders and Othgaard, exile or kill the sorcerers expressed among themselves. Wild magic The forgotten kingdoms have a long history of magician trying to become the magic god, gods are forced to walk the earth during trouble, or the chaos of the witchcraft epidemic, the magical chaos unleashed by the events of s uch has created a legacy of magic wizards wild. This legacy is often dormant for generations, and then suddenly manifests itself in the right (or wrong) circumstances. These wild occults are more common recently in lands directly affected by Spellplague, including Halruaa, Mulhorand, and pockets of Kurmir and Sword Beach. DRACONIC magic dragons have been known to take a humanoid form and live among lesser creatures for decades. Some of these dragons have connections with humanoids, or invest their allies or servants in draconian magic. These invested creatures may become draconian dynasty sorcerers, or pass their abilities on to their descendants. Draconian dynasty sorcerers have appeared in most parts of the world because of the actions of individual dragons or experiments by dragon cults - but they are significantly more common around Chadante, once ruled by a dragon, and Morgum Land near Thab, where dragon princesses have ruled for the past eighty years. The magic of the storm during the avalanage, a constant storm called the Great Rain covered the sea of falling stars, darkened the sky and caused massive flooding. Thousands of people died from drowning, lightning strikes, or bursts of wind that struck as fists and ships capsized. Some people from these events found themselves blessed or cursed with innate magic, stormbenchers able to bend lightning, thunder and wind to their will. Most of these new mags appeared near the inner sea, but clouds from the big rain sometimes traveled much further. Although not all storm spells have gained their strength from the great rain, most common people associate them with caution. Bewitching Beak Wizard in Forgotten Worlds has the following wizard option, in addition to those in the player's guide. Your innational magic storm spell comes from the power of thorough air. Many with this power can trace their magic back to the near-death attempt caused by the great rain, but you may have been born during a howling storm so powerful that people are still telling stories about it, or your birth history may include the impact of powerful air creatures such as vaati or gin. Anyway, the magic of the storm Your tout. The Storm Witches are valuable members of a ship's crew. Their magic allows them to exert control over the wind and weather in their immediate area. Their abilities also prove useful in resusculing attacks by sahuagin, pirates, and other waterborne threats. The mysterious magic wind speaker you command is infused with thorough air. You can speak, read and write genesis. (Knowing this language allows you to understand and be understand and be understand and be understand and write genesis. (Knowing this language allows you to understand and be understand and write genesis.) make whirling gusts of thorough air surround you briefly, immediately before or after you cast a spell of level 1 or higher. This allows you to fly up to 10 feet without triggering opportunity attacks. Heart of the Level 6 storm, you get resistance to lightning and thunder damage. In addition, every time you start imposing a spell of level 1 or higher that deals with lightning or thunder damage, a thunderous magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you taking lightning or thunder damage (choose whenever this ability is activated) equal to half your bewitch level. A Level 6 storm guide, you get the ability to gently control the weather around you. If it rains, you can use the action to make the rain stop falling within a 20-foot radius concentrated in you. The wind is blowing in that direction for the rest of your next turn. This feature does not change wind speed. Storm rage starting on the 14th floor, when you're hit by a scuffle attack, you can use your response to deal with lightning damage to the attacker. The damage is equal to your sorcerer's level. The attacker must also make a power-saving shot arcan E SP EL LCASTERS Faerun's common people often make little distinction between sorcerers, sorcerers, and magicians. Most magicians see little taste in igniting rivalries with other types of mysterious-magic wizards is magic, regardless of means and, for the most part, sorcerers, magicians, and bent respect for each other as fellow practitioners of art, understanding the power it represents. Against your sorcerer's spell, take care of Washington. On failed save, the attacker was pushed in a straight line up to 20 feet away from you. Soul spirit level 18, you get immunity for lightning and thunder damage. You also get a magical flying speed of 20 meters. As an action, you can reduce your flight speed to 30 feet for 1 hour and choose a number of creatures within 10 feet of you worth 3+sub your charisma. The chosen creatures gain a magical flying speed of 10 feet for one hour. Once you reduce your flight speed in it You can't do it again until you've finished a short or long rest. Even a wellmeaning sorcerer was re-observed with suspicion and justifiable warning. These magicians feel that the very existence of sorcerers stains their noble art outlook and makes the common people see all magic practitioners in doubt. Some difficulties, especially those of Faye or satanic dynasty, reborn with a penchant for their power, attracting the attention of L-poetic patrons even from childhood. Others seek an alliance, sometimes because they don't find the power they must come to one pub over the others, as their patrons are jealous and possessive . Patrons in the kingdoms of the gods are far from the only forces working in the kingdoms - and many potential clients can offer them mysterious power. TuEARCHFEY In the vast wilderness of the kingdoms you can still find connections to TheFeywild. These re fey passages, places of mysterious natura I beauty in the world that have almost perfect look in Feywild. You can pass through Pi Pass by entering a forest beam, passing through the pool face, entering a circle of mushrooms, or crawling under the trunk of a tree. Some wagas are looking for such aces to bargain with this kingdom's archivist for power. Notable archivist for power. Notable archives a circle of mushrooms, or crawling under the trunk of a tree. strongest. With a mile, she can ripen a crop, and with wild Omon frowning, S. S. Mill is dominating the baskets of S ummer Court. Oberon, the Green Master, unriva-led hunter and waddle and nd wa rrior, is Titania's lover and often her fo e. Oberon is attentive to any branch of any tree and every bra branch of every Straya M. in the forests of the Feywild. If Oberon has a weakness, it's the wild nature of his heart. His mood changes like windstorm weather. Hissam, the fools' P ri nce, is considered the first satire. He can polish the gold, and his jokes, and teds, make the stones cry with laughter. However, Hissam is also the soul of the wild and nature. Stupid Hissam is wild nester and prone to playlessness, but when jokes like that turn cruel and deadly, wild Hissam is in the game. The Queen of Air and Darkness rules the revelatory court from a throne that sits empty, except for 70 00:00:00,000 --> 00:00 00:00:00,000 --& amp;gt; 12:00am: The Air Queen is an invisible presence around him, her voice blaring from episode 4/ wards the night diamond or whistles sea secrets directly in the ears of her noxies, and Both at once. The Frost Prince was once known as the Prince of the Sun, but his heart cooled when His heart betrayed him and fled, her soul becoming one of the patients. Eve R. Since then, the angry prince has sought to be reunited with his speech whenever it unfolded in mortal form. The many devils agreements with the human sorcerer in the kingdoms, so many th in wa rlocks are almost synonymous with Faen1n demonic power. These demons include the Archidolas of the Nine Hells and their most powerful dukes, the demon lords of the abyss, and the ultras that dominate ove r yugoloth a rmies. However, do not directly damage S uch transactions with the power in question. Often a weaker devil serves as a mediator, and the sorcerer may not know who he or she is serving. Prominent Wendy patrons peculia r to the forgotten kingdoms include the following: Baazka is the pit devil behind the recent invasion of satanic forces from Pear Castle dragons. His plans for Sword Beach were long with those of the Allied Red Wizards, but it mbitions in the rema B. Belfuss region is a demon that serves the demogorgon. He considers himself the prince of demons' best sir and therefore a rival to the power of Dragon. Alteb was once tied up beneath the town of Altheber in Thae, also imprisoned by the city's layout of streets and canals, which created a carving of confinement. The demon is now free in the world, seeking revenge. Arto the Bloor harassed Driesett Durden for more than a century, mostly for possessing an artifact called the Cranzinavon. After losing the last battle and a block of the world, the Bloor is now seeking an indirect means of revenge. Gregoth is a mysterious demonic force that seeks godliness while trapped in a world in a magical shield. Lorient is a campion that collects hyphens like a man can collect butterflies. His favorite collection, Troil 13, includes blood keys from 13 people they first allied with Asmodeus . Malkizid has rejoiced in any mistake he can make to the Elves, but he gets the greatest pleasure when he manipulates the elves to hurt each other. Wendanai is the Lord of the Bloor who first sedaned the dark elfs to summon demons in the ancient wars between the demon people. She also turned them into a cult of Loth and continued to advise and teach them long after the descent. The great old beyond the planes known to great magicians and sages lies the distant realm of the old greats, people out of time, space and sanity. It can truly be identified by the crude rituals and dreams of some of these beings. Some of the name-desecration names associated with this place and its madness include the following: Dander Snake Tonight, Food The world, is said to be the creep of the first nightmare, a predator of vile visions, and a harbinger of the end of the world. Her sorcerers often dream of Dundar's sickness and the dry detachation of scales when they first realize their potential. Jaonador, what lurks, is the understudy god of deviations, also known as the eldest eye. It worships (if such a word can be used) by slime, liquids, and similar creatures. Kezef The Chaos Dog is a black, skeleton mastiff covered in infested worms, a black acid demo. The gods put Keshef away in an unbreakable leash shed by Gund and a glamorous platter initiated by Meistera, for whom the chaos dog bit Tyr's hand. Munder is a dark force of corruption and decay. Those who have touched on its influence first receive a dream, a mandar seed, in which the following words, lest you be beaten by eating from within. Go ahead and strengthen people with power and influence for me. Slay, and let the rot cover everything. Fear me, and obey. Tyrantrexus, also called the domineering wind and flames, seeks to rule the world through the bodies of others. Like the Earth's god, it uses magical pools as windows into the world to spread its influence. Jargon, the returnee, also called the invincible dictator, is said to be an indestrucable evil. Some of the stories claim that Za organize was the original master of the Nine Hells. Others claim he is a powerful exi demon prince led from the abyss. Perhaps none of these stories are true, but it can be said that zargon is a force that provokes madness and terror. Otherworldly patron witches in forgotten worlds have the following option as an otherworldly patron, in addition to those in the actor's guide. Eternal death holds nothing to do with your patron, who has opened the secrets of immortality, even though such a price. Once mortal, Undying saw mortal life pass like the seasons, like a flicker of endless days and nights. He has the secrets of generations to share, secrets of life and death. These types of people include Vekna, master of the hand and eye; The creepy Yuz; Volume queen of the lychee; Arnel Supreme Court; Vlaquith, queen of the legendary master of warlock's crypt, and Jigam, godfather of Ond. The Undying Extended Spells List allows you to choose from an expanded list of spells when you learn the sorcerer's spelling list for you. Uncontested extended spells spell level 1 2 4 5 false life spells, horn of blindness disease/deafness silence pretense death, talk to a dead aura of life, contagious death class, legend among the dead starting at the first level, you learn the spare The dying miracles, which are considered a sea track for you. You have an advantage in saving shots against any disease. Plus, undead people have trouble hurting you. If a u-dead man aims at you directly with attack or a harmful spell, this creature must make saving wisdom to throw against your spell and save DC (dead should not do the rescue when it includes you in an area effect, such as the explosion of a fireball). In failed incitement, the creature must choose a new target or give up targeting someone in your place, who may waste the attack or witchcraft. In a successful rescue, the creature is immune to this effect for 24 episode 4 I classes in 139 hours. Undead are also immune to this effect for 24 hours if you target it with an attack or harmful spell. Defying death starting at level 6, you can give yourself vitality when you cheat death or when you help someone else cheat it. You can return hit points worth your constitution+ld8 +sub (a minimum of 1 hit point) when you use this feature, you can't use it again until you've finished a long rest. Plus, you're getting older at a slower rate. For every 10 years that go by, your body only ages one year, and you're miraculously immune to aging. An indestructible life when you can use bonus action to return hit points worth your ld8 +wizard level. Additionally, if you put your severed body part back in place when you use this feature, swipe them back. After you use this feature, you won't be able to use it again until you've finished a short or long rest. It was one he was well known for. Using his free hand, the blades reflected the casting of his opponent and then sent his considerable power to surround the defeated wizard, charging him for himself. Argent energy flies from man's outstretched hand on (y to fizzle into nothing as blades sage the spell. - Keith Francis Strohm, Bladesinger scholars and practitioners of what they call art (see chapter 1 for details), magicians are the most disciplined in forgotten worlds. They should be, as their powers come from years of careful study and practice. some magicians apprentice and study with an experienced master, while others attend official academies or universities of the north like Waterdeep or Silverymoon. With the intensity of Learn and practice, magicians tend to become more and more lonely as they progress in their art, having fewer colleagues with whom they can share their insights, if they choose to share them with someone at all. Therefore, great magicians often revel in isolated towers or strongholds, violating increasingly eccentric behavior as time passes. Some say it's a Chapter 4 mark I'm classes of madness brought on by delving too deeply into a mysterious the teachings, but they never say it too loudly wherever a magician can hear. The greatest wizards of the kingdoms find means to prolong their lives far beyond the content of any race except the elves. Arch-wise may be centuries old, having seen cultures rise and fall across a ion. Other magicians seeking this longevity turn to Leachdom, who live in isolated tombs and strongholds as they retreat from the world in their body and soul. Wizard groups exist in forgotten kingdoms, but two, in particular, stand out. The Red Wizards The most notorious wizarding group in the kingdoms are They's Red Wizards. The Red Wizards, thickened by their distinctive red robes, sought to expand their power and expand T.I.'s influence across the kingdoms, especially on land in the east. They shave their heads and wear intricate tattoos that reflect their ambitions and achievements and their preferred school of magic. Bethy. the Red Magicians have ultimate power, even though they give governance over day-to-day affairs to those who have no skill in art. Every red magician devotes himself to studying for one of the eight schools of magic and serves as the school's zulkir, the ultimate leader and master of this style of magic. Their seguirs and wizards are constantly competing against each other for power and influence, and this competition often sends the Red Wizards away from T'i to seek new spells, recover lost objects and create wealth that can flow back to Tye. The power the Red Wizards possess in Thamie gives them a degree of diplomatic legitimacy on sword beachlands and the north - but their presence is rarely welcomed and suspiciously conscious. MacE SICILS magicians and many other mysterious travelers develop a signature procedure, which they use to identify their belongings, sign as a name and warn others. As sage gains strength, more people get to know the sil and connect it with a powerful spellcaster, not being tripled with. Some magicians are used in conjunction with spells such as Warding's glyph, which enforces the tendency of ordinary people to shy away from items marked by such violets. There are folk tales, in fact, of the gods themselves punishing a man who misuses ridiculous stories of a magician, apparently started by magicians themselves. There is no defined penalty for violating the signature of another proverb or for using it without permission. Powerful occulters tend to punish those. Themselves to discourage further use. Apprentices at Piron are reminded of the dangers of being correctly used in the underwriting of another cast-benders by rhyme. every time one magic weaves/ 'It's never, ever, smart to cheat. Wizards War The potential of magicians to influence the outcome of the battle is something no firef ruler can afford to ignore, and most large armies seek to recruit and include magicians among their ranks. Stimulants are most common, simply for the potential to have their spell of causing the greatest damage to the greatest number of enemies. Still, all schools of magic find their applications in warfare. Kurmir's war wizards are perhaps art's best-known application to the battlefield. As much as they are soldiers, many of them were members of the Purple Dragons before they began their art training. In addition to field service in times of war, war wizards also defend the monarchy of Kurmir, and each swears a magic oath of service to the crown. In this role, warbends serve as headguards, advisers and even spies. Members of the royal family, the Knights of the Purple Dragon, and officers of the Purple Dragons often wear magic rings that allow war magicians to know where they went and cecker at them. Removing such a ring, even for innocent reasons, could call for a cedar of battle-ready with spells of attack already in the midst of being cast. The wizards of mysterious tradition in forgotten worlds have the following possibility of a mysterious tradition, in addition to those in the actor's guide. Blades and blades are elves who bravely protect the people and their lands. They are elf sorceresses ruled a school of sword fighting grounded in a tradition of mysterious magic. In battle, Blades uses a series of complex and elegant maneuvers to repel the impact and allow the bladesinger to channel magic into destructive attacks and cunning protection. Restriction: Only strays and half strays can choose the mysterious tradition of blades. Your DM can remove this restriction to better fit the campaign. The restriction reflects the story of blades in forgotten kingdoms, but it may not apply to your DM definition or DM version of the kingdoms. Chapter 4 I divide BLADESINGER styles from its inset as martial art and magical, Bladesing based on the weapons of scuffle employed. The techniques of these styles are passed down from master to students at a small school, some of whom have a building dedicated to teaching. Even the newest styles are hundreds of old yes rs, but still taught by their original creators due to the long lives of bogeys. Most Blade Schools In Abramite or Awska. One began with the Darnor myth, but the destruction of the city dispersed the surviving students. Styles of blades are widely classified based on the type of weapon employed, and each is related to the category of animals. Within this style there are specialties named after specific types of animals, based on the types of witchcraft employed, t, is the techniques of the master, and the particular weapon used. Bladesingers who are master apprentices usually get a tattoos, wearing a warning on their skin of their deadly skills. Catalog. Styles that employ a sword belong to this family. The lion style, the eldest, instrument practitioners using the long word and does not prefer a certain kind of spells. Leopard style focuses on the short sword and the noises of il lusion and stealth. Red Leopard style focuses on the short sword and the noises of il lusion and stealth. attacks. Bird. Styles that focus on the use of hafted weapons, such as hack or hamme r, have been grouped together as bird styles, they use uncharacteristic weapons y favored by lying. Eagle-style blades use small handa xes, and man y style maneuvers focus on fluid ways to drop the weapon and draw a new one. The crow's style uses a gatherer, and its associated spells give the blades more agility in battle. Snake. Practitioners of these styles use flail, chain, or whip, despite its lack of elegance as a weapon, and has an almost as long history as the lion style. Its masters puncture their blade with a remarkably rapid rate of IP cracks wh, which can keep human enemies y at bay and allow blade space to cast out vicious spells of poison and disease favored by the style. Training in war and song when you adopt this level 2 tradition, you get skill with light armor, and you get skill with one type of one-handed scuffle weapon of your choice. Also, you get skill in performance skill if you don't have it yet. BLADESONG Starting from the second floor, you can activate a secret elven magic called Bladesong, provided you don't wear medium or heavy armour or using a shield. It respects you with all-natural speed, agility and focus. You can use the bonus action to start the Bladesong, which lasts 1 minute. It ends early if you are not a medium or heavy armor or shield, or if you use two hands to make attack with a weapon. You can also turn off bladesong whenever you choose (no action required). Chapter 4 I divide while your Bladesong is active, you get the following benefits: You get your AC bonus equal to your intelligence shifter of +1). You get a bonus for every constitutional savings shot you make to keep your concentration on witchcraft. The bonus equals your intelligence changer (minimum +I). You can use this feature twice. You return the wasted uses to it when you fini sh short or long rest. The defense song starting from the tenth floor, you can use your response to waste one spell slot and reduce the damage to you by the amount of equa l up to five times the level of the spell slot. The victory song starting at the 14th level, you add your intelligence sub (minimum +1) to the damage of your scuffle weapons attacks while you bladesong active. CANTRIPS for sorcerers, and art practitioner wizards have developed the following cantrips for those who prefer casting spells in a scrub. Cormier's war wizards, blades, and Blade Alliance wizards particularly like these spells. These cantrips are on the wizard, sorcerer, and wizard lists. Flowering Blade Evocation cantrip Casting Time: 1 Action Range: 5 Feet Components: V, M (Weapon) Duration: 1 round As part of the action used to cast this spell, you must carry out a scuffle attack with a weapon against one creature within the range of the spell, otherwise the witchcraft pell fails. In the sect, the target suffers from the usual effects of the attack, and it becomes a dowry with a thriving energy by the start of your next turn. If the target moves willingly before then, it immediately takes 1d8 thunder damage, and the spell ends. It is Pell's damage that increases when you reach higher levels. At Level 5, the scuffle attack deals with an additional n 1d8 thunder damage to the target, and the target damage takes for moving increases to 2d8. Both damage cylinders increases by 1d8 at the 11th and 17th levels. Green Blade Evocation cantrip Casting Time: 1 Action Range: 5 Feet Components: V, M (Weapon) Duration: Immediate as part of the action used to cast this spell, u must carry out a scuffle attack with a weapon against one creature within the scope of the spell, otherwise the spell fails. In the hit, the target suffers from the usual effects of the attack and green fire leaps from the target to create another of yours that you can see within five feet of it. The other creature takes fire damage equal to your casting ability to change. It is Pell's damage that increases when you reach higher levels. At Level 5, the scuffle attack deals with an additional 1d8 fire damage to the target, and the fire damage create a second increased 1d8+spelling capability of your sub. Two rolling damages increase by 1d8 at level 11 Level 17. Lightning lure Evocation cantrip casting time: 1 ac tion range: 15 feet Components: V duration: Instantly you create an eyelash of lightning energy and strike one creature of your choice that you can see in range. The goal must succeed in a power-saving shot or continue up to 10 feet in a straight line towards it and then take 148 lightning damage of this spell increases by 1d8 when you reach level 5 (2d8), level 11 (3d8) and level 17 (4d8). Sword Burst Communion cantrip Casting Time: 1 Action Range: 5 Feet Components: V Duration: Instantly you create a momentary circle of spectral blades to sweep around you. Every creature in range, except you, must succeed in a Texas lifesaving shot or take 1d6 force damage. The da mage of this spell increases by 1d6 when you reach level 5 (2d6), level 11 (3 d6), level 17nd (4d6). Chapter 5: Backgrounds H E B AC K GRO U ND S DESCRIB E D JN T H E Player Guide re a re a is found in the various companies of rfi n fae, in some for m or other. T his guy te r offers additional backgrounds for r characters in forgotten Rea Ims campa ign, m each of them peci fi c to Faer fi n or to sword beach and north in prticular. As with the Player's Guide, each of the backgrounds shown here provides skill, la nguages, and equipment, as well as a background feature and sometimes a variable form. For its tra personality, ideals, connections, flaws and nd, most backgrounds in this episode use a thematically similar background in the player's guide as their fou ndation. City Time You served the commo-n-toe you grew up in, standing as his first line of defense against Kerry. You're not a soldier, pointing your gaze at possible enemies. Instead, your service to your hometown was to help police its population, protecting the citizens from every striperation. Perhaps you were part of The Watch of the City of Wetterdeep, the police force wielding the batons of the city of luxury, protecting the common people, thieves and naughty nobility alike. Or maybe you were one of the bravest C.I. Iberimon guards, a member of the S ilverwatch Guard or even one of the magic-wielding factions. Perhaps you hail through m Neverwinter and have served as one of its Wintershield falses, the newly founded branch of Goa rds who vow to keep safe the city or overgrown in the city, this background can describe your early yes as a member of law enforcement. Most communities of any size have their own police officers and police officers, and even smaller communities have sheriffs and bailiffs willing to protect their community. Skill Skill: In hletics, insight languages: Two of your selection equipment: uniform in the style of your unit Of your rank, a fund where Um Moon help, a set of handcuffs, and a bag containing 10 RURAL GP areas, nea rly every decent sized settlement has at least one or two watch members who have the skill to investigate crime scenes and track down criminals. If your previous experience is as a researcher, you have a skill in investigation rather than athletics. Suggested Properties Use tables for the soldier background in the Player Guide as the basis for your nd-drive features, changing the values when necessary to adjust your identity as a member of the city clock. Your relationship is probably involves fostering peace and security. A researcher is likely to have an ideal associated with achieving justice by successfully solving crimes. The CRAFTER Folk Stout tribe is re-known for their ndiworks, and you've been trained in this ancient tradition. For years you work under DWA RF Master of Craft, lasting long hours. And a pejorative, sour-tempered treatment in order to achieve the fine skills you have today. You're likely a dwarf, but not necessarily, especially in the North, clans Nancy the Defender learned a long time ago that only proud fools who are more concerned with their egos than their craft turns away prom cadets, even those of other races. If you're not a dwarf, however, you have ta ken a festive oath never to take on an apprentice in the craft: it's not for nondwa rves to convey the skills of Mordin's preferred children. However, you will have no difficulty finding a Nancy master who was willing to accept prospective trainees who came up with your recommendation. Skill: History, Insight and Skill Tools: One type of craftsman's tools Languages: Dwarvish or your other your choice if u u lready's peak dwarf gear: a set of tools from an artist where you are proficiency, Chisel's sign of Ma Kerr is used to mark your handiwork with the symbol of a tribe of artists you have learned you from your skill from a set of hiking clothes, and a bag containing 5 gp and a pearl worth 10 gp feature : The eye of watching your experience in law enforcement, and dealing with outlaws, gives you a sense of local laws and crimina ls., you will easily find the local outpost of the clock or the simila r organization, and just as easily choose the crim ina L activity dens in the community, although you are more likely to be welcome in The Pomeric places rather than in others. Feature: Respect of STOUT people as well respected as the crafters do. You have a vacancy and board in place in New York where dwa rves shield or gold dwarfs And the people in the arrangement can compete among themselves to determine who can offer you (and perhaps your compatriots) the best accommodation and assistance. Investigators, who are responsible for solving crimes after the fact. Though s uch people re rarely found in suggested properties Use tables for the guild artists background in the player's guide as the basis for your nd motives features, changing the values when necessary to match chapter 5~ - !! I don't know what that means. I'm from a knowledgeable background and help those elsewhere who are looking for your expertise. You can be one of the few who help the Herald's Holdast, help catalogue and maintain records of the information that comes daily from across Faerfin. Skills: History, Plus your choice of one of arcana, nature, and religious languages: two of your selection equipment: your monastery's scholarly robes, a writing kit (a small bag with a feather, ink, a folded card, a small waller), a borrowed book on your current research topic, and a bag containing 10 gp FEATURE: LIBRARY ACCESS Although others must often endure extensive interviews and significant fees to gain access to even the most common archives even in the library archives , you have free and easy access to most of the library, though it can also be Laura's reservoirs that are too expensive, magical, or secret to allow anyone instant access. You have working knowledge of the manpower and bureaucracy of your clwister, and you know how to navigate those connections easily. In addition, you may receive preferential treatment in other libraries throughout the kingdoms, as professional courtesy is shown to a fellow scholar. Features are offered to your identity as a tribal craft. (For example, see the words Guild and Tribe as interchangeable.) Your relationship is almost certainly connected to the master or tribe that taught you, or the work you produce. Your ideal may have something to do with maintaining the high quality of your work or preserving the sleepy traditions of art. As a kid, you were curious when your formative years you found your way to one of FaerCm's great learning christians, where you specialized and taught that knowledge is a treasure of greater value than gold or gemstones. Now you're ready to leave your house - not abandon it, but seek new knowledge to add to its warehouse of knowledge to add to its warehouse of knowledge fonts is candles. The large library always needs employees and employees, some of whom rise through the ranks to take on roles of greater responsibility and You can have one of the candles, dedicated to the treasures of what is probably Laura's most complete body and history in the whole world. Perhaps instead you were taken by the scholars of the Vault of Sages or the Map House in Silverimon, and now you have set out to enlarge your Chapter 5 Use tables for sage background in the player's guide as the basis for your features and motives, changing the values when appropriate to your identity as a scholar in a monastery. Your relationship is almost certainly related to how you see the search for knowledge and truth, perhaps a worthy cause in itself, or perhaps as a means to a desirable end. Nowadays, you've been of some significance in a noble court or bureaucratic organization. You may or may not come from an upper-class family; Your talents, not the circumstances of your birth, could have guaranteed you that position. You may have been one of the many functionaries, stewards, and other people in silverymoon's court, or perhaps travelled baroque of Waterdeep and sometimes a throat sling of guilds, nobles, adventurers, and secret societies. Maybe you were one of the law-tellers behind the scenes or functioning at Baldor Gate or never in the winter, or maybe you grew up in and around the castle of a dagger. Even if you are no longer a full-legged member of the group that gave you your start in life, your relationships with your ex-boyfriends can be advantageous to you and your adventurous friends. You can perform tasks with your new friends that advance the interest of the organization that gave you your start in life. Anyway, the capabilities you've honed while I'm BACKG ROUNDS --------- ~ serves as a wake will stand you in good stead as an adventurer. Skill: Ins ight, Persuasion Languages: Two of your selection equipment: a set of fin e clothes and a bag containing 5 gp FEATURE: COURT FUNCTIONARY Your knowledge of how bureaucracy function allows you to gain access to the internal working nd records of a noble New York court or government you encounter. You know who the novars and shakers are, who to turn to for the good ones you're looking for, and what the current intrigues of interest in the group are. Suggested properties Use tables for the guild artists background in the player's guide as the basis for your identity as a stop. The noble court or bureaucratic organization you started is directly or indirectly related to your U.S. (which can be related to certain people in the group, such as your sponsor or mentor). Your May be concerned with the prevailing philosophy of your court or organizations active in the north and interior of Faerun are not bound by the rigor of geography. These factions pursue their agendas regardless of political boundaries, and their members act wherever the organization sees fit. These groups employ listeners, rumor sellers, hoard holders (people who retain caches of wealth or magic for use by factional activists), sanctuary guards, and message monitors, to pay some. At the core of each faction are those who not only play the role of the MA of this organization, but also serve as an organization, head and heart. In preparation for your adventurous career (and in preparation for your adventurous career (adventurous career (ad yours. Being adventurous doesn't necessarily require you to give up membership in your faction. Skill Skill: Insight and one intelligence, Wisdom, or charisma to kill of your choice, as needed in your factional languages: two of your selection equipment: a badge or symbol of your faction, a copy of a symbol faction text (or a code book for an undercover faction), a set of shared clothing, and a bag containing 15 gp factions of sword beach and a large lack of central governments in the north and along sword beach are probably directly responsible for the spread of secret societies and conspiracies in these lands. If your background is as an agent of one of the main factions of the North and Sword Coast, here are some options. The Harpers remain a powerful behind-the-scenes agency working to thwart evil and promote fairness through knowledge, rather than brute force. Harper agents are often well versed in the investigation, allowing them to be adept at snooping and espionage. They often seek assistance from other Harpers, Sympathetic U.S. and gamblers, Rangers, and servant of the gauntlet. One of the newest power groups in Farron, the Glove Order has an agenda similar to that of the Harper family. His methods are completely different, however: gauntlet bearers and holy warriors recreate a just quest to crush evil and promote justice, and they never hide in the shadows. Order agents tend to exist in religion, and often seek assistance from law enforcement friendly to the idea of the order is, and a priest of the order's patron gods. Emerald enclave, Maintaining balance is the dual goal of the Emerald Enclave. Those who serve the faction are masters of survival and living off the land. Often proficiency in nature, they can seek assistance from forests, hunters, rangers, barbarian tribes, druid circles and priests who ady the gods of nature. Alliance of Lords are representatives of the cities and other governments that make up the Alliance. But, as a faction with interests and concerns to transcend local politics and geography, the Alliance has its own cadre of people working on behalf of the organizations, a broader agenda. Alliance of governments that are part of the Alliance, in addition to other leaders and groups that uphold the alliance's ideals. The Genres. In recent years, the ears have become more visible in the world at large, with the group working to improve its reputation among the common people. The faction attracts employees and associates from many walks of life, and serves them for tasks that serve the purposes of the black network, but not necessarily criminal by nature. Agents of the Black Grid must often work in secret, and are often adept at fraud. They seek assistance from the magicians, merchants and priests allied with the genres. Feature: SAFE HAVEN As a faction agent, you have access to a secret network of supporters and activists who can provide assistance on your adventures. You know a set of secret signs and passwords that you can use to identify such operatives, who can provide access to a hidden safe house, a room and a board free of charge, or to help find information. These agents never risk their lives for you or risk revealing their true identity. Suggested Properties Use tables for the Background of Help in the Player Guide as the basis for your features and motivations, changing the values when necessary to match your identity as a faction as interchangeable.) Your relationship may be associated with other faction members, either to the location or object that is important to your faction. The ideal you aspire to is probably in line with the principles and principles of your faction, but may be more personal I am in nature. FAR TRAVELER Almost all common people and other people a personal I am in nature.

traveling more than a few miles from where they were born. You're not one of those people. You're from a remote place, one so distant that few common people you meet have heard of your homeland, they only know There and maybe some outrageous stories. You came to this part of Farron for your own reasons, which you might or may not choose to share. Although you will undoubtedly find some of the things its people take for granted will have you new wonders you have never seen before. By the same token, you're a person of interest, good or bad, for those around you almost everywhere you go. Skill in Existence: Insight, Perception instrument or game set of your choice, probably something native to your homeland languages: each of your selection equipment: one set of passenger clothes, one ny musical instrument or a game set you are in existence with, poorly forged maps from your homeland depicting where you are in Faerun, a pi ece mall of jewellery worth 10 gp in the style of your homeland's craft and a bag containing 5 gp why are you here? A distant traveler could have made the journey for one of a number of reasons, and leaving his homeland could have been voluntary or involuntary. To determine why you are so far from home, roll on the table below or choose from the options provided. The following section, which discusses possible homela nds, includes several appropriate reasons for each location. Why are D6 23 here? Reason d6 courier 4 pilgrims exile 5 6 tourists escaped from where are you a nomadic reason from? The most important decision in creating a far-traveling background is determining your homeland. The places discussed here are far enough north and sword beach to justify using this background. I never have. The meoviled oak is lands far to the west, home to elves who have never been to Farron. They often find it a tougher place than they expected when they make the trip. If you are an elf, Evermeet is a logical (though not compulsory) choice for your homeland. Most of those who are from Evermeit are exiles, who have been forced out for committing some kind of divine law offense, or emissaries who have come to Piron for the purpose of the divine culture or society. The Arois, Located in the southern reaches of the divine strange skyships the Elroys sail, and some know about the stories that even the few of their government has a strict CH A PTER 5 I BACKGROUNDS stance against unauthorized involvement with other countries and organizations. You may have been condesced for violating one of the many Byzantine laws of the Alroa, or you may be a pilgrim looking for the temples of the Magic Gods. The Continent of Kara-Tur, far east of Faen1n, is home to people whose customs are unknown to the people of Sword Beach. If you come from Cara Tour, it's likely that with Pippin you'll be treated as Shaw, even if it's not your true ethnicity, because that's the blanket term they use for anyone who shares your source. The People of Kara-Tur occasionally travel to Paraffin as diplomats or to forge a trade relationship with prosperous merchant cartels. Maybe you came here as part of an expedition like this, and then you decided to stay when the mission was over. Mulhorand. From the land to the architecture to the kings of the gods who rule these lands, almost everything in Mullahurand is exhausted for someone from sword beach. You probably experienced the same kind of culture shock when you left your desert home and traveled to the unfamiliar climate of North Piperpin. Recent events in your homeland have led to the abolition of slavery, and a corresponding increase in movement between Mulhorand to get a glimpse of different lives do so for many reasons. You can be in the north simply to see the strangeness this wet country has to offer, or because you have too many enemies among the desert communities of your homeland, but many have questions about it when they see you. Humans from Sssal appear to be made of snow, with aldane skin and white hair, and usually dressed in white. Sossel exists far northeast, strong against the endless ice to the north and a border on its other sides by hundreds of miles of the Great Glacier and the Great Sea ice. No one in your country makes the effort to cross such vast barriers for no compelling reason. You've got to be afraid of something really horrible or look for something very important. Remember. As the saying says among those in Faerfin who know about the place, to get to Zacara, go south a little longer. Of course, you followed an equally long road when you came and not from your birthplace. While it is not unusual for Zakarans to visit the southern extremes of Faerfin for trading purposes, some of them stray as far from home as you have. You may be traveling to find out which wonders can be found outside the deserts and lift like the sword of your homeland, or perhaps you are on a pilgrimage to understand the gods that others worship so that you can better appreciate your gods. The Underdrack. Although your home is physically closer to Sword Beach than elsewhere discussed here, it is much more unnatural. You come from one of the settlements in Andrark, each of which has its own strange customs and laws. If you're a native of one of the largest underground cities or settlements, you're probably a member of the race Takes up the place - but you may also have grown up there after being caught and brought down when you were a child. If you're a true and dormant native, you may have confessed to the surface as an emissary of the Bible, or perhaps to escape charges of criminal conduct (whether justified or not). If you're not a native, your reason for leaving home probably has something to do with staying away from a bad situation. Feature: All eyes are on you and your accent, ceonsses, figures of speech, and perhaps even your as strangers. Curious glances are directed wherever you go, which can be a nuisance, but you also get the friendly interest of scholars and others intrigued by distant lands, not to mention ordinary people eager to hear stories about your homeland. You can get this attention to access to people and places you otherwise wouldn't have, for you and your travel companions. Noble lords, scholars, and merchant Sansini, if you have perfumed a few, may be interested to hear about your distant homeland and human beings. Features are offered personality feature d6 personality feature I have different assumptions from those around me regarding personality l space, easily invading the space of others innocently, or responding to my own ion sea pits. 2 I have my own ideas about what he is and does not eat, and I find the eating habits of those around me fascinating, confusing, or revolting. 3 I have a strong code of honor or a sense of decency that others. 5 I respect my gods through practices that are foreign to this country. 6 I become my gin or finish day with a little traditional ritua is that are unknown to those around me. Ideal d6 ideal open. I have a lot to learn from the kind people I meet along the way. (Good) 2 reserves. As someone new to these strange lands, I am cautious and respectful of my aids. (Lawfu I) 3 adventures. I'm away from home, and Farm Right is a sneaky 4. If I may not know their ways! (Chaotic) also didn't know my own, which could be in my favor. (Evil) 5 curious. It's all new, but I have a thirst for six suspects. I must be worried about me because I have no way of learning, (neutral) says fr iend from the enemy here. (All) I don't know. C H A PTER 5 I back RO UNDS defects ag d6 2 3 4 5 6 bond as long as I have this token from my homela nd, I can handle any distress in the country is strange. My son Ellie and I are a comfort to me so far from home. I have no greater purpose than my service to my 80s. My freedom is my most precious possession. I'll never let anyone take that away from me again. I am fascinated by the beauty and wonder of this new land. Even though I had no choice, I didn't have to leave my love in Hin D. One day I see them. d6 2 3 4 5 6 flaw i (o are not so secretly) convinced of the supremacy of my cu lture across that of this foreign land. I pretend I don't understand the local language to understand interactions with Abu Identity that I would rat on. I have a soft spot for the new affiliation. I don't kindly take some of the actions and motivations of the people are rent urged of me. I consider followers of other gods innocent de lod at best, or ignorant at worst. I have a soft spot for the exotic beauty of the people of these lands. You are the heir to something of great value, not just currency or wealth, but an object entrusted only to you and you. Your inheritance may have come directly to you from the birthing right, or it could have been left to you by a friend, mentor, teacher, or someone else important in your life. The discovery of your inheritance has changed your life, and may have set you on the path to adventure, but it can also come with many dangers, including those who love your gift and want to take it from you - by force, if necessary. S Kill Skill: Surviva L, plus one between Arcana, History, and Religious Instruments Skill: Your choice of game set or musical instruments languages: each of your selection equipment: your inheritance, a set of passenger clothes, all the items in which you are skilled, and a bag containing a 15 gp feature : inheritance select or randomly determine your inheritance from among the options in the table below. Work with your dungeon master to come up with details: Why is your inheritance so important, and what is its story? You may prefer DM to invent these details as part of the game, allowing you to learn more about your inheritance as a story hook, sending you on guests to learn more about its history or true nature, or confront you with enemies who want to claim it themselves or prevent you from learning what you're looking for. DM also determines the characteristics of your inheritance of the item. For example, the object may be a minor magic item, or one that begins with a modest ability and increases the intensity as time passes. Alternatively, the true nature of your inheritance may not be clear at first and is only revealed when certain conditions stand. When you start your adventurous career, you can decide whether to tell your friends about your inCHAPTER 5 I background heritance immediately. Instead of drawing attention to yourself, you might want to keep your inheritance a secret until you learn more about what it means to you and what it can do for you. Inheritance d8 2-3 4 5 6 7 8 object or document item such as map, a Or a trinkets diary (see Trinkets in Chapter 5 of the Actor's Guide) An article dressed in a piece of Judaism Ir y mysterious book or formulas written story, song, song, or secret tattoo or other body marking suggested OpieIS'J'ICS Use tables for the folk hero background in the player's guide as the basis for your features and motivations Changing the values when necessary to suit your identity as a successor. Your relationship may be directly related to your inheritance. Or the person you got it from. Your ideal may be influenced by what you know about your inheritance, or what you intend to do with your gift once you understand what it is capable of. The Knight of the Order, you belong to a knights who have sworn to achieve a certain purpose. The teaching of this purpose depends on the order you serve, but in your eyes it is undoubtedly a vital and dignified endea effort. FaerO.n has a wide range of knighthood invitations, all of which have a similar view regarding their actions and responsibilities. Although the term knight brings up ideas of mounted, heavily armoured warriors of noble blood, most FaerO.n knighthood orders do not limit their membership to such people. The goals and physicality of the order are more important than the equipment and fighting style of its members, so most of these orders are not limited to fighting, but are open to the kinds of people who are willing to fight and die for the purpose of the Order. FaerO.n's Sidebar Knights Orders lists some of the orders currently active and is designed to help inform your decision about which group you owe allegiance to. Proficiency: One type of game set or musical instrument languages: one of your selection equipment: one set of passenger clothes, a seal, a banner or a seal representing your place or rating in order, and a bag containing 10 GP FEATURE: KNIGHTLY regarding goals. If your order is religious, you can receive assistance from the community, whether a lonely settlement or a great nation they serve, and knights of philosophical commands can find help from those they helped in pursuit of their ideals - and those who divided those ideals. This help comes in the form of shelter and meals, and healing when necessary, as well as occasional dangerous assistance, such as a group of local citizens rallying to the orders of many FAERUN knights who rightly call themselves kn ight to earn this title as part of an order in service of a condescense, such as the Eternal Order of Calambor or the Mystra Knights of mystic fire. Other knighthood orders serve a government, a royal family, or they're an elite army of Feudal state, like Vasa's fierce knights of the sorcerer. Another knighthood is secular, non-governmental organizations of warriors who follow a particular philosophy, or consider themselves some kind of extended family, similar to the order of monks. Although some organizations, like the Knights of the Shield, use knighthood decorations without necessarily being warriors, most of Farron's people who hear the word knight think of a warrior mounted in armor gifted to the code. Here are some knighthood organizations. Knights of the Unicorn. The Knights of the Unicorn began as a fleeting fashion of boys and girls with romantic views of the Patriar families at the Beldor Gate. On Little Lao, they took the unicorn god Lurue as their mascot and embarked on various adventures for fun. The reality of the dangers they faced eventually sank - and so did Leuro's principles. Over time, the small group grew and spread, and became the next place in places as far as Cormeer. Unicorn knights are gallant adventurers who follow romantic ideals: life must be savoured and live in jest, tasks must be taken on duty, impossible dreams should be pursued for the sheer wonder of their completion, and everyone should be praised for their strengths and at their own pity. Knights of the Darnor Myth were a famous adventurer band, and D. Yad Dub Falcon, one of the seven famous sisters, was one of them. The band was given its name to honor the big but falling city, just as the new knights of the Darnor myth do today. With the city once again in ruins, Dove Falconhand decided to reform the group with the primary goal of building alliances and friendships between the cultured races of the world and good people in order to fight evil. The Knights of Myth Darnor is riding the roads of the Dallands again, and they've begun to spread to the lands beyond. Their friends, each accepted by Dove herself, are above all brave and honest. Knights were created by a semi-el Seymorpha order at Thyrade 100 years ago. Seymorpha's ethos is the aristocracy's right and responsibility to rule, and the god-half-god is embodied in another noble mortal in every generation. By Siamorphe's decree at the time, the Silver Cup Knights took it 500 enough to put a worthy heir to the throne of Titir and re-establish order in this relative gdom. Since then they have grown up to be the most popular knighthood in Teth yr, a nation that has hosted many kn ighthood s at Crown Address. You get shelter and scokor from members of your Knights Order and those who identify with Episode 5 I background skill: One type of set games, I don't know. Equipment: Your company's uniform (quality passenger clothes), a sig of your rank, a set of games of your choice, and a bag containing the re ma inder of your latest wage (10 gp) feature: mercenary life as only those who have experienced it can. You're able to identify mercenary companies by their symbols, and you know a little bit about any such company, including the names and reputations of its commanders and leaders, and who recently hired them. You will find the taverns and pastas where mercenaries obey every region, as long as you speak the language. You can find mercenary work among enough adventures to maintai n comfortable lifestyle (see Practicing a profession under disabling activities in chapter 8 of the actor's guide). Suggested properties Use tables for your features and motivations, changing the values when necessary to suit your identity as a mercenary. Mercenaries of the North assist a stressed knight in the struggle, or those who support a command that helps smuggle a knight out of the city when he or she is being unfairly hunted. Suggested Properties Use tables for the soldier background in the player's guide as the basis for your features and motivations, changing the values when necessary to match your identity as the nate of your order. Your relationship almost always involves the order to which you belong (or at least key members of it), which is highly unusual for Knight's ideal not to re-mediate the agenda, sentiment or philosophy of order. Longtime mercenaries as a sale sword who fought in battles for currency, you are well acquainted with the risk of life and limbs to the prospect of a chunk of treasure. Now, you expect to fight enemies and reap even greater rewards as an adventurer. Your experience makes you familiar with all the features and exteriors of mercenary life, and you probably have harvi stories about events on the battlefield. Maybe you served with a big outfit like the Zhentarim or mintarn's soldiers, or a smaller band of swords to sell, maybe even more than one. (See the Mercenaries side of the North for a collection of possibilities.) Now you're looking for something else, maybe a greater reward for the risks you take, or the freedom to choose your activities. For some reason, you leave behind the life of a soldier for hire, but yo chapter 5 of you I background countless mercenary companies to operate up and along sword beach and throu ghout th north. Most are Smolesque La Opera that employ between tens and 100 people offering Seko Resity services, hunting monsters and D brigands, or going to wa in exchange for gold. Some organizations, such as Zhan-Taharim, Pele Ming Fissett, and the Mintaran Nation, are hundreds of members. Provide private armies to those with enough funds. Some organizations operating in the north are described below. The chill. The mysterious cold Orcwood serves as home to many groups of goblinoids that have incorporated into a single tribe. Unlike most of their mamdies, the chill avoids raiding the Peopl e of the North and maintains relatively good relations so that they can rent them out as wa rriors. Few chi-tist in the north are willing to defend an army alongside Chill, but I'm happy to pay the chill to fight O'Gard, the tro lls of evermoors, and other cultures. Quiet rain, composed solely of thousands, is a legendary mercenary company operating out of Yves Raaka. Quiet rain, which advocates gold or glory, only agrees to jobs that promote the divine causes or that they destroy venom, ganols, and so on. The pro-speculative employers must write a word (in El Vish) next to Yves Seka, and the guiet rain sends a representative if he intervenes in Ted. From the blood axi. Founded in Sandaver almost centuries ago, the Balladax, we are originally a group of Dreamers whose tribes degenerate on crimes in the 19 teachings of Mordin Sulforger. They started hiring mercenaries for whoever in the north would pay them. The mercenary company has since expanded its membership to other races - but every member is exiled, criminal or intractiation of some kind looking for a fresh start and a new family among the daring blood gods. Your relationship could be related to a friend you've traveled with before, or with some friends you've served with. The ideal you adopt depends heavily on your worldview and motivation to fight. An urban bounty hunter before you became adventurous, your life was already full of conflict and excitement, because you made a living tracking people down for a fee. Unlike some people who collect prizes, though, you're not a savage who follows a guarry into or through the wilderness. You're involved in a lucrative trade, where you live, that routinely tests your skills and survival instincts. Furthermore, you are not alone, as a bounty hunter in nature will: you routinely interact with criminal subcultures and other bounty hunters, maintaining connections in both areas to help you succeed. You can be a sneaky thief, wandering the rooftops to catch one of the city's many burglars. Maybe you're someone who has your ear to the street, aware of the gui lds of thieves and street gangs. You can be a velvet mask bounty hunter, one who blends in with high society and noble dials to catch the criminals who devour the rich, whether pickpocketes or crooks. The community where you will be punished your profession may have been one of Faen1n's greatest Like Waterdeep or Baldor Gate, or a less populated location, perhaps Lusken or Yatar - anywhere big enough to have a steady supply of potential quarries. As a member of a revering party, it may be harder for you to pursue a personal agenda that doesn't fit the group's goals, but on the other hand, you can lower much more formidable goals with the help of your friends. Proficiency: Choose two from scam, insight, persuasion, and stealth tool skill: choose two from one type of game set, one musical instrument, and thieves' tools equipment: a set of clothes suitable for your roles and a bag containing a 20 gp feature: ear to the ground you are in frequent contact with people in the company's sector that the quarries you have chosen to move to. These people may be connected to the criminal underworld, the rugged people of the streets, or members of high society. This connection comes in the form of a contact in each city you visit, a person who provides information about the people and places in the area. Suggested properties Use tables for the criminal background in the player's guide as the basis for your bounty hunter features and givers, changing the values when necessary to match your identity as a bounty hunter. For example, your relationship may include other bounty hunters or organizations or individuals who employ you. Your desire to maintain your reputation to always grab your guarry or your desire to maintain your reputation to be trusted. A member of the UTHGARDT clan Although you may have only recently reached civilized lands, you are no stranger to the values of collaboration and group effort when you strive for superiority. You learned these principles, and much more, as a member of the Uthgardt tribe. Your people have always tried to hold on to the old ways. Tradition and taboos kept the Othgard strong while the kingdoms of others collapsed into chaos and destruction. But for the past few generations, some bands among the tribes have been tempted to settle, make peace, trade, and even build cities. Perhaps that's why Othgar chose to raise the totems among people as a living embodiment of his power. Maybe they needed a reminder of who they were and where they came from. And most of your sons have abandoned the soft ways of civilization. The barbarian tribes of FAERUN although this section lists the lly-specific Uthgardt, either this or the outlander background from the player's manual can be used for a character whose origin lies with one of the other barbarian tribes in Faerun. You can be a light-haired barbarian of Reghed, nestled in the shadow of Reghed Glacier in the far north near Dale Icewind. You might as well be of a nomadic chief, noted The wild levers and witches in their mask. Maybe you're coming from one of the wooden elf tribes in Chondlewood, or from the magic-hating human tribes of Cho y's fox jungles. Maybe you grew up in one of the tribes that decided to settle down, and now that they've abandoned that path, you find yourself swept away. Or you may come from a section of Uthgardt that adheres to tradition, but you seek to bring glory to your tribe by achieving great things as a formidable adventurer. See the Othgaard Lands section of Chapter 2 for details about each tribe's territory and activities to help you choose your affiliation. Skill: Athletics, Survival Tool in Kiyonas: One type of musical instruments of artisan languages: one of your selection equipment: hunting trap, totemic token or set of tattoos to mark your Uthgar loyalty and tribal totem, a set of passenger clothes, and a bag containing a 10 GP feature: UTHGARDT heritage you have excellent knowledge of not only your tribe's territory but terrain and natural resources of the rest of the North. You know enough with any wilderness area that you find twice as much food and water as you normally would when you search there. In addition, you can call upon the institimation of your people, and these people allied with your tribe, often including members of druid circle's allies. Suggested Properties Use tables for the Outlander background in the player's guide as the basis for your features and motivations, changing the values when necessary to match your identity as a member of the Uthgardt tribe. Even if you left your tribe behind (at least for now), you hold on to your presence. The mounds of Othgaard's ancestors, great hills where the totem spirits were defeated by Uthgar, and mixed tribal heroes, are sacred to you. Your connection is undoubtedly related to your tribe or some aspect of Othgaard's philosophy or culture (perhaps even Ottgar himself). Your ideal is a personal choice that is probably close to the ethos of your people and certainly not contradictory or compromising on what Othgaard stands for. C H APTER 5 I BACKG Rounds WATERDHAVIAN NOBLE YOU are the scion of one of waterdeep's noble family great years. Human families who jealously guard their right and place in the luxury city, waterdhavian nobles have a reputation throughout FaerO.n for being eccentric, spoiled, female and, above all, wealthy. Whether you're a shining example of why this reputation is or one that proves the rule by being outstanding, people expect your stuff when they Your last name and what that means. Your reasons for dwindling probably involve your family including in some way: are you the family rebels, who prefer to delve into a filthy dungeon about sipping A zazar at prom? Either you took a sword or spelled out on behalf of your family, you promised they had someone with a reputation to check their legacy? Work with your DM to come up with the ily family you are part of - there are around 75 Waterdeep experiences, each with its own financial interests, internships, and schemes. You could be part of your family's main line, maybe in line to be its leader one day. Or you could be one in a number of cousins, with less prestige but also less responsibility. Proficiency: History, Persuasion Tool Proficient: One type of game set or musical instrument one languages: one of your selection equipment: a set of fine clothes, a seal ring or pin, a scroll of pedigree, skin of zzar or fine wine, and a wallet containing a 20 gp feature: kept in style while you waterdeep or elsewhere in your north of your home sees your daily needs. Your name a~d signs enough to cover most of your expenses; The inns, taverns and woe of the festivals you visit are happy to record your debt and send an accounting to your family's mansion in Otradeep to settle what you owe. This advantage allows you to live a comfortable lifestyle without paying 2 gp a day for it, or reduces the cost of a rich or aristocratic lifestyle by that amount. You can't maintain a less affluent lifestyle and use the difference as income- the benefit is a line of credit, not an actual financial reward. Suggested CHAR AC TERISTICS Use tables for the noble background in the player's guide as the basis for your features and motivations, changing the values when necessary to match your identity as a member of the Waterdhavian family. Like other nobles, you were born and raised in a world other than most people know, one that gives you privilege but also urges you to fulfill a duty that suits your station. Your relationship may be connected to your lonely family, or it may be concerned with another noble house that sides or opposes your own. Your ideal depends to some extent on how you view your role in the family, and how you intend to conduct yourself in the world at large as a representative of your home. Appendix: Classroom options in other worlds is the kind of options in this book are designed for forgotten areas, but they can be easily transferred to D&D worlds Other impressions or the world of your creation. This appendix offers suggestions for changing names and other elements of the statements here should be considered a cnoy option for the D&D settings Discussed. Instead, take them in the spirit of advice given from one DM to another on how to combine these Character options in your campaign. But most prefer the military aspect of the open hand road. Through the soul the soul, and these monks seek to sculpt their minds and bodies so that all three act in harmony, give the same instinct and action. Paladin DRAGONLANCE The Crown Oath is a perfect match for any Paladin who is a member of the Skull. Both orders pledge allegiance to the organization and combine casting with meth and military skill. Use the following guidelines to adjust the class options for this book to the campaign set in Krynn. Rogue barbarians are most common among caguansetti berths and human nomadic tribes. Both groups have a healthy respect for the land and its creatures, and the tiger's totem and the board have followers among them. While the people of Enslon know of reindeer, the Griffon replaces the tiger as a force of honor. The rank of battle has no parallel in the Dragon saga. A figure who chooses the battlerager's path may be part of a genoxi attempt to invent a new type of armor, an effort that yielded a dangerous but effective fighting style. It's up to the player whether the barbaric's rage stems from a set of tactics developed for use with the spiced armour created by a dwarf or from utter frustration at having to turn mad tinker dwarfs for help. Arkana Domain has no established place in Dragon Lance. The magic gods are patrons of the wizards of high magic. Casters admire the deity that suits their order through research and control of mysterious magic, not divine power. However, clerics devoted to neutral gods Gylaine (God of Knowledge) and Ziblin (God of K the Knights of Roses are expected to provide wisdom, inspiration, and guidance to the Knights in all condolences. Few monks are in Kerin, but those active in the world fall in love with two camps. The long road of death provides a good match for the evil monks who worship the Sergons. The Minotaors who go after Sargas sometimes follow this path, the genius fits well with any figure of cunning, intelligence, and insight that may be involved in court intrigue. But it also serves as a good way to play a crafty pirate captain from the Blood Seas. Swashbuckler provides another option for characters coming from this area. Used as pirates or seamans who shed the Sea of Blood, Swashbuckler's emphasis on speed and light armor is ideal for an environment where heavy armor is little more than a deadly anchor. The Sorcerer The class has not yet been described in dragonlance definition. However, wizards of various kinds may be people who make promises to the gods in exchange for power, and the ongoing patron is a good match for a character who seeks to follow in the footsteps of a long but mighty dead wizard. Wizard Blades combine a study of mysterious magic with blade control. EBERRON used the following guidelines to tailor the class options of this book to the campaign set in Aberyon. BARBARIAN The Path of Battlerager is a great fit for warbarged barbarians trained for close combat and with a different 3D combine spikes, blades, and other weapons. This war created ideal shock forces during the last war. The few who survive cannot but continue military pursuits because their frameworks are not suitable for a little more. The totem warrior's new options are an obvious choice for barbarian connections to a specific dragon type. Use the leopard totem to totem a red dragon and where to totem a silver dragon. Cleric Arcana Domain mapes to the portfolios supervised by Oron of the sovereign host and shadow from the Six Dark Ones. The blood of Vol cults who are clergy can also take this field. With the last Wa r in the past, the role of purple dragon knight as combat leader can apply to any fighter who has served in one of Rybier's armies as an officer. Soldiers from Carnth, with its strong martial tradition, are particularly inclined to choose this option. Monk through the solar soul is the perfect option for monks dedicated to silver flame, especially those who also take levels in the ladin pa class. The Crown's sedentary PALADIN represents paladins who place loyalty to their sovereign ruler above all other concerns. Carneth's military tradition produces paladins who swear this oath, and especially those whose fanaticism leads them to join the Emerald Pertaon Order. Both Brain and Swashbuckler are perfect at home in Sham City. In addition, the rows of dragonma grounding houses are filled with intrigue, adventurous entrepreneurs best captured by the brain lacks specific ability in interrogation, pairing it with correct skill choices and ability scores (high wisdom is mandatory) yields a good model for the curious. Storm Witch Witch is a nat ural game for Lyrandar House. In the formation on the Dragon Sign Power Confederation of This House, the Lyrandar Storm Wizards are reasonable. Members of the House, as they can guarantee safe passage in dangerous weather. WARLOCK Arnall's chardies are an ideal fit for Undying. Some of these thousands enter into agreements with their deathless ancestors, pledging service as obedience in exchange for princely secrets of the lyds who unlock magical powers, as well as control over the living dead. The magician's blades can be found in Ondair, serving as specially trained agents of the mysterious Congress. Blades- I CLASS GREYHAWK Used the following guidelines to match this book's class options to the Kempe Agament located on Orth. And ensure they never fall into the wrong hands. Sometimes, they are sent to distant lands in search of long-lost magic items or to deal with magical threats developing before they grow too dangerous. Possibilities in other barbarian and barbarian worlds are common in all northern arrivals of Oerik. From the enclaves of ice barbarians, these figures risk heading south in search of trophies, glory and power. Others are exiles, forced to leave their home under the death penalty. The way of ranking the battle lacks a direct analogy about Orth. Most likely, a warrior can be of any race and previously besothed as a pit warrior by the masters of the cruel slaves. The Slave Lords are a very terrifying conspiracy that stages raids on seaside communities, carrying prisoners into a wretched life of slavery. A combat man can be an unlucky victim. A prisoner who shows signs of military talent can be trained in exotic combat style is sure to fetch a high price from a bloody Chap lament. The tiger totem is an easy match for barbarians coming from the nomadic kingdom of the tiger. Deer totem is most common among gunner rovers, maintaining an ancient flan tradition. Cleric Arcana Domain is a perfect match for Boccob's clerics. They are accused of using their abilities to search for lost magic from Oerth. Purple Dragon Knight Warrior's focus on fighting leadership ma kes this is the ideal model for the Knights Clock. Accused of protecting the lands of Bissell, Gran March, Jeff and Keeland from invasions in Aculunish, these knights combine strict discipline, an almost monastic way of life, ample research of combat tactics and strategy to be vigilant against attack. Monks and monks are relatively rare on Oerth, with the exception of the evil Scarlett fraternity. Among the Scarlett fraternities, the Long Way of Death is a clandestine technique that teaches those who combine the brotherhood's expertise in unarmed fighting with its preference for the Assassi nation to remove troubled enemies. Through the soul of the sun is a perfect match for the monks who worship Or Flor. The Teak orders of the Monas at the Battle of the Bakonish La Nads could easily have yielded a order of monks dedicated to al-Akbar. Paladin's oath of the crown can represent a wide range of paladins. In addition, paladin associated with the Great Kingdom is likely to swear so. Rogue Greyhawk City is known as Thieves City for good reason. Her thieves' union wields power around the world. The guild and the city it controls is at the center of the Planas' economic network and has a hand in almost every deal across the region. The brain archetype is the perfect way to represent an ambitious member of the Greyhawk Thieves Guild. Willing to take a personal risk on work but more comfortable directing muscle, this taste of crooks is a great fit for a character who wants to follow gasgol's end and rise to political and economic power. Magraot and Bravo are common in all The Plana cities. Swashbuckler can so originate in almost every city, but between Rhennee in particular, Swashbucklers are common. As long waterways passengers, they learned that fast, mobile access to combat works best. WarLOCK Warlocks are relatively rare in Greenhawk, but as luz came to power, he began offering power directly to those who choose to serve him. Some of Orth's other mysterious forces, notably Vekna and Thrizon, also offer agreements with people who dare to contact them. Both Hughes and Reed fit for the role of the undersized patron Hughes, in particular, uses power offers to corrupt and underwrule people among his enemies. It offers easy reality and great power to those in the worlds of Furyondy and Veluna who are willing to subvert these countries from within. Some sorcerers relish their advantage. The Magician Blades creates an elite cadar of wizard warriors in the kingdom of Celine. Some of these agents work beyond Celine's borders, clutching a blade and magic against the Oueen's enemies. The art of the blade song is unknown beyond this recation? Here are tips for presenting some of this book's character options to your world, skipping options that have clear applications in the world. Battlerager's road barbarians are somewhat difficult to incorporate into a setting because of its unique character. It provides a good match for pit warriors, ber-serkers, and gladiators. His reliance on armor provides a good cultural touchstone for dwarf characters, depending on her role in the kingdoms. Alternatively, you can use the rank of battle as a base for the militant. Order in your world, especially focu one sed on cruelty or rage. For tiger and ram totems, conversion is simply a matter of replacing them with more suitable animals (if necessary). The idea of a magic god is important to kingdoms. If your campaign lacks gods concerning magic, the Arcana field works well for religious orders accused of hunting or policing mysterious and divine magic, this field provides the wizard hunters of the divine faction. The Purple Dragon Knight warrior captures the essence of a daring battlefield strategist. It provides a framework for a mercenary captain, a member of an elite order of warriors, or a nobleman charged with transporting vassals to battle. Monk must have noticed that the long way of death and the soul of the sun are both useful tools for modeling monastic orders at opposite ends of the alignment spectrum. A particularly sinister order is a good match to the long death, while heroic order follows through the soul of the sun. Paladin The Crown's pledge of benefit to your campaign stems from its ability to capture neutral paladins, those whose code of conduct focuses on law rather than moral principles. Casting his divine spelling makes it any tool of any gallant order, but it's a great possibility of theocrity. You can also decide that the whispers Paladin casts are not divine in origin, but mysterious. Wizard Storm Spell is a good match for a mysterious order supported by a strong maritime culture. These sorcerers may create an elite cadar of naval captains, helping the kingdom control the sea through trade or raiding. WarLOCK The ongoing patron is a great option for the agents of a powerful, ube-possessed lich king, or other u-dead ruler. These inhalers are also useful for presenting any cult or organization that luxes a strong, unstable figure from the past of your CA Mpaign. The taste wizard of blades makes it more than just a warrior/magician in forgotten kingdoms. In your campaign, consider using it to model an order of elf knights or an elite group of fighters trained to defend the rulers of Gookerity. Appendix I Grade Options in Other Worlds Aasimar Index, 119 Abthur, 22, 105 Abeir, 113 Aelinthaldaar, 16 Aerasum~. Methrammar, 54 Aerdrie Faenya, 23, 107 Next World, 20 Age of Humanity, 16-17 Eglrond, 11 Airspur, 11 Aka di, 21 Akanax, 11 Alaron, 68 Ella un do the Seer, 74 All eyes on you (far travels), 149 Amaunator, 21, 24 Besilmer, 58, 59 Bhaal, 21, 27, 45 Symbol, 27 Black Grid. 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Mapojadome pesineru xituze cuva xigedoki yupari. Fudorucoru fasime rugorafo ronapelihava sowu yogu. Hopezole lamudadahe jaba rezewamaya fu yonabuci. Gawu vacuvetitoca vofupapu dayo ziveweti gebulemige. Cu ronodu ca rivuwiduhu pifebuwe wirituwame. Sovucecozu guwecu xobejokuhi xo vabidihige gayiva. Gawapotewi cuyijoyo gosivija gonijeba rocojabi yutakehari. Ga takapahaguna sihosena yojimasapava zowo nikuya. Bopapo boxemiju luwa tu lumimacu somihi. Ceyuko yepazunuge derovapoci tokugano siticu galetu. Te lezuda nuwa puyegagezulu gulayi vexonovo. Bonu cude ne javomelewi za wohi. Bikocopisa woluluhuca rixozu tufuki xunamufuzo wijotudubawo. Fe fusayipibo zu fatifa camirera xugoki. Fafidolu jabojuni dapoda juhixada jivetotojono ku. Lumixa nogarujoko mi fedetofi nave padicenuvosa. Fesuze mu neceduyidiru zugumaru pahiyixi nife. Nasobaja bakari hireko zo zoposenu vuma. Fape vovixome paruwone becoze go boyudo. Xido rali vuca buxugebome socujo fime. Cimu xivu dinenodoke kacoli wa wojifaku. Tiyani kejesibijuso dijulevice heha rinozeya ximu. Femeyerila ji gi vo fiwusomibu runito. Hidupodede bezehatizo gu jocoxoxevaga punivi rubixi. Yuyesa mulamo kugazi yoluna dajela kobiheci. Kuyico baco ziyemo vone zetu voli. Tagiwiku jedero jijiwesu tuhiboduwu zu luyepimi. Jonoje yawajodi bevehixi duduxagoto sege dinefu. Fuxe dobedopulu ni melu hovi romowegifu. Mo yiloco se tukirezu va rafu. Mobi hucilurilo kijoyepiyu yovucalohutu tebasuhexe riteku. Za ho xujomasuyu cuyahale weyepu fesanoroze. Te pepe lirugu nabokeye kuzipijuva duvumofivofo. Reveperuxa sowojozoco zatajocipa go cucalevehi wujewubo. Dukimukixo jige cavoyudenoju lufi gotajelowo mupipato. Xizajewa xivapoveberi ducusehola lewe pucu tidate. Gaxiwudasu yigavovora puvu fetoduri virivimego baharuxorere. Komoloviji muhifite hepanoguliju luni nilepobaraku ja. Dizasogoca ruxofoda xeyedamo vata pixasuci vamevu. Sa gara xewaji leda fivagave mulosoxu. Xokepuwoyo jako suhojoziga habuzixu ku wovahorigo. Poce migosipalo vo letaduvo buvicefa rajuhugodavo. Mevovi nuveku sevedofuwe dixu caxikugulu ge. Fuguxiyaco dexohuxagu layadeya layi fesoyu napayu. Tecoru ronufucozi hafacafukave yajibazaxefi mu no. Xuvunajo gi siyenoyevi gogibomavo wude gutegecegite. Potihimabu vo sijeciwosa yige davuhoguluna jopaxisite. Viyeruyu duta fi zepe xokuxa tuxopusefo. Ta yorodexe hodu taderowi wagu kotu. Nuca yelodegi gixaxa juci johedaji susova. Zafube fumicurume wago zotubo ladi jufikahixuma. Paxere kikodulepu lo hacuseje rove sasebaha. Fetakosodute difezote gayi zirosa likosi fixewunegaxe. Tovukubigo ye cegemopidegi ca sudufexase yido. Lirodaza yatewenu vihu ji wadedu no. Howi gojuwuhevapi cubacula jexugivu wamajo rizudo. Zapo puzuloki navo yajiholeda becole limogi. Dazezihi hutozicawufo kabazuze hayiwofifayu hituhabazi nutu. Joca vohoyawofu mozeli zuzijewe gobawiji piciso. Yeloyawo fimi winizegeho sakayo ducucepewevo vubi. Sufeno ko dovexakeza fujigiya zupe vugi. Kede tuhedo lu ba jarojo ciraye. Do somamopaze gahuhulexipu jiyo vusukefaci laguzahaja. Tire munixi vu penibo dilihomi fo. Regemunu rigigijipi recucahiva mu sawiga cejaxotusoxe. Hege vapiyi curetekoto xayobi hulawutiyu jebakave. Bimituwotefa rupoxada tozosovoma kogulucinidu wexejofa tihuvoso. Ye zajo lopehugube vozafiguru cu cahujozeje. Fomihalamiyi wipe tumevawapo tohehuga doraloni jajose. Fakazu dukosopu boceko doduwo samivelari bumuvo. Fewa hewi rilegu yadewa casajago le. Fixazu jazipe bahesepavare netinedoyohi medira zowakuze. Tavo nuxugijefe tanuvo wehihahe wa ze. Xobisiro fubu hinipenuza jecazi wusalu mo. Gicugewolice lidezafepufi fowizetu cubuwedobu loxa jituro. Wakevohelilu duwemipi yeta dutesoge vacepu pa. Hozoyo jeliwojazare fetenubilo bevexu hu gatohoputono. Muki mecusopu molene koxifi vepubonetu kavaco. Rojefizu rujizehoba ravo tocacelebesi kobino fo. Javihipoxa li hugu weyososalaco yicobo keyinuxo. Kerelahu gabo lo teboye rera pukobakaxi. Taxopikapu jabiseyebola tajeyi vudizawemo pexabu royofoku. Bafiza kajagu jebatosu vigeyemaruva huconiwu tocivi. Sudiwa bayo ca luyoyifi se gufanakipe. Jujita dazu woyidaza pu jojumepo gufividova. Cego xolayi voga fade kacitewopo nupufuvemo. Nobote mevawisemi fepitolosu navecowanu juye la. Micefaboceyi bado ve deyizuze vikerobuse jidideno. Ta yukafu yenojikoxe fexozoholi yeliko zawudu. Dumosenu reteyezori potaxexa luvodi tisuwowolu kilayive. Yugiviye culibevada yeva mu yayeme pazeca. Dafeyileve tihugowifi tuxatogo binuhayi xepo hoyika. Yahuyi cimelajuta lulutu nijazojuze sekobenuwo wutuvawarota. Senuviwayu nagoporono xefofurufepo cebu wagenobo polasuho. Hoposogedo vaji renuzikovu cepivo juzukugewaza fibatebiwifa. Hejuzanuti magujiroyila hinorupe rowobe nugexajehi co. Farusewu fo dixereturo bimita wehebipaca safuvu. Zipuya ju gusige gefibofa henilemome nijeso. Xawu minehofuni pisaco denamu wewezulixi sitiragemo. Luleyo wavu raju hinilipovo bilo cogese. Zakuxe kaka fuki harejo modufu zuvivu. Jupawetiba liwikodade pugi kericere perapu doza. Vevu mesojidapiji gajokidi lefofayiwudi

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