

The Races of Stone in the Forgotten Realms

Races of Stone introduced several interesting races to the core D&D game, and some of these races fit fairly well into the Realms proper (and goliaths have managed to end up as official inhabitants of the Realms in *The Depths of Madness*). That having been said, not all of the material fits seamlessly into the Forgotten Realms setting.

Aspects of dwarven and gnomish culture, including their pantheons, has already been well established in Realms products and novels over the years, and while some of the material (especially the prestige classes) fit with Realms races, specific aspects of the culture, including the new subraces of dwarves and gnomes and the alternative pantheons of these races, don't mesh well with what has been established.

On the other hand, much of the material presented for races like the goliaths fit fairly well into the Realms, but thus far lack the “anchor” material to tie some of the history and cultural factors of the goliath race into the Realms. *Champions of Valor* gives a quick, helpful starting point for the introduction of goliath characters, this article will introduce a few more hooks to tie goliaths and other *Races of Stone* into the Forgotten Realms Setting.

Goliaths in Faerun

Goliaths are not nearly as numerous as they are assumed to be in the source material in *Races of Stone*. While much of the cultural information on the race still works very well in Faerun, they are not a numerous race, nor a race well known to most of the inhabitants of Faerun. In fact, most goliaths encountered in various regions of Faerun are usually assumed to be ogres or half-ogres, especially among populations that rarely see either species, and know them mainly from stories of more exotic locations.

Much of what is known about goliaths comes from the writings of the gold dwarf sage Inder Gemscepter, who managed to compile some of the most ancient accounts of the goliath race and their interactions with the gold dwarves of the south. Indeed, many of his notes reveal aspects of goliath culture that most goliath tribes do not know.

Goliaths were more numerous in days long past, when the giant empire of Ostoria dominated much of Faerun. During this time, many of the goliaths were, as they are today, nomadic mountain dwellers, but more numerous. These goliaths often traded with the dwarves that they came across, and often times had fairly peaceful contact with stone giants as well.

Unfortunately for the goliaths, most of the religious leaders of the giants of Ostoria agreed that the goliaths qualified as “giant-kin,” a lesser race of giant created without paternal guidance of Annam the All-Father. Because of this, they were considered to be rivals, and as such, not accorded the full consideration that “true” giants were due. Many goliath tribes were captured and used as slaves for various giant races.

In the ancient dwarven records, some goliaths mentioned the “Dwarflost,” (see page 71 of *Races of Stone*), goliaths that retreated to the Underdark with the aid of dwarven allies to escape giant enslavement. While there are no known records of these “Dwarflost” tribes in current dwarven records, given the vastness of the Underdark it is possible that some of these tribes may have survived to the present day.

Many goliaths died either fighting the giant slavers, or in wars that the giants used them in against the dwarves and other, less peaceful “giant-kin.” Those goliaths that were taken by the frost giant jarls even further north were transformed into the race known now as feral garguns. The goliaths, seriously diminished in number, never truly broke free of their giant captors so much as they survived the fall of the giant realms and fled back into whatever mountains were nearby.

Currently known goliath settlements (while there are few, there may be more than many sages realize, given the fact that goliaths are often mistaken for other races that don't have the time to scrutinize the species they are observing) include a few tribes in the northern ranges of Anauroch, at least one small tribe in the mountains of Chult (where they are on good terms with the local wild dwarves) and at least a fairly good sized tribe in the Uthangol Mountains near the Great Rift, where they war with gnolls and other beasts for territory, and generally try to peacefully deal with gold dwarf merchants and the stone giants that have migrated there from the Black Ash Plain.

Unlike the goliath society presented in *Races of Stone*, the goliaths are not numerous enough to have a city the size of Thella-Lu, and rarely do goliaths know of more than one or two other settlements of goliaths with which to trade, although some of the goliath druids still work to keep tabs on more far flung goliath tribes, and often tell tales of the widely separated tribes when they travel. Goliaths tend to have favorable disposition toward dwarves, even though few know of their old allegiances to the dwarves during the age of Ostoria. They are also very wary of giants, though they are more likely to trust stone giants than any other species of giant. The goliaths of the northern peaks of Anauroch are more wary of dwarves given the dealings some have had with the D'tarig.

Given that most goliath adventurers are exiles, and the natural propensity for goliaths to wander, it is not uncommon to find them nearly anywhere in Faerun, but given that they are not a populous race and that they are often mistaken for ogres or their kin, goliaths are rarely seen and have a poor life expectancy outside of their few remote tribes.

Feral garguns can be found in small numbers in the Spine of the World Mountains (some as slaves to the frost giants of Shining White) as well as the Great Glacier (these garguns being those that have managed to break away from the frost giants that first brought them to the glacier as slaves).

Goliath Religion: Goliath religion is still often divided between two different mindsets, not entirely unlike what is outlined on page 65 of *Races of the Wild*. However, there are a few differences as well. All divine casters in the Realms have a divine patron, and the goliath druids are no exception. Also, while there is a rivalry between goliath druids and clerics, this rivalry is a bit less heated as far as most tribes go, with exceptions listed below. Arguments usually come down to which group should be consulted first, rather than whether either path is valid or not.

Goliath clerics revere the goliath pantheon as detailed on page 65 of *Races of Stone*. Most clerics are of Kavaki, although these clerics revere the other goliath gods as well, and call on them when their portfolios come into play, and while Kavaki is the primary goliath god, even goliath clerics tend to

view the gods as all more or less equally worthy of worship, with each god having a proper time for veneration.

That having been said, Inder Gemscepter and other sages have speculated that the lesser goliath gods may not still exist, given that manifestations of these gods haven't been mentioned in the Stonespeaker's records for ages. Even during the Time of Troubles, no references have been found to the goliath gods manifesting, although many settlements reported a mysterious goliath cleric that seemed to be a member of the Stonespeakers, and knew all of the hidden goliath portals, yet was not known to any of the Stonespeakers. Some have theorized that this visitor was Kavaki himself, but the nuances of this speculation are largely lost on most goliaths.

Goliath druids council moderation and living in harmony with nature just as mentioned in *Races of Stone*. They tend to revere the Great Mountain Spirit, and see the Great Mountain Spirit as the greatest, largest mountain in existence, and that all other mountains are but manifestations of the Great Mountain Spirit. The Great Mountain Spirit is essentially the elemental deity Grumbar, and he grants the divine powers of the goliath druids. The goliath druids also sometimes reference the children of the Great Mountain Spirit, one benevolent and one malign. While these druids almost always revere the Great Mountain Spirit itself, some devote themselves to the children, the Gentle Slope (the archoelemental known as Sunnis or Entemoch elsewhere in the Realms), or the Jagged Peak (the archoelemental known Ogremoch).

The Stonespeakers: There is a very loose, very small organization among the goliath divine casters that travel from tribe to tribe seeking to preserve goliath culture and the overall survival of the race. These divine casters are allied to one another and are not considered part of any specific tribe. Most goliath tribes accept the stonespeakers as wise counselors when they arrive.

Given that goliath tribes are much more far flung in Faerun than those described in *Races of Stone*, and there is no large goliath tent city like Thella-Lu in Faerun, the Stonespeakers rely on *Crossroads and Backroads* to travel across the fey realms to reach other settlements, as well as a few ancient portals that are kept secret from outsiders.

Feral Gargun Religion: While most feral garguns follow the same religious practices as the goliaths, given that they live in colder climates, some feral garguns have fallen into the worship of Auril, goddess of winter, either as an additional deity to placate, or as whole hearted worshipers (especially among the garguns that have become jaded by their enslavement to the frost giants).

Stonechildren in Faerun

While the earth genasi are descended from outsiders from the plane of earth (often dao), stonechildren are the product of the fusion of earth elementals of humanoids from the prime material plane. For the most part, this union must be accomplished by magic, given that earth elementals lack the usual traits needed for such a union to occur without the Art.

The process for creating stone children has been discovered and rediscovered in several locations in the Realms. Duergar sorcerers have been known to experiment on human slaves to make them hardier and

more powerful, often times resulting in stonechildren. The Red Wizards of Thay are also believed to have created stone children from time to time, and at least one Red Wizard has a stable of them that have bred true that he uses as body guards and as prized warrior stock in the arena in Eltabbar. The wizard, Vurzabbass Thorlen, a mulan male wizard (transmuter) 5/Red Wizard 6 of Lawful evil alignment, has begun sending out agents to sell his stone children gladiators to the area masters of Westgate and Hillsfar.

Stonechildren that escape captivity, or that are the result of less oppressive experimentation or more exotic origin (there are still tales that insist that earth genasi that enhance their natural connection to earth magic occasionally have children that are identical to stone children) often seek cultures that they feel are sympathetic to their affinity for earth, and as such, often gravitate toward dwarven or deep gnome settlements.

Races of the Wild In Faerun

The sourcebook *Races of the Wild* has many new options for player character races, and many of these can be adapted to fit in a Realms campaign fairly easily. Some races are new, such as raptorans and killoren. Others are races that have an established presence in the Realms, such as centaurs and gnolls.

As with the other “Races” books, there are some specific details on elven and halfling cultures, as well as their pantheons, that do not mesh with the Realms versions of these races. Sources such as *Races of Faerun* and *Faiths and Pantheons* are much more useful for the details of elven and halfling culture and religion than the details in *Races of the Wild*.

Raptorans In Faerun

Raptorans are a fairly rare race of avian humanoids that tend to dwell in cliff faces. They are very religious, although they are not always focused on one particular god or pantheon. Due to their preferred living conditions, raptorans are often not seen by other races in Faerun. Not only that, but many raptoran sightings confuse the beings with aaracocra, the even rarer (but better known) avariels, or even angels (especially given their penchant for divine magic).

While the raptorans are rarely seen in Faerun, they are not newcomers to the world. They were first summoned to Faerun sometime around -30000 DR by the Aearee to help defend the city of Viakoo from the dragons that were seeking to destroy that bastion of the avian creator race.

The Aearee summoned a powerful air elemental noble to aid them, and the air elemental brought with him his retinue of warriors, raptorans that had pledged themselves to serve the air elementals. These raptorans had a strong sense of duty, and gladly followed the air elemental nobles wherever they might lead, for the raptorans had forged a pact with the elemental lords.

When the Aearee city of Viakoo was destroyed, the elemental released his warriors from their bond (though this did not release them fully from their pledge to serve the air elementals, but did alleviate them of their duty to defend the Aearee and fight the dragons in this new world). The raptorans chose to stay in this new world and explore it.

While they no longer needed to war upon the dragons of Faerun, many of the dragon masters of this new era of Faerun's history would brook no other creatures of the air. However, like many other races, some raptorans managed to be fairly well regarded by the less malevolent draconic rulers, and these raptorans did their best to blunt the more brutal traits of the dragons. Eventually, the raptorans could no longer even work within the draconic realms, and they retreated to the hidden corners of Faerun to avoid the wrath of the dragons.

During this time raptorans fled far across Faerun, and it is believed that the raptorans that now live in the lands near Kara-Tur and Maztica first began migrating outwards during this time. This migration was accelerated by the changes wrought by the Sundering in -17600 DR.

While raptorans are culturally advanced, they don't often keep detailed histories. Much of the above is

not known to most settlements of raptorans. Individual raptoran communities will have various histories of their settlements, but until the Time of Troubles there was little shared information about events that might have affected the raptorans as a whole.

During the Time of Troubles, just like every other gods, the Fearunian aspects of the raptoran gods fell in avatar form, but unlike other gods, the raptorans have the unhappy knowledge that their gods fell in bloody battle against Garyx and Task. This knowledge has caused profound changes in raptoran culture in the last few years of their history.

Known cliff dwellings of the raptorans include dwellings on the cliffs facing the Sea of Fallen Stars in the Earthfast, Dragonjaw, and Aphrunn Mountains, as well as a few small settlements on islands in the Pirate Isles as well. Several cliff dwellings have also been seen in Maztica, as well as at least one dwelling to the north of the Winterflow River, in the Glittering Spires overlooking the Great Ice Sea.

While most raptorans are generally open minded, free thinking, and benevolently inclined, the Glittering Spire raptorans are especially vicious and ill disposed to others, and the tenants of their religion are such that they hire themselves out as assassins and raiders to those that learn of them or are willing to brave the mountain paths to find them.

Finally, there is a settlement of raptorans in the Wyrmbones, the mountains in the southern Shaar, and this community is an essentially a raptoral temple complex to Akadi.

Raptoran Religion: Raptorans have, until the Time of Troubles, worshiped their own pantheon of gods, brought with them from the unknown other world that the first raptoran champions came from in the earliest days of Toril. While raptorans are a very spiritual people, even the clerics of the raptoran pantheon have never condemned the worship of other gods, and Akadi especially has been a popular deity to the raptorans.

After the death of the raptoran pantheon, many raptorans were shattered. One of the most powerful of all raptoran clerics, Naullarin Beurilla, Windlord of Tuilviel, took this as a sign that the raptorans had been too long from their home world. The leader of one of the few settlements to have a historical record dating back far enough to have at least references to the earliest days of the raptorans in Faerun, Naullarin was also a well traveled cleric that had learned of the theory that different aspects of a deity might remain separate to different worlds.

Naullarin posited that the raptoran gods, while dead on Toril, might still live elsewhere, and that their death in Toril might be a sign that the raptorans no longer have a place in Toril. While many raptorans found Naullarin's words wise and comforting, many did not wish to leave the home they had known for thousands of years. Naullarin's followers created a massive portal to the Elemental Plane of Air, and from there the pilgrims hoped to find a guide that might guide them to portals or paths to other worlds.

The massive portal still stands, guarded, as part of the new temple complex to Akadi in the Wyrmbones. Akadi was always well regarded by the raptorans, and she has become the most revered of the deities worshiped by the remaining raptorans. Still, many find Akadi too aloof and removed from their lives, and have taken to worshipping Chan, the Archoelemental Prince of Good. Even these tend to hold Akadi in reverence, however.

Some of the raptorans have taken more deities such as Sune and Selune as their patron goddesses, and the raptorans that dwell in the the Pirate Isles of the Inner Sea have also taken to worshipping Valkur,

and have made a crusade of raiding the pirate ships of the isles (the local pirates often mistake the raptorans for harpies).

The raptorans that are native to Maztica have adopted that land's gods as their own, most often worshipping the gods Qotal, Kiltzi, Eha, and Nula. The raptorans often times still worshiped the raptoran pantheon as well, until the Time of Troubles. Shortly thereafter, Qotal's return marked the upswing in raptoran devotion to the native Maztican gods, although various members of the community always worshiped them to a degree.

There are rumors of two raptoran sects that are far more disturbing than the others listed above. One is known to live in the Glittering Spires in the Hordelands, and these raptorans worship Yan-C-Bin, Air Archoelemental of Evil. These raptorans act as assassins, spies, and raiders for those brave enough to call upon them, and are often mistaken for tengu by eastern travelers beset by them.

Finally, while it has no set home, the cult of the demon lord Pazuzu has a subversive hold on some bands of raptorans. Agents of the demon lord often hide their affiliation and work to subvert the decisions and cultural structure of the raptoran communities, and often preach racial intolerance for those that cannot feel the wind's embrace, as well as hatred and jealousy of those that contend with the raptoran's wide open skies, and while the avariels are not a common race, this race is often a favored sacrifice of the Pazuzu worshipers.

A Note on Catfolk in the Realms

Catfolk are known in several places in the Realms, the most common being the Chultan region as well as Maztica. While Catfolk are known, they have often been called Tabaxi, though there is some confusion between this name as it is often applied to the dominant human tribe in the Chult region. In recent years many sages have begun to refer to the creatures formerly known as Tabaxi as catfolk, so as to help avoid confusion.

Catfolk can be found in Maztica, the jungles of Chult, the city of Nathlekh, and even in Mistedale, though this may not be an exhaustive list.

Killoren in the Realms

Killoren are a relatively young race in Faerun. Not unlike the Kir-Lanan, the Killoren are a product of the Time of Troubles, albeit a far less malevolent (on the whole) product of that event. The god Silvanus had, as many gods have over time, portions of his power stored in many different vessels, from humans, to fey, to animals, and even in some plants. When Silvanus was first cast down to Toril during the Time of Troubles, he attempted to consolidate some of his stored power from some of the plants that he imbued with his essence, but the attempt was unsuccessful.

In effect, Silvanus awoke enough of his divine power in the plant vessels that he had created to awaken the species that would eventually be known as Killoren. Killoren now have begun to reproduce with one another naturally, so that there are further generations of these beings in Toril. At least one Killoren awoke in every substantial forest in Faerun during the Time of Troubles, though they may have traveled far from their original point of awakening. The largest concentration of these beings have been in the High Forest, though a significant number have been seen in Cormanthyr as well.

Killoren naturally gravitate toward the worship of Silvanus and the practice of druidism, however, some more benevolent Killoren have taken to the worship of Meilikki as well. A few Killoren have been noted as vengeful and unforgiving of transgressions against nature, and these Killoren have taken to the worship of Talos the Destroyer.

Races of Destiny In the Forgotten Realms

Many of the races detailed in the *Races of the Wild* sourcebook are races that are already found and have an established place in the Forgotten Realms. Half-elves, half-ores, and half-ogres, and beings such as tieflings and aasimar have already been detailed in the setting for years, and don't particularly need any mention here.

The sea kin mentioned in the book don't really have a parallel in the setting, and the sharakim, as a race of orcs with a benevolent slant, are already represented in the Realms with the Ondonti race of the Moonsea.

Thus the main focus of this article is to incorporate the new race known as the illumians into a Forgotten Realms campaign.

Illumians in the Realms

Unlike raptorans, whose history in the Realms go back to the days of the Creator Races, and the goliaths, whose history goes back at least to the giant empire of Ostoria, the illumians are a relatively recent addition to the world of Toril, and they do not originate from Toril at all.

Illumians hail from a prime material world other than Toril, where they were originally humans that participated in the rituals that made them the living representation of an arcane language. Eventually the illumians developed two separate settlements on planes beyond their original world, one in the Astral plane (the Library of the Sublime, which was destroyed), and one in the Plane of Shadows.

The illumians have begun to pay close attention to Toril due to their clashes with two separate races in establishing the shadow city of Elirhondas. Not long after the city was established, strange shapeshifting beings began to infiltrate Elirhondas, and eventually the illumians found out that these beings were the Malaugrym.

Not long after the discovery of the Malaugrym spies, Elirhondas was beset with a patrol of strange creatures who were partially born of creatures of the Plane of Shadows, led by a shade on a strange flying beast. Eventually the illumians found that these creatures were the krinth, and they were led by one of the Shadovar from the city of Thultanthar, before it returned to Toril.

Thankfully Elirhondas remained relatively low on the priorities of Thultanthar, but the encounter put the illumians on edge, especially after the experience of the illumians with the githyanki and their raiding of the Library of the Sublime. The illumians managed to find out that both the Malaugrym and the Shadovar hailed from the prime material world of Toril.

Illumian Cabals In Relation To Toril

There are several cabals that have established themselves in Toril, but these cabals are small. Each of them have a portal within them that connect to their cabal's portal on the Boulevard of Doors. These cabals are small, and the illumians often suppress their sigils in order to pass for human within Faerun, though many of them feel naked and exposed without them.

The Brightmist Cabal: This is a small, well hidden cabal that has established itself on the island of Nimbral. While the inhabitants of Nimbral are very careful about outsiders, and are skilled at seeing through illusions and lies, thus far the members of the Brightmist cabal have managed to mingle among the Nimbralese without arousing suspicions.

The Brightmist cabal is a chain cabal, and their spy network is seeking to spread out beyond Nimbral and into Samarach and Halruaa, as one of their main concerns is to find out as much as possible about the ancient Netherese. The Brightmist cabal initially tried to establish itself in Halruaa, but after a few incautious inquiries, they removed themselves to the wilderness of the northernmost mountains of the Seahaven, to the north of Vindal.

The Shadowlance Cabal: The Shadowlance cabal was one of the first established after the illumians took an interest in Toril. The Shadowlance cabal established itself in late 1372 DR, and many illumians from Elirhondas affiliated themselves with this cabal (though it is still only a little larger than the Brightmist cabal). The Shadowlance cabal is a gauntlet cabal.

The Shadowlance cabal is hidden in the Thunder Peaks just south of the ruins of Tilverton, and their agents have been active in gathering information on the Shadovar as well as keeping the nobles of Cormyr rallied against the shades of Thultanthar. Members of this cabal have also been emphasizing the danger of Shar and her clergy, and are actively keeping local priesthoods searching for hidden enclaves of the Lady of Loss.

The Shadowlance cabal has been sending agents into Sembia, and they may establish another gauntlet cabal there if they can create a viable spy network larger than the rudimentary one that they have established so far. Given the sway that gold has on the Sembians, the illumians don't think it will take long to establish their influence network, though Sembians seem harder to move to action than Cormyreans.

The Wordbreaker Cabal: The Wordbreaker cabal is a rather new cabal, and they have established themselves in a remote holding in the Evermoors. Many members of this cabal travel to the Vault of Sages in Silverymoon, and a good number of the Wordbreaker cabal have begun to worship the Fearunian deity Deneir.

The Wordbreaker cabal is a gibber cabal, one that is invested in researching new words in the illumian language. Many members of this cabal are interested in learning about the Metatext, and even the hidden text of Leira's that Deneir discovered. Since these are not secrets that the church of Deneir easily part with, many illumians have joined the church, and most of them wholeheartedly.

The Lightdrinker Cabal: The Lightdrinker cabal is a cabal that is not actually located in Toril, but that has its interests firmly grounded there. The Lightdrinker cabal is a gravewhisper cabal, a cabal interested in necromancy, immortality, and dark secrets, and it is located in the Plane of Shadows.

The Lightdrinker cabal has fallen deeply into the worship of Shar. Initially a group of illumians seeking to find out more about the Shadovar and their culture, these illumians became obsessed with the Lady of Loss and learning the secrets that have been gathered and kept by her. The Lightdrinker cabal has sent many agents into Toril, having agents in various major cultures in the Realms. They have traveling agents and static agents in places like Thay and Halruaa.

The Lightdrinker cabal has also managed to slip agents into the Cult of the Dragon, and the church of Velsharoon, though they remain faithful servants of Shar. They also have been gathering information about the cult of Orcus that once held Vaasa in thrall.

Between studying the Netherese and various traditions of necromancy, some of the members of the cabal are becoming increasingly interested in finding out more concerning the legend of the “fallen” Netherese enclave leader Larloch.

Illumian Religion

The illumians are not a numerous race in Toril, having only established a few relatively small cabals across the continent, as well as having a few agents operating directly from the city of Elirhondas. All of the illumian pantheon are demigods, and since the illumians do not seek to spread the worship of the illumian gods beyond their own numbers, the illumian deities have not come under Ao's influence at this point in time.

Illumians are still fairly quick to pick up other deities, and Deneir and Shar have been popular choices from among the Faerunian pantheon. While they are not widely worshiped, the religious texts of Leira, Velsharoon, and Orcus have all come under scrutiny as well (and there may have been a few quiet converts to some of these gods or entities).

The Terrain Series Races in Faerun (Races from *Frostburn*, *Sandstorm*, and *Stormwrack* In The Forgotten Realms Setting)

The lands of Faerun are vast and varied, and so are the people that live within those lands. Many are well known and populous, but there are many species of intelligent creatures that are seen less often, and have a history that is little known to the more common folk of the Realms.

What follows is a list of the various new races presented in the terrain series of Dungeons and Dragons 3.5 sourcebooks (*Frostburn*, *Sandstorm*, and *Stormwrack*), and how these races might be adapted for use with the Forgotten Realms campaign setting.

***Frostburn* Races**

Neanderthals; Faerun has always been a place with great natural treasures, with vast forests and epic mountains. This means that there are many places within Faerun that have been untouched by any kind of dramatic change for thousands of years. Within many of the untouched places dwell the Neanderthals, a races of feral humans.

Neanderthals can be found in isolated locations anywhere in Faerun where there is a great deal of natural cover (such as caves), although they are usually found in cold mountain regions, as these lands have had less exposure to the outside world.

The Spine of the World Mountains holds many settlements of Neanderthals, as do some of the mountains in and around the Great Glacier and the High Ice in Anauroch. Occasionally individual Neanderthals might be outcast, or might grow curious about the cultures around them, and as such may end up exploring the greater world.

Neanderthals in Faerun often worship the Elemental Lords, especially Kossuth, although Grumbar is popular as well. These tribes do not call the Elemental Lords by their common names, but simply by the element they are associated with (so that Kossuth is simply known as Fire). Some tribes have picked up on the worship of Auril and Ulutiu from neighboring tribes of humans as well. Neanderthals often consult their ancestors as well, and there may be a few local demigods that are not yet cataloged by sages.

While Neanderthals may, if they are exposed to the right training, become nearly any class, the most common classes for Neanderthals are barbarian, ranger, spirit shaman (Complete Divine), and druid. Arcane magic is rare among them, so that only the occasional sorcerer is present. How sorcerers are viewed varies depending on the tribe, but often sorcerers will be cast out by the tribal shaman, and thus such characters are often found traveling lands that Neanderthals normally do not tread.

Uldras; Uldras are arctic fey creatures. They favor regions that are covered in snow and have a varied amount of natural wildlife. While they can be found in many cold regions, Uldras are most common in the regions of the Savage Frontier, especially near the Spine of the World Mountains. While Uldra many form small communities in the High Ice or the Great Glacier, they are drawn to the wild nature of the North, as well as wishing to dwell on the edges of various regions touched by other fey creatures.

The Uldra deities Hleid and Iborighu are present in the Realms, and the Uldra of the Realms relate their

histories in this manner. Hleid is the half sister of Iborighu. Their father was a seelie fey in the court of Titania, but they do not share the same mother. Iborighu's mother was a beautiful but wild fey from the court of the Queen of Air and Darkness.

Both Hleid and Iborighu are seen by many sages as “near divinities,” somewhat like celestial paragons or arch fiends in their level of power. Outside of Uldra culture they are not revered, and are spoken of in a manner more akin to creatures of legend or folk tales. Beyond corrupting Uldra, Iborighu is especially fond of corrupting winter unseelie fey (*Dragon Compendium Volume One*).

Sandstorm Races

Asherati; The asherati are a race of thin, bald, luminescent humanoids that can swim through the sands as merfolk swim through water. While they are not a populous people, they have been seen in various locales in Faerun, in the Calim Desert, the Raurin Desert, and even Anauroch. Despite this, they seem to be most commonly seen in and around Calimshan.

The earliest records regarding the asherati seem to trace them back to the time period just after Calim and Memnon, the two great genies that battled over the Lands of Intrigue, were vanquished with Elven High Magic. Eventually the elves and dwarves of the region managed to eliminate the remaining genie warlords from the region, but for a time the warlords desperately sought to bolster their ranks.

Many genies had janni as servants, and some of these janni knew the way to several other worlds. An efreet warlord named Ba'hau bid his janni servants take him to one of these worlds, and recruited the asherati into his service as scouts, spies, and assassins.

The asherati did not like being pressed into service, and it wasn't long before most of them managed to escape into the relatively young Calim desert, away from servitude. After the last of the warlords were defeated, the asherati managed to find and settle an abandoned genie stronghold, and named it Duneheart.

Almost a hundred years ago, an asherati sorcerer named Daeheayr managed to revive some of the magic of the janni travelers, and he forged new portals to some of the other deserts of Faerun, notably Anauroch and Raurin, and even opened a portal to far off Zhakara.

The asherati are rarely seen even in the Calim Desert, thanks in part to their buried city, and in part to still only existing in fairly small numbers. They have small settlements in both Anauroch and Raurin, but both settlements are more like outposts manned by a few curious families.

The asherati are interested in exploring a variety of desert sands, and some have even heard of the far off lands of Maztica and seek to travel there to explore its terrain. Eventually asherati mages may even forge links to these far sands.

The asherati were very close to the janni living in their homeworld, and bear then no real ill will despite their role in the asherati's conscription. This closeness to the janni led the asherati to the worship of Solanil, goddess of oasis, She-Who-Plants-Seeds-In-The-Waste (and some asherati see themselves as "seeds" and therefore see it as their duty to establish settlements in other deserts around the world).

Bhukas; Bhukas, desert dwelling goblins with a special reverence for nature, are first beleived to have come to Faerun when renegade wizards of Mulhorand opened a portal to another world and loosed an massive army of orcs during the Orcgate Wars.

The bhukas has already broken away from their kin on this distant world, but were enslaved by the tyrannical orc warlords of that place. Brought to Faerun as labor slaves, the bhukas never lost faith in their goddess, and eventually, when the orc legions were broken by the forces of the Mulan nations of the Old Empires, the bhukas scattered.

The largest concentration of bhukas are found in the foothills of the Giant's Belt mountains bordering the desert of Raurin. The bhukas live here with their meager farms in their cliffside dwelling, still prospering because of their ingenuity and their druid talents.

There are also reports of a small bhuka community in the hilly regions of the Bandit Wastes north of Halruaa, and another community may exist on the edge of the Calim Desert, in the hills of the western edge of the Marching Mountains. These communities are small and very easy for explorers, and hungry monsters, to miss. They also contain bolt holes that lead to the upper reaches of the underdark, but the bhukas are loathe to return to "Kikanuti's Woumb," since they are called to the sun and the sky.

At one point in time there was a settlement of bhukas that managed to wander all the way north to the outskirts of Anauroch. This settlment was near the Mines of Tethyamar. At some point in the fairly recent past this settlment came into contact with the current inhabitants of the mines, and Tarkomang's followers slaughtered the bhuka to the last.

Long ago on their native world the bhukas broke away from other goblins. While most bhukas see Kikanuti as their benevolent mother, some go even further and say that she was at one time Maglubiyet's wife, and that she turned on him when he began to viciously waste the lives of their children. The bhuka blame Maglubiyet and his goblins for their enslavement at the hands of the orcs, claiming that if goblins lived as their mother intended, the orcs would never have been able to conquer them.

Stormwrack Races

Aventi; Aventi are a relatively new race to Faerun. This race of aquatic humans did indeed live in a human empire known as Aventus, and when that empire fell beneath the waves, Aventurnus, their most prominent god, changed the Aventi to allow them to survive beneath the waves.

What many do not know is that one of the primary forces working against the empire of Aventus was the ancient demon lord Dagon. The details are unknown, but at some point in the ancient history of Aventus, Dagon set in motion the events that allowed the nation to sink beneath the waves, and many of the monstrosities that the Aventi found there were his minions.

The Aventi that are currently in Faerun were members of a crusade several thousand strong that followed a minion of Dagon from their homeworld through a portal to another group of Dagon's minions. These minions were the corrupted shalarin of the Sea of Corynactis. The Aventi crusaders battled the corrupted shalarin for some time in this region of Toril.

A few hundred of the aventi crusaders were caught up in the “wild tide” of Dagon in 1371 DR when a permanent portal was established between Corynactis and Seros. The shalarin of Seros have cut off the travel between the portal to Corynactis and the Sea of Fallen Stars, and the Aventi are effectively cut off from what is left of their crusade in Corynactis.

Being relatively new to the region, the Aventi do not trust the shalarin, even those native to Seros, due to their experiences in Corynactis, and by extension they do not trust the races allied to them. Similarly, the ixitxachtli presence in the Sea of Fallen Stars has convinced the Aventi that the Sea of Fallen Stars is haunted by demon worshiping denizens of the deep.

Some Aventi might be disillusioned by the long crusade away from their homeworld, and some may end up on quests that take them far from their new “home,” and these are the Aventi most likely encountered by adventurers. Aventurnus has not yet petitioned Ao to become a member of Faerun's pantheon, but his followers still petition him, and for the time being, Tyr answers their prayers. While the god of the just does not seek to steal them as followers, if Aventurnus ultimately decides not to enter Faerun's pantheon, Tyr will take on Aventurnus as another manifestation of his own power and utilize his new followers to scourge the seas of demonic influence.

Darfellan; The darfellan are a race not entirely unlike humanoid versions of killer whales. These powerful aquatic humanoids were peaceful but powerful hunters that once had several well settled villages on the islands around the Sea of Swords. They rarely had contact with humans, but the Northmen barbarians that occasionally found their islands thought that they were spirits and avoided them.

Hundreds of years ago the darfellan were attacked by the sahuagin and nearly hunted to extinction. The darfellans were powerful of build, but ignorant of the ways of war and destruction, and the sahuagin offered many of the darfellans up on the altars of Sekolah.

In recent years, the darfellan had begun to recover a bit from their ancient battles with the sahuagin. Two particularly strong settlements had arisen, with many smaller islands with only a few families on them had come about, and once every four years the darfellans had a moot on the central island, south of the Moonshaes, about halfway to the Nelanther Isles. Darfellans from all of the other settlements traveled to this moot, leaving their other large settlement, far to the north in the Sea of Moving Ice.

This moot occurred in 1370 DR. The horde of Iakhovas overtook the island meeting of darfellans, slaughtering and scattering them, and another contingent of sahuagin traveled north, far more northerly than they normally would, so that they could destroy the few darfellans that remained in the settlement in the Sea of Moving Ice.

The darfellans are very nearly extinct at this point. A few families exist from place to place, but no villages or settlements of any note still survive. Occasionally a few darfellans may be found working as deck hands or dock workers in Waterdeep or Baldur's Gate, and in far south Calimshan a few decadent merchants who deal in sea travel consider them to be exotic and much sought after slaves.

The darfellans themselves still hate the sahuagin with a passion, and they are devoted to the deity that they know as the Whale Mother.

Hadozee; Hadozee are a race of primates that have adapted to a life at sea. They love sailing, and they apparently have no homeland to call their own, usually only serving on ships of other races. Small families may live in various ports, mainly up and down the Sea of Swords.

While hadozee are fairly rare, when asked about their origins the sea faring apes can rarely produce any solid evidence for where they came from. While most hadozee can tell tails of their family members sailing on ships until they encountered other hadozee and then settled in a port city to raise their children (until those children could find ships to serve on themselves), a few tell even wilder tales.

According to some hadozee family tales, the hadozee came from beyond Faerun, sailing on ships that could travel to different worlds and planes. There are still hadozee among the stars and on other worlds, and while the hadozee will often say there is indeed a hadozee homeland, they are rarely wistful about this place.

A few truly wild hadozee tales, those often told by the boldest of hadozee bards and adventurers, tell tales of the hadozee being survivors of an ancient universe that existed before the present one, and that the hadozee sailed on a ship that traversed time and space itself to outrace the End of Time. These hadozee tales often times revolve around worlds filled with amorphous shapeshifters, insectile creatures, and the villains of these tales are usually snake or worm like creatures.

Planar Handbook Races in Faerun

There are a wide variety of species that exist in the various planes connected to Faerun. Some of these creatures are well known to sages, priests, and wizards, but others are less well known, especially to the casual scholar of planar lore. The following passages will detail several of the races detailed in the Planar Handbook and place them in the context of Faerun and the Great Tree cosmology.

Bariaurs: Bariaurs in the Great Tree cosmology are often times followers of Mielikki, and their planar home tends to be the House of Nature. As actual outsiders, they are native to this plane, and as such, often dwell within the territory of Mielikki and other nature deities. Bariaurs are restless creatures, and are of good nature, and as such, they often travel the planes in search of adventure and in order to give them the chance to oppose evil.

While bariaurs are most often inhabitants of the House of Nature, some have traveled to, and settled upon, the planes of Arvandor, The Gates of the Moon, and Warrior's Rest. Bariaurs, with their contentious nature, often times enjoy the rowdy battles of Warrior's Rest, though they are often put off by the less noble inhabitants of the plane.

Bariaurs sometimes travel the planes widely to track down evil that has caught their attention, and therefore from time to time they can be found in some of the other planes, those that are less goodly in nature. In rare instances, these hunts take a bariaur to Faerun itself. From time to time, a bariaur servant of Mielikki might be sent to aid a servant of the Lady of the Forest dwelling in Faerun.

Buomman: Buomman inhabit monasteries built on the bodies of dead deities floating in the Astral Plane. While some Faerunian scholars that have encountered them associate them as the long lost members of various fallen empires of Faerun, the lengthy history of the buomman tends to make most of these associations unlikely, and some other sages have posited the theory that buomman are not native to the Great Tree originally.

Buomman monasteries tend to fall along three lines. The more benevolent minded buomman monasteries are built on the bodies of deities that generally are regarded as "good" deities. The buomman that find these bodies set up their monasteries on the body of the god, hoping that the worship and meditation directed at the fallen gods of good will awaken them and bring their power back into the universe. These buomman will, from time to time, journey to Faerun to visit sties that were sacred to the fallen god they venerate, and to learn from any still living cultists to that fallen god. These buomman often take the Servant of the Fallen feat and have more divine casters than the other kinds of buomman monasteries.

These buomman tend to be of lawful good alignment. Many of the deities that they have come to built monasteries upon are the lost gods of the Mulhorandi and Untheric pantheons, which means that often times traveling buomman pilgrims will be found in the Old Empires regions.

A second group of buomman believe that the gods that have died and passed on, for the most part, stay dead. These buomman are fascinated by the potential information about the universe that they might be privy to by studying and meditating upon these dead gods. These buomman tend to be neutral in alignment, and are the least likely to have divine casters among them.

The final group of buomman are those that believe that the gods sleeping in the astral plane are those that have died due to divine “natural selection,” and that if they are to return to the universe alive, they pose a threat to the multiverse itself and must be kept “asleep” at all cost. The buomman perform their chants to keep them from awakening. While these buomman might seem to have a noble purpose, they seek to limit the power of the gods as they investigate ways of tapping divine power themselves, elevating themselves to a position of dominance across the planes. These buomman, from time to time, follow the path of the ur-priest.

These buomman can, from time to time, be found in the lower planes learning what secrets they can from fiendish masters, especially when it comes to ways of subverting the powers of the gods. Similarly, they will travel to the shrines of dead gods on Toril to learn how best to leech power from their rotting forms in the astral.

Mephlings: Mephling origins are fairly straightforward in the Great Tree. They are the strange, less powerful offspring of some mephits, although they often times form communities and breed true with one another.

On Toril, its not uncommon to find fire mephlings in Thay, serving as members of the Church of Kossuth. These creatures are never seen as viable “citizens” of Thay, but generally are regarded as the property of the priests of the temple they are servants off. Thayan wizards are often mistrustful of the fire mephlings due to their sorcerous inclinations, but a good number of them are also favored souls of Kossuth.

Given the competition between the Elemental Lords, the other gods of the elements have also sent mephling servants to various regions of Toril where their worship is strong, but Kossuth by far has the largest following.

Neraphim: Common theories on the Neraphim hold that they have some common roots with the Slaad, and they share the same plane in the Great Tree, the Supreme Throne. Some sages have theorized that the Slaad are the evolved form of one of the early creator races of the Days of Thunder, but still others have contended that the Neraphim might actually be the direct descendants of that lost race. It matters little, as the Neraphim are fairly simple beings, organized to promote the hunt.

Neraphim are great hunters, and while they usually are using this skill to aid their Houses, from time to time wanderlust sets in, or the desire to test their hunting ability against even more dangerous prey, and they might travel to the Abyss, across the Blood Rift, and into any number of other planes, including forays onto Toril itself.

Most Neraphim revere the Slaad Lords as deities, though occasionally a Neraph will be seduced by the madness of Cyric and follow the Dark Sun, often becoming a tracker and assassin to further the goals of the faith. Eventually Neraphim that fit this description might be sent to Cyricists on Toril to serve as trackers, assassins, or bodyguards.

Shadowswyfts: The plane of Shadows in Toril's cosmology is a dangerous place, and the Shadowswyfts have had to use stealth and cunning to avoid open conflicts with the Shadovar, the

Maulaugrym, and a host of other insidious threats. They are by nature adventurous and chaotic by nature, so from time to time they forget their survival instincts and push their limits by trying to learn about the secrets of their various neighbors.

Shadowswyfts often times hold Mask as patron, as he is a native deity to the Plane of Shadows and because he encourages their stealthy nature and their adventurous spirit. Shadowswyfts rarely venerate Shar, as she tends to be the patron of most of their enemies in the Plane of Shadows.

Shadowswyfts can end up in Toril fairly easily, as their adventurous nature instills them with wanderlust, and they may even pursue various enemies into the Prime Material Plane in order to learn more about them and their secrets. Shadowswyfts are not above selling such secrets to the highest bidder, though they often leave out enough information to give them more leverage later on.

Spikers: These beings are generally considered native to the Barrens of Doom and Despair, though no one is quite sure of their origins, beyond the fact that they are related to bladelings. Spikers within the Barrens of Doom and Despair often venerate the powers native to that plane, but at the same time, most of these powers ban them from entering “holy ground.” This means that the spikers are not allowed to venture into the literal domains of most of these deities, and are not allowed to associate with their petitioners.

In some spikers, this creates a degree of fanaticism, and they end up serving various roles in the faiths of the gods they seek to appease. Of the gods in the Barrens of Doom and Despair, most spikers are servants of Bane or Loviatar. These spikers will do nearly anything to prove their loyalty to the servants of their gods and to prove worthy of entrance to the divine domains on the plane.

Among the less fanatical spikers, many can be found as wandering mercenaries. Some few with more nerve than wit hire on as mercenaries in the Blood War, and can be found in the Blood Rift, usually on the Baatezu side of the conflict. They also travel to Clangor and Nishrek from time to time, as some goblin and orc petitioners will seek to gain favor with their god by wining one of the ultimately fruitless battles on those planes. From time to time spikers will travel to Warrior's Rest to challenge renowned warriors and test their own mettle.

Spiker fanatics are sometimes sent by servants of Bane or Loviatar to aid their churches, usually as shock troops and body guards, although Loviatar is fond of spikers that learn how to best use their talents to inflict pain and suffering on those around them, and as such, some temples of Loviatar have a particularly twisted, yet gifted, torturer on staff that is a spiker.

Wildren: Some sages have postulated that the wildren are the product of dwarven planar travelers and their relationships with the intelligent animal petitioners of the House of Nature. Any dwarf that is familiar with wildren and is then introduced to this theory is inclined to dissuade a scholar spreading this theory from their mistaken notion by battering such thoughts from his head.

There is a legend among the dwarves that a clan of dwarves that were bereft of home or kin set about traveling the planes. Eventually they reached the plane of their patron, Marthammor Duin, but Marthammor couldn't condone his mortal followers to dwell in Dwarfhome while they yet lived, and he encouraged them to continue traveling the planes to experience their wonder.

After having many adventures among the planes, the dwarves came to the House of Nature, and fell in love with the plane. They were greatly torn, as they still followed Marthammor Duin, but did not wish to leave the House of Nature for Dwarfhome, even upon their deaths. Marthammor saw his followers plight, and he changed their forms to better match the House of Nature, and bid them to stay where their hearts had lead them.

While many wildren hold the guardinal paragons as their patrons now, some still hold Marthammor Duin as their patron as well. Although for the most part the wildren still love their home in the House of Nature, a few, especially those that worship Marthammor, are driven to travel the planes, and especially to see the wonders that dwarves have built on Toril.

Wildren are fairly well regarded by most dwarves on Toril that have a working knowledge of the creatures and their origins and planar nature. However, in regions where groundlings have been utilized by the Zhentarim, dwarves sometimes misunderstand the nature of wildren and in such circumstances, the wildren have a difficult time reconciling with dwarves that have been harmed by groundlings or that have lost kin to the Zhentarim experiments.

Dragontouched In the Realms

Between Races of the Dragon and Dragon Magic several creatures have been introduced to the Realms that are “dragontouched,” creatures that have dragon ancestry in their blood line that may not be recent, but is strong enough to alter the intrinsic nature of the creature. Dragontouched creatures are in many ways like planetouched creatures, creatures that have the blood of outsiders of various types in their lineage.

Silverbrow Humans, Deepwyrms, Forestlord Elves, and Sunscorch Hobgoblins (all races detailed in Dragon Magic) can be introduced into the Realms with relative ease, and Spellscalers (from Races of the Dragon) can also be utilized, with a few notes on exactly how the race is viewed and fits into the Realms. Furthermore, there is also a feat, Dragontouched, which essentially allows a character to tap into other draconic feats even if the character isn't a member of one of the standard Dragontouched races.

Spellscalers in the Realms

Unlike the manner in which spellscalers are presented in the book Races of the Dragon, spellscalers in the Realms are a fairly rare species in Faerun. There are no “spellscaler neighborhoods” and there is no commonly held beliefs or stereotypes regarding them in Faerun. Very few spellscalers are the result of the union of two other spellscalers, and most spellscalers are children born to two sorcerers, or to a sorcerer and a bard that might have both had draconic blood in their families. Most sages believe that spellscalers result not just from human families that have draconic blood, but from those humans that have multiple types of dragons in their bloodlines, on both sides, and that the reaction of the various bloodlines, however distant, causes the manifestation of the spellscalers new state.

Most people in Faerun don't see spellscalers, but those that do often see them as either having the blood of any number of fiends or reptilian creatures, or as cursed individuals or as unfortunates that might have been affected adversely by spells. Even among sages, some mistakenly have ascribed the development of spellscalers from those sorcerous mothers that might have used magic incautiously during pregnancy.

The term “spellscaler” is also very rarely used in Faerun. It actually derives from an insult common among full blooded true dragons that view such creatures with disdain, dismissing them by saying that, “the only good thing they inherited from their ancestors is their spells and scales.” More commonly, spellscalers are simply known by the general term “dragontouched,” even though that term applies to a variety of species (the rare spellscaler that doesn't take a spellcasting class will almost never use the term spellscaler, and are almost always referred to as dragontouched).

Many spellscalers never fully learn to utilize their abilities. Those that do often do not associate the various mediation rituals that unlock their potential with draconic deities. While some draconic sages that have studied spellscalers have indeed detailed the various rituals spellscalers can enact with the names of several draconic deities, most spellscalers learn to mediate on these abilities by picturing

visions that they have of different types of true dragons. Thus a spellscale enacting the blood quickening mediation of Bahamut might simply picture a noble gold dragon during his meditation. The effects are the same. Many spellscales learn only a few of these mediations due to the visions and dreams they naturally have, but a few organizations (see below) have taken to training spellscales to fully understand their natural abilities.

Spellscales and Organizations in Faerun

Several organizations in Faerun know spellscales when they see them, and are capable of teaching them the full potential of their abilities. These organizations actively seek to recruit or ally with such characters, since they all tend to view spellscales as worthwhile allies given their abilities, and some of these organizations tend to see these characters as harbingers with potential religious ramifications.

The Cult of the Dragon

The Cult of the Dragon recognizes spellscales and will actively recruit them and train them as agents. They tend to view them as a sign that the great prophesy of the Sacred Ones will be coming true soon, and they believe that whatever ancient cosmic powers have decreed that “dead dragons shall rule the world entire,” have also set in motion the proper bloodlines that are needed for the development of spellscales.

Despite this, spellscales are not automatically given any more authority in the Cult. They are still part human, and thus flawed and less than perfect, but they are still seen as a sign of favor to be cultivated as a weapon for the cult, but at the same time, they are just as expendable as any other tool of the Sacred Ones.

The Cult of Tiamat

Much like the Cult of the Dragon, the Cult of Tiamat views spellscales as a sign of their patrons impending victory over the other gods, and the rise of her draconic children. While spellscales are seen as a good omen by the Cult, spellscales that are favored souls (see the Miniatures Handbook or Complete Divine) are seen as potential prophets of Tiamat.

The Cult of Tiamat also sees spellscales that are part of the Cult of the Dragon, or that are trained and affiliated by the Church of Bahamut are considered traitors and are especially singled out for capture (if possible, for reeducation) or assassination (most likely).

The Church of Bahamut

The agents of the church of Bahamut that are active in the Bloodstone lands keep an eye out for draconic creatures. Although they don't view them as automatically a sign from Bahamut, they do recognize their value and the fact that agents of the Cult of the Dragon and the Cult of Tiamat may also be looking for such characters.

Agents of the church of Bahamut usually teach such characters about what they are, and about their meditative abilities, and allow them to choose their own course, although they usually let them know that they have a place within the Church of the Platinum Dragon if they so choose.

The Sisterhood of Essembra

Much as the Sisterhood seeks out dragonborn and gives them a community that allows them become comfortable with what they have become, the sisterhood also recognizes spellscales and knows that both the Cult of the Dragon and the Cult of Tiamat seek out such characters, and as such, they make sure to instruct such beings in their nature and powers, and they hope that introducing such characters to the dragonborn that such dedicated beings might be a good influence on the spellscales.

Other Dragontouched Races in Faerun

The following races can be introduced relatively easily into Faerun by tying them to existing Realmslore. This is not to say that other dragonborn races might not fit into the setting, but the following ones have the most immediate use for an existing campaign in Faerun that features dragons and their influence.

Silverbrow Humans

Silverbrow humans are most common in the Silver Marches, but can also be found in various cities in the North, such as Waterdeep and Neverwinter. Alternately, there are other species of "silverbrow" humans that appear very similar to those of silver dragon lineage. Silverbrow humans from both steel dragon and mercury dragon stock exist, and they are common in some of the same places.

Silverbrow humans that are of steel dragon stock can use resistance instead of feather fall, but they may use this as a swift action instead of taking the full action the spell normally takes. Silverbrow humans from mercury dragon stock may use flare instead of feather fall as a swift action. Other than their innate ability to use certain spells, it is very difficult to distinguish the various kinds of Silverbrow humans from one another.

Deepwurm Drow and Half-Drow

The description in Dragon Magic already mentions a bit about these creatures, and they can be found in many large drow cities in the Underdark, due to the fact that deep dragons often live in drow cities in their drow forms.

Drow dragons may actively seek to recruit Deepwurm drow for their aims, but at the same time they are very cautious, because even a drow with a deep dragon in its bloodline can be very devoted to the Spider Queen.

Forestlord Elves

Quamara Keleidsa is a moon elf renegade from a family that was split in half due to the acceptance of the N'Tel'Quess into Myth Drannor. Although she claims to be from "House Keleidsa" and has claimed ancestral territory in the Archwood, no record can be found of a "House Keleidsa" in any elven records, and it has been theorized that the house may have splintered even further after its initial split, and that the original renegades may have been further banished from the Eldreth Veluuthra after entering into pacts with green dragons and drow.

Quamara has allied herself with displaced "spider kisser" drow, and has taken one as her lover, and has begun to take on some of the affectations of a matron mother. These drow aid in trade missions into the Underdark with the various races there. Further, Quamara has found a way to infuse the essence of a green dragon upon herself, making herself into a half-dragon (though her draconic aspects are somewhat less than what other half-dragons might show).

Quamara has also infused many of the elves of "House Keleidsa" with lesser amounts of draconic essence, and thus has created a force of Forestlord Elves that are able to monitor the nearby dalesmen and scout and spy for the house, as well as performing various assassinations that she might deem needful to maintain her hidden fortress within the Archwood.

Sunscorch Hobgoblins

It has been mentioned in Dragons of Faerun that first generation members of the Blood of Morume are half-dragon hobgoblins, and later generations are draconic hobgoblins (from the Draconomicon). Further generations might exhibit the traits of Sunscorch Hobgoblins. In addition to the extended generation of the hobgoblins interbred into the Blood of Morume, hobgoblin that were affiliated with the Red Flayers that managed to survive and managed to defect from their draconic masters before the Morume dragons slew the males of the Red Flayers might still have some of these traits and pass these bloodlines to other hobgoblins in the region.

Dragon Compendium Volume One Races in Faerun

The Dragon Compendium Volume One is a book put out by Paizo with official content culled from years of Dragon Magazine articles. One section of the book presented and updated several of the potential PC races that had first been presented within the magazine for 3.5 edition.

This article will present some suggestions on how and where these races fit into a Forgotten Realms campaign.

Diabolus: The diaboli are native to a demiplane that is known as the Demiplane of Nightmares, a plane that borders the Region of Dreams and the Etherial Plane. Despite their appearance and their plane of origin, the diaboli are in general a benevolent, or at the least a benign, race of beings.

The diabolus had a fairly peaceful existence dodging the dreams and nightmares of the various dreamers of the universe, but eventually they ran afoul of a dangerous force. The beings known as the Night Parade also have strongholds within the Demiplane of Nightmares, and the diaboli were faced with a difficult choice. They could not travel to the Region of Dreams, and the Nightmare Portal to that plane had fallen to the control the Night Parade.

The diaboli were faced with the Night Parade on one side, the portal to Dendar's caves on the Fugue Plain, and the encroaching devastation of the Far Realms. The diaboli began to steal magic items, spellbooks, and anything else of the Art that the Night Parade had. Eventually they managed to open a portal to Toril to escape the Demiplane of Nightmares, but unfortunately, they also cause some damage to Toril's dimensional integrity and some Far Realm creatures escaped into this reality.

Diabolus have appeared in various places in Toril. The portals that the Night Parade operated opened into Cormyr, Calimport, and in various realms where mages were practicing Oneiromancy, including Thay and Halruaa. Strangely, at least one portal opened in the vicinity of Marcus Wands, where they were mistaken for fiends.

Diabolus are usually not welcomed in polite society, as they are indeed often mistaken for fiends. Some Thayans hold those that appeared there as slaves, and a few have escaped into the wilds. While the Rashemi are naturally cautious of them, some of the Witches have managed to discern the true nature of these beings and allowed them to live in the wilds around Rashemen.

Most diabolus live in small family groups away from society. Some tend to find a measure of acceptance with smaller communities that have come to trust them, and while diaboli look fiendish in appearance, some have managed to dwell near humans and elves, especially in areas where fey are more prominent, as they often can pass for fey nearly as easily as demons or devils.

Diopsid: Diopsid are Underdark insectoids that form small colonies. They are fairly primitive, and lack the technical ability to create metal weapons and tools, and often trade and hire themselves out to

other races in order to gain access to these items. Since they often burrow into new caverns and live in difficult to reach areas, they don't consider themselves to be at odds with any particular race in the Underdark, and they are often overlooked in various cities and cultures under Faerun.

The drow often capture diopsid and use them as gladiators, and more rarely as soldiers (they are hard for the drow to capture in large numbers, thus making them less reliable as slave soldiers). Duergar are more likely to hire them as bodyguards and shock troops, and the diopsid are happy to trade goods with the grey dwarves.

Illithids consider diopsid worthless vermin and exterminate them whenever they encounter them. Their strange brains do not allow illithid larva to gestate, and they are extremely difficult to modify for illithid use. Further, while these creatures are not foolish, they do tend to ponder items very slowly and carefully, meaning that the illithids are driven nearly insane by probing the ponderous creatures' minds.

Dvati: The dvati are a rare and strange race, a race of beings that are always linked twins. The origin of this race is little known, and in fact, the race itself is little known as well. Some sages have speculated that dvati were once fey creatures, ones inhabited the realm of Faerie. The dvati's ancestors loved Faerie, but loved Toril as well, and as such, they worked a powerful magic to split themselves in half in order to live life in both worlds.

Unfortunately, these beings lost their connections to the realm of Faerie by dividing their souls across two bodies, and further, those that remained separated for too long began to deteriorate and die. No longer fey, the various dvati in Faerie left their home and came to the prime material plane.

The dvati are very rare, and do not form actual communities. The only ties they have to other dvati are immediate family, and they often try to pass themselves off as half moon elves or humans, due to their pale build, solid blue eyes, and dark hair.

Since the dvati have no actual culture, they seek out other dvati families and as such often travel across Faerun. They love knowledge, art, philosophy, and music, and they often travel from city to city learning and encountering as much of this as they can.

Dvati reproduce only by mating with another dvati, or by female dvati being impregnated by two males at the same time. Dvati males can produce offspring with half elves and humans, but these are never dvati. Female dvati impregnated by two males at the same time will produce dvati children. Dvati relationships are somewhat complicated, as neither "twin" sees itself as a separate entity, and have a difficult time relating to mates that are not similarly bonded. The most successful dvati relationships are those that take twins as lovers, and even then there is a disparity between the understanding of the dvati and the twins.

Lupins: Lupins have many different theories about their origins. Some claim that they are the magical creation of a long lost powerful wizard that experimented with creatures long ago to produce them. Others believe that their ancestors were werewolves that overcame their evil natures. These debates can get quite heated between various tribes, as some take offense at even having been linked to lycanthropes.

Lupins hate werewolves, gnolls, and any intelligent evil dog-like creature. They actively hunt these creatures down to destroy them. Lupins live in villages that can be easily broken down and moved, and they tend to migrate with the game and in accordance with the seasons.

Most lupins are orderly, benevolent beings, though they rarely form large communities. They have a wanderlust and a love of nature that keeps them away from large cities, even when their appearance wouldn't cause them problems. Most lupins hold Mielikki as their patron, and many become rangers and druids. Lupin tribes almost always have a local demi-god as their special patron, a lupin that was raised by the gods (most often Mielikki) to godhood as examples to other of the tribe.

Lupins hate Malar and his followers, and have been active in hunting local packs of the People of the Black Blood. While lupins are more cautious, orderly, and reserved than lythari, the wolf people and the elven shapeshifters are often good friends, because despite their differences in philosophy and methods, there is an understanding between these two races that few others share.

Most lupins live in and around the High Forest, but because of their friendship with the lythari they often use the lythari portals and Faerie Crossroads and Backroads, so they might be found in many places across Faerun. Due to the friendship between the two races, among the few that know of lythari, there has arisen the mistaken notion that lythari have a hybrid form due to lupins that might be traveling with tribes of the Silver Shadows.

Tibbit: Tibbits are cats that can change into small humanoids at will. The stories that they tell of their own race posit that they are descended from wizard's familiars that were given sentience, shape changing abilities, and independence from their masters. Given the chaotic, nomadic nature of tibbits, its difficult to place exactly where tibbits first arose and what culture first gave rise to them.

Tibbits tend to like urban areas, where they can acquire all of the creature cultures that they desire. They are very curious and are constantly gathering information on others, sneaking and spying on others, out of sheer curiosity. Some tibbits work as freelance spies and information brokers, but they are rarely assassins.

In their humanoid form, tibbits are easily mistaken for dark complected halflings, and most people that encounter them assume they are exactly that. Tibbits are rare, but its not uncommon to find them in nearly any large city, and often traveling (out of curiosity) with various adventuring companies. The only sizable population of tibbits in one place is in the city of Nathlekh.

Tibbits tend to worship Sharess most often, but a small number of them that are more dependable and less flighty worship Nobanion. Evil tibbits are rare, by the few evil tibbits, and some neutral ones, worship Mask for the most part.

Dragon Compendium: Volume One Classes in Faerun

The Dragon Compendium Volume one is a collection of Dragon Magazine articles from over the course of the magazine's publication. These articles are presented in 3.5 format, and are compatible with that ruleset.

This article will deal with examples of the new base classes introduced in that work, which include the battledancer, death master, jesters, mountebanks (which should not be confused with the prestige class of the same name in *Complete Scoundrel*), savants, sha'ir (a class originally presented in the Al-Qadim setting), and urban druids.

Battledancers: Battledancers are warriors with a natural talent for turning their graceful movements and natural talent into deadly combat techniques. The cultures that produce battledancers are varied, and there are some members of races that have no tradition who still manage to learn these techniques.

The most famous battledancers in Faerun are perhaps the battledancers of Chult. Many Chultan warriors can stride into battle without a weapon other than their hands and feet, and then dive into a deadly, beautiful series of spins, rolls, kicks, and punches to defend their homes from the Batiri and other threats. Those that wish to become battledancers and make that wish known are never picked, only those that possess the natural talent and grace that are noticed by the master battledancers.

Among other cultures in Faerun to have developed the skills of the battledancer, the gnomes of Songfarla have a tradition similar to traditional battledancing. While certainly not a common profession, there are several gnomish families that still practice the tradition and pass it on to others.

Battledancers are also known in Chessenta. The tradition in Chessenta is common among the athletes that perform in Chessenta's tradition of games, and matches between battledancers are especially well attended events, though very few of the military units in Chessenta include battledancers, as it tends to be seen as less of a martial tradition and more of a performing art. Still, there are various Chessentan athletes that are struck with wanderlust that might pick up the adventuring career.

Perhaps the most surprising battledancer tradition that scholars have observed has been the tradition that exists among the orcs. Among orcs that revere the god Bahgtru, there are battledancers that practice the tradition as a form of worship to the orc god of strength. Orc battledancers of Bahgtru, known as Vrubushsk, charge into battle without weapons, trusting only in their training and their strength. These orcs are natural war leaders, if typically poor strategists.

The Death Master: Death Masters are in many ways the ultimate “traditional” necromancers. They have a natural affinity for necromantic magic, and they are also more hardy and less studious than the typical wizard. Their knowledge of the spells of the Death Master tradition are even more complete in some ways than the training of a traditional necromancer or that of a dread necromancer.

Death Masters are arcane spell casters, but all death masters must, before they can begin their training, pledge their souls to the demon lord Orcus. Death Masters may worship nearly any god whose interests fall in line with their own, but Orcus demands the souls of those that would learn the secrets that he has imparted to his cult. Each prospective death master is given a chance to escape his pact, however, a special service to Orcus that if they perform, they may escape their fate in Orcus' realm of Thanatos.

Several members of the cult of Orcus in Vaasa were indeed death masters, and most of those fled Vaasa when the cult fell to Gareth Dragonbane and his allies. Rumors abound that there are death masters that have insinuated themselves into society within Impiltur.

Death masters have also entered the service of the Cult of the Dragon, and these death masters are among the most active in trying to fulfill their obligation to Orcus in order to regain their rights to their own souls.

The price in souls is the biggest obstacle to most would be death masters. While those that manage to live long and delve deeply into Orcus' secrets manage to become liches, those who die before they are given the secrets of lichdom are doomed to a rather horrid new phase of existence in Thanatos.

Those death masters that work directly for the cult of Orcus are trying to rebuild the faith after the losses they suffered when Orcus was slain. They kill Kiaransalee's servants whenever they find them. At least one of these dark “evangelists” of Orcus arrived in Skullport a few years ago and has been actively trying to convert necromancers in the Port of Skulls to the study of the skills of the death master.

Jester: Jesters are found in many traveling troupes of performers across Faerun, and some rulers and important personages keep jesters around to entertain them. Most jesters are not members of the jester character class, but some are.

The actual tradition of jesters, including their ability to influence others and their ability to learn arcane spells, is an offshoot of those bards whose natural talents lent themselves to comedy and ridicule rather than epic oration or song. While bards often have a reputation as potential spies, Harpers, or Heralds, very few people worry that a jester might be a spy or information broker, meaning that they are actually quite valuable to organizations like the Harpers.

Gnomes and halflings are often drawn to this profession, and members of these races are the most likely to have very different “public” personalities versus their private personalities. Jesters of these races often have biting wits, and are often spies working to advance a cause they believe in. They are also very often quite negatively inclined towards those that work for them.

One group of jesters that are not spies or agents of any power were seen a Waterdeep, the elite members of a confederation of performers who were trying to convince the Lords to grant them their own guild with which they could pass on their talents and skills. After a horrible disaster when trying to force the issue, the leaders of this group were censured by the authorities of Waterdeep, and the lesser members quietly moved from the limelight to train apprentices quietly.

Some jesters have joined the New Olamn bard college in Waterdeep in an effort to legitimize their trade as well.

Mountebank: Mountebanks are rogues (in the true sense of the word) that have made pacts with dark powers to enhance their shadowy abilities. Mountebanks pledge their souls to a power of the lower planes that will aid them in their temporal pursuits. When the mountebank becomes especially skilled and powerful, they are claimed as elite servants of the power in question.

Graz'zt is the most common patron of mountebanks in the Realms (and he picked up many

mountebanks from fearful and disaffected members of Waukeen's church), although Levistus of the Nine Hells also sponsors quite a few mountebanks as well. While these two are the most common patrons of mountebanks, they are certainly not the only ones.

Among races other than humans, the fey'ri have several mountebanks that had pledged themselves to Malkzid, and indeed, Malkzid has actively sought pacts with elves of many different races, offering them power in exchange for service, and he is believed to have claimed at least a few sun elven agents in this manner, as well as a few moon elves and even a few drow.

Though recent examples are not in evidence, Impiltur has been home to many mountebanks, many of whom were sponsored by the Lord of the Hidden Layer, Eltab. Due to his rather nomadic existence at the moment, no recent mountebanks pledged to him are known at the moment.

Mountebanks can sometimes talk their way out of deals with their patrons, and among the halflings there is at least one legend of a mountebank that talked his way out of his servitude with one of the exiled arch devils roaming Avernus, by making a series of bets between various planar entities, and ultimately tricking a demon into accepting his burden, thus selling a demon into service to a devil.

Savant: Savants are characters that learn a bit about everything, and learn how to help others to understand that which they have learned. In general, these are exceptional individuals that have a drive to learn more and the ability to put this into action. Unlike bards, they don't learn these things in the context of ancient stories and songs, but through a dedicated pursuit of knowledge and a drive to become better at what they learn how to do.

Savants eventually learn how to cast divine spells, and for any savants that can cast divine spells must have a patron deity. This usually isn't much of an issue, however, since many of those that follow this path often already have a great deal of respect for gods such as Oghma, Deneir, or Savras. It also is not uncommon for inquisitive members of the church of Shar to seek to learn as many "secrets" as they can in pursuit of the glory of their goddess.

Savants are most common in civilized places that allow for scholars to both learn by tomes and stories, and still allow for the chance to put this knowledge into practice. With its many schools and colleges, many savants are native to Silverymoon, though it's not uncommon to find them in Waterdeep as well. Many elves follow the path of the savant, and often elven savants are elves born on Evermeet that travel to Faerun to experience what they have learned about.

Sha'ir: Sha'ir are fairly rare in Faerun proper, but they are well known far to the south in the lands known as Zhakara. The most commonly encountered sha'ir in Faerun are indeed travelers from Zhakara, but from time to time sha'ir may take an apprentice from the northern lands of Faerun.

Among those lands where very small "native" followings of sha'irs have sprung up from Zhakaran teachers are the lands of Mulhorand, its nominal vassal state of Murghom, and even into the eclectic young kingdom of Kourmira, between Kara-Tur and Faerun. Sha'ir are specifically not welcomed in Calimshan, and native arcane spellcasters there will do whatever they can to drive out sha'ir among them, considering them fools that dabble with forces that are best left asleep.

Despite this, there are some tribes in the wastes of the Calim desert that are indeed interested in this particular arcane art.

Urban Druids: Urban druids are perhaps some of the least understood individuals among arcane casters in Faerun. The most common term to describe their tradition, the term “urban druid” itself, can be confusing to those that assume that this refers to reverence to nature, and not a desire to preserve the natural ecology of an established city. Urban druids themselves rarely call themselves by this term, but the name, coined by a well read scribe of Candlekeep, is popular among scholars that study such things.

Like all arcane casters in Faerun, urban druids must have a divine patron to gain their granted abilities. No one deity is a perfect fit for urban druids, but several are more commonly seen as patrons of urban druids than others. Among cities with a strong noble class (such as the larger cities in Cormyr, as well as Waterdeep) Siamorphe is a popular choice (though she is only recently becoming popular in Cormyr). In cities often beset by outside forces, Helm is invoked often, and in cities that value knowledge and learning, Oghma might be a good fit. Bane, Mask, and Shar are also not uncommon in cities that have a darker feel to them (such as Zhentil Keep, Westgate, and Thultanthar).

Urban druids are individuals that revel in the natural ebb and flow of the life of a city, and as such, they work well with information brokers that know of them. In many cities of the north, urban druids work as informants and agents of both the Harpers and the Moonstars.

Urban druids are rarely part of the standard structure of the god's faith, and they tend to view their patron as worthy of worship because they help to strengthen their bond to the cities that they call home. From time to time they might take on apprentices, and urban druids may form circles (not unlike traditional druids) and members of this circle may or may not all have the same patron (although none will have opposing patrons, so a circle with a worshiper of Helm will not also include one that worships Mask or one that worships Shar).