

Advanced Dungeons & Dragons



Accessory

Demihumans of the Realms

Roger E. Moore

Is your FORGOTTEN REALMS® character an elf? A dwarf? Maybe a gnome? Perhaps, yet that doesn't really say much, does it? One might just as easily say there's no difference between a Calishite and a Thayan because they're both humans! No one is *just* a demihuman in the Realms—there are acrobats, barbarians, giant killers, manhunters, pestkillers, prospectors, and even tunnelrats, but they're all demihumans and they all walk the face of Faerûn.

Within these pages are dozens of kits designed to help players in a FORGOTTEN REALMS campaign enrich their characters and make them truly native to the Realms. Special benefits and disadvantages for each kit enhance the roleplaying experience while allowing characters to reflect their social roots and racial heritages. This companion to *Wizards and Rogues of the Realms* and *Warriors and Priests of the Realms* completes the series of kit-based sourcebooks for the FORGOTTEN REALMS campaign.

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Contents

Introduction	3
Demihuman Races of Faerûn	5
Using This Book	10
Acrobat, Festival	15
Advisor, Imperial Fleet	17
Artificer, Gnome	19
Barbarian, Arctic Dwarf	22
Barbarian, Jungle Dwarf	25
Barbarian, Lythari	27
Barbarian, Wild Elf	29
Beggar, Professional	31
Cat Burglar	33
Explorer, Winged Elf	35
Exile, Gray Dwarf	37
Forester	40
Giant Killer	42
Gladiator, Fugitive Hillsfar	45
Hound Master	47
Ironsmith, Wandering	50
Lorefinder	52
Manhunter	54
Mariner of Evermeet	57
Marshal, Halfling	59
Merchant, Sea Elf	61
Merchant, Underdark	64
Mountebank	67
Orcslayer	69
Peasant Hero	72
Pestkiller	74
Prospector	77
Runaway, Dambraii	79
Scholar	81
Scout	83
Slave, Fugitive	85
Smuggler	87
Thug, Waterdeep	90
Tunnelrat	92
Zurchin	95

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Campaign setting based on the original campaign world of Ed Greenwood.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson.

*The day shall not be up so soon as I,
To try the fair adventure of tomorrow.*
—William Shakespeare, *King John*

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Introduction

A hero must move.

—Cormyrean proverb

It seems to me that there is a direct relation between the amount of time a person spends traveling and just how much that person truly understands about the world, not to mention the degree of that person's fame and power. With sincerest apologies to my parents, I cannot think of a single worthwhile individual of any sort who never left home.

—Binbollar Clambake, halfling merchant of Luiren

Demihumans of the Realms is similar to two previous FORGOTTEN REALMS® game accessories that described character kits of Faerûn. In these two earlier works, *Wizards and Rogues of the Realms* and *Warriors and Priests of the Realms*, the Warrior, Rogue, and Wizard kits were primarily for human characters and were categorized by geography (Waterdeep, Cormyr, the Dales, Moonsea, etc.). The Priest kits were based upon the deities worshiped, one kit per Faerûnian god but again were primarily for human characters.

This work offers new Warrior (fighter and ranger), Rogue (thief), and Wizard (mage and specialist wizard) kits for Faerûnian demihumans: elves, half-elves, dwarves, gnomes, and halflings. Kits for demihumans from Maztica, Zakhara, or Kara-Tur are not covered.

Demihuman Deities (9585) covers the gods of the demihumans, along with the appropriate Priest kits, so no Priest kits appear here for demihuman clerics or druids. (In the Realms, wild elves as well as any sort of half-elf can become druids.) Religious training, beliefs, and behaviors supersede regional, cultural, and racial characteristics in most cases.

Many character kits allowed for use by demihumans of the Realms are detailed in other works and are not covered here. The reader is encouraged to look for *Wizards and Rogues of the Realms*, *Warriors and Priests of the Realms*, *The Complete Book of Elves*, *Elves of Evermeet*, *The Complete Book of Gnomes & Halflings*, and *The Complete Book of Dwarves* for important examples. In addition, many of the kits appearing in other volumes in the Complete Handbook series and the *PLAYER'S OPTION®: Skills & Powers* book are useful for Faerûnian demihumans—for example, elves and half-elves could use many of the kits from *The Complete Ranger's Handbook*, and half-elves could use *The Complete Bard's Handbook*.

The kits presented in this book simultaneously incorporate cultural, racial, and occupational elements. Some are very specialized and can be used by only one race, and by only those individuals likely to be found outside their homelands. Still, these kits fill major functions in the workings of the Realms.

Demihumans of the Realms often do not have greatly differing powers or abilities within each specific occupation. A wayfaring halfling merchant from Luiren is much like a wayfaring halfling merchant from Tethyr, except for particulars of their dress, personalities, beliefs, and cultural habits. The player should look up details to make each character more authentic and add a true personality to a hero with a kit—something game mechanics and guidelines cannot do—for example, what were the hero's family and childhood like? What are his beliefs, goals, and motivations? What does he love, fear, and hate? What does he think of the world?

Some kits here are altered versions of published generic kits. Changes were made to merge very similar kits, tone down overpowered kits, and most importantly to make





them specific to the Realms and give characters reasons to adventure widely. For example, the halfling sheriff from *The Complete Book of Gnomes & Halflings* is good for a halfling homeland campaign, but the halfling marshal herein wanders the whole of Faerûn as part of his job. The pestkiller kit here merges the vermin slayer and pest controller kits from *The Complete Book of Dwarves* and adds new material to boot. And a wide assortment of barbarians and merchants tailored to fit unusual races and their cultures appear to bring more unusual demihumans into regular campaigning.

Proficiencies from many sources were used, their origins noted in parentheses. The option is offered to use either the nonweapon proficiencies system or the secondary skills system, as per the *Player's Handbook* (PHB). If proficiencies are used, the number of languages normally granted to a character for Intelligence (PHB, Table 4) should be taken as bonus nonweapon slots instead.

Minor modifications of previous guidelines regarding kits are used here. The following two points are very important regarding the kits described in this book.

- A multiclassed character may have only one kit, which can be applied to only one of the character's classes. Thus, a fighter/thief may use either a fighter kit or a thief kit but not both. Certain kits may be applied to several different classes; for example, the bandit kit can be used with either the fighter or thief class but not both classes in the same character, as with a halfling fighter/thief.
- A specialist wizard cannot be multiclassed, except in the case of a gnome illusionist. A gnome illusionist can mix his magic use with either the fighter, thief, or cleric class.



Demihuman Races of Faerûn

The following sections set out basic facts on the demihuman types, common and rare, known in the Realms. This material should be used during the process of character generation (PHB, chapter 2). Each player can choose a homeland and deity for his character and is not restricted solely to those mentioned here; these are merely the major demihuman homelands and deities of Faerûn. "Initial languages" does not mean that a 1st-level character starts off knowing all of the tongues given; this is the list from which a player can choose spoken languages for his character, given the character's Intelligence (PHB, Table 4) or nonweapon proficiencies allotted to language knowledge. The Dungeon Master may add or remove languages from this list, depending on campaign circumstances and the other languages spoken near the character's homeland.

The DM may grant 1–2 bonus nonweapon proficiencies in reading/writing to a character, applied to Common and the character's racial language (Dethek for dwarves and Espruar for elves), but further knowledge of a written language should be paid for in regular proficiency slots. An exception here is for gnome illusionists, who automatically gain knowledge of Ruathlek, the secret magical script of Faerûnian illusionists. Only researchers and very long-lived races know Thorass (Auld Common). Details on these and other Faerûnian languages are found on pages 24–26 in *A Grand Tour of the Realms*, the booklet from the 1993 FORGOTTEN REALMS boxed set.

Gold (High, Sunrise) Elf

(Ar'Tel'Quessir)

Major Homelands: Evermeet, with a minority in Cormanthor (Elven Court only) and Evereska.

Allowed Classes: cleric, fighter, ranger, mage, diviner, enchanter, thief (very rare).

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Elvish, Common, Thorass, Sea Elvish (Evermeet), sylvan creature languages (for example, Centaur, Dryad, Giant Eagle, Pegasus, Satyr, Sprite, Treant, Unicorn), allied demihuman languages (for example, Dwarvish, Gnome, Halfling), Auld Wyrnish, certain dragon tongues (gold, silver, bronze). The languages of evil beings (giants, humanoids, etc.) are very unlikely to be known without good reason.



Major Deities: Corellon Larethian and the Seldarine (*Demihuman Deities*; *Monster Mythology*; *Elves of Evermeet*).

References: 1993 FORGOTTEN REALMS boxed set, *A Grand Tour of the Realms*; *Elves of Evermeet*; *The Complete Book of Elves* (Faerûnian gold elves are much like high elves in appearance and gray elves in personality); *Demihuman Deities*; Elaine Cunningham's novels *Elfshadow*, *Elfsong*, and *Silver Shadows*.

Moon (Gray, Silver) Elf

(Teu'Tel'Quessir)

Major Homelands: Evermeet, Evereska (and Halfway Inn), Greycloak Hills (Greyhome), and scattered human cities such as Baldur's Gate, Neverwinter, Silverymoon, Waterdeep, and Gildenglade and Xorhun in Turmish.

Allowed Classes: cleric, fighter, ranger, thief, mage, wizard.

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Elvish, Common, Thorass, Sea Elvish (Evermeet), sylvan creature languages (for example, Centaur, Dryad, Giant Eagle, Pegasus, Satyr, Sprite, Treant, Unicorn), allied demihuman languages (for example, Dwarvish, Gnome, Halfling), giant and humanoid tongues spoken near homeland. Dragon and other "monster" languages are very unlikely to be known.

Major Deities: Corellon Larethian and the Seldarine (*Demihuman Deities*; *Monster Mythology*; *Elves of Evermeet*).

References: 1993 FORGOTTEN REALMS boxed set, *A Grand Tour of the Realms*; *Elves of Evermeet*; *The Complete Book of Elves* (Faerûnian moon elves are much like gray elves in appearance and high elves in personality); *Demihuman Deities*; *Volo's Guide to the Sword Coast* (Evereska, Greycloak Hills, Halfway Inn); Elaine Cunningham's novels *Elfshadow*, *Elfsong*, and *Silver Shadows*.

Wild (Forest, Savage, Green, Wood, Sylvan) Elf

(Sy'Tel'Quessir)

Major Homelands: Many old, isolated woodlands, particularly in Cormanthor/Elven Wood (Tangled Trees), Greycloak Hills, Deepingdale (Dalelands), High Forest, Tethyr, Evermeet, and Gildenglade and Xorhun in Turmish.

Allowed Classes: cleric, druid, fighter, ranger, thief, mage, wizard.

Multiclass Combinations: fighter/mage, fighter/thief, mage/thief, fighter/mage/thief.

Initial Languages: Elvish, Common, sylvan creature languages (for example, Centaur, Dryad, Giant Eagle, Pegasus, Satyr, Sprite, Treant, Unicorn), allied demihuman languages (for example, Dwarvish, Gnome, Halfling), giant and humanoid tongues spoken near homeland. Other languages are very unlikely to be known.

Major Deities: Corellon Larethian and the Seldarine (*Demihuman Deities*; *Monster Mythology*; *Elves of Evermeet*); also, Rillifane Rallathil, *DRAGON*® Magazine issue 191, page 22+.

References: 1993 FORGOTTEN REALMS boxed set, *A Grand Tour of the Realms*; *Elves of Evermeet*; *The Complete Book of Elves* (Faerûnian wild elves are much like sylvan elves); *Demihuman Deities*; *Volo's Guide to the Sword Coast* (Greycloak Hills, Halfway Inn); *Volo's Guide to the Dalelands* (Deepingdale, The High Dale: the Dancing Place); *The North* boxed set, *The Wilderness and The Cities* booklets; Elaine Cunningham's novels *Elfshadow*, *Elfsong*, and *Silver Shadows*.

Sea (Aquatic, Water) Elf

(Alu'Tel'Quessir)

Major Homelands: Many nomadic groups widely scattered through open saltwater seas. The largest settled regions is the Coral Kingdom in the Great Sea (Trackless Sea). A major sea elf city between the Coral Kingdom and Evermeet is called Iumathiashae ("Mother of Oceans"). Many sea elf colonies also lie off the coast of Tethyr. Some sea elves now inhabit the Sea of Fallen Stars.

Many sea elves near Evermeet were once gold or moon elves who were changed into sea elves to escape drowning. They are identical to normal Great Sea elves, but they are the only sea elves able to become mages or specialist wizards.

Allowed Classes: cleric, fighter, mage (Inner Sea or near Evermeet only), specialist wizard (near Evermeet only).

Multiclass Combinations: fighter/mage (near Evermeet only).

Initial Languages: Sea Elvish, Elvish, Common, oceanic languages (for example, Dragon Turtle, Koalinth, Locathah, Merman, Sahuagin, Triton) or "Fallen Stars" tongues (for example, Kuo-Toan, Lizard Man, Locathah, Nymph, Sahuagin, Selkie, Triton). Other languages are very unlikely to be known. Certain sea creatures have languages that cannot be heard or