

LEGAL

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DEEP IMASKARI

The Deep Imaskari are a subrace of humans who have been living in the Underdark for generations. They are descendants of the ancient Imaskari civilization, which once ruled over a vast empire that spanned across Faerun. Over time, the Imaskari's arrogance and thirst for power led to their downfall, and their descendants were forced to flee to the safety of the Underdark.

Deep Imaskari resemble their surface-dwelling human counterparts, but with distinct differences that set them apart. However, one of the most striking features of the Deep Imaskari is their pale complexion. They have almost translucent skin, white hair, and strikingly blue or violet eyes. This is due to their long-term isolation from the sun and the harsh conditions of living in the Underdark. They are also known for their slender and graceful build, which makes them appear almost delicate.

LOST CHILDREN OF IMASKAR

The history of the Deep Imaskari is shrouded in mystery and legend, as they are a reclusive race that seldom interacts with other civilizations. According to Imaskari lore, their people were once part of a great empire that spanned Faerûn. This empire was known as Imaskar, and it was renowned for its mastery of magic and advanced technology.

The Imaskar empire eventually fell, and the Deep Imaskari retreated deeper into the earth, shrouding themselves in secrecy and isolation. They continued to hone their magical abilities and preserve their ancient culture, even as the rest of the world above them forgot their existence.

THE BREACHED SEAL

According to legend, the Deep Imaskari were once bound to the Underdark by a powerful magical seal that prevented them from leaving their underground cities, but also protecting them from outside threat. Over time, however, the seal began to weaken, perhaps due to some unknown magical catastrophe or natural disaster. The Deep Imaskari were able to sense the weakening of the seal and began to venture out of the Underdark in small numbers to explore the wider world and seek out new sources of magic and knowledge.

This legend suggests that the Deep Imaskari are now free to explore the wider world, but it also raises questions about the nature of the seal and the potential dangers that the Deep Imaskari may pose to the surface world.

DEEP IMASKARI NAMES

Deep Imaskari names often reflect their ancient Imaskari heritage. Deep Imaskari usually has two names: a first name and a surname.

Male Names: Altanbek, Erdemir, Batuhan, Tengiz, Orkhan, Temujin, Kagan, Uzun, Jumabek, Arslan

Female Names: Aylin, Dilara, Gunes, Nilay, Sevgi, Gulay, Bahar, Leyla, Melek, Zehra.

Surnames: Korkmaz, Yavuz, Kara, Aksoy, Ozkan, Aydin, Sahin, Yildirim, Kocak, Ozturk.

DEEP IMASKARI TRAITS

Your Deep Imaskari character has the following racial traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Wisdom score increases by 1. (Assuming you're not using the Mordekainen racial system.)

Age. Deep Imaskari age a bit slower than humans, reaching adulthood in their 20's and are generally believed to live for up to 500 years.

Alignment. The Deep Imaskari are generally believed to be neutral in alignment, contrary to their ancestors who were known to lean towards the evil.

Size. Deep Imaskari are between 5½ and 6 feet tall and weigh around 160 pounds. Female Deep Imaskari is often ½ a foot shorter and around 40 pounds lighter. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Low-Light Vision. Accustomed to the dim lit Underdark, you have superior vision in dark and dim conditions. You can see up to 60 feet in starlight, moonlight, torchlight, or similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions.

Spell Clutch. Deep Imaskari have studied magic for as long centuries, almost making it part of their genetic makeup. Once per long rest, you can cast a level 1 spell without using a spellslot. The spell must be either prepared or known.

Subterranean Elegance. Deep Imaskari have Advantage on Stealth and Survival rolls in underground environments.

Languages. You can read and write Common and Roushoum.