

Backgrounds of Faerûn: The Elven Kingdoms

Enrich your characters with this supplement containing backgrounds for ten of the Forgotten Realms elven subraces: The friendly aquatic elves, the free spirited avariel, the distrustful drow, the foreign llewyr, the lycanthropic lythari, the carefree moon elves, the endangered star elves, the superior sun elves, the feral wild elves, and the aloof wood elves!



WELCOME TO THE REALMS

In the "Backgrounds of Faerûn" supplement, we focused on the human kingdoms. In each of these smaller supplements, we investigate groups of the other races that inhabit the world. Thematically, they'll be grouped by family such as Dwarf, Elf, or Gnome.

Each supplement will contain races both old and new, their equipment, their spells, and many other features for these races. Existing races will be given the regions they're native to with bonds for each. If you're picking one of these races, they're intended to work with the existing backgrounds in the *Player's Handbook* or with the backgrounds from the "Backgrounds Of Faerûn" supplement.

If you use a new race, they'll include the race as well as a background specific to that race. Additionally, they'll come with extra content to help you get into the mindset of playing these rare and unusual races. As with the "Backgrounds Of Faerûn" supplement, the backgrounds for new races are intended to be mixed with another background or can be used as is.

Remember to always check with your Dungeon Master if you wish to play one of these races.

HOW TO COMBINE BACKGROUNDS

Let's say you wanted to be an avariel but you wanted to combine the "Winged Legends Of The Skies" background with the "Folk Hero" from the *Player's Handbook*.

First, you would choose which of the two backgrounds you want to take the skill, tool and language proficiencies from. This is the background you also take your equipment from.

Second, you choose which of the two backgrounds you want to take your feature from. Either social division from the avariel or the rustic hospitality that the folk hero enjoys.

Lastly, you'll pick one trait, ideal, bond, and flaw, one each from either background table. For example, you could choose the folk hero trait and ideal, but use the avariel bond and flaw.

ON THE "BACKGROUND OF FAERÛN"

The supplement "Backgrounds of Faerûn" is another title written by myself on the Dungeon Master's Guild. It's intended to be a supplement for the human dominated kingdoms of the realms and is otherwise the same as this book. It's not a books of racial specific backgrounds, as many cities in the Forgotten Realms allow all sorts of different folks from different backgrounds.

If you don't own it, don't worry. The rules contained in each of these smaller supplements are more than enough to use for your characters.

If you do happen to own it, then the rules here are easily combined with those rules. Instead of just having a "Halruaa Bounty Hunter", you could mix the Halruaa background with the star elf background and the folk hero background to have a star elf folk hero that's native to halruaa, with the bonds, traits, ideals, flaws, equipment and features of all three backgrounds!

ART CREDITS

Covers: Meeting Under The Tree by David Revoy

Page 1: 4e_mm_highelves by Wizards of the Coast

Page 3: Aquatic Elf by Wizards of the Coast

Page 4: SavageSpecies-SnakeBird by Wizards of the Coast

Page 8: MonsterManual3-Drow by Wizards of the Coast

Page 9: Tauriel elf by Simaelling

Page 14: ElderEvils-HalflingSage by Wizards of the Coast

Page 19: January by user Emmafrost13, 2016

Page 23: MonsterManual3-WoodElf by Wizards of the Coast



AQUATIC ELF

The young cabin boy Salvhin was the last of the crew still standing. Cowering in the corner, the sahuagin started towards his position with clear drool leaking from their horrific faces. Closing his eyes and praying to all the gods above, his voice almost drowned out the sound of the fishermen bodies hitting the deck. He only got a glimpse of the green skinned spear throwers before they dove back into the water and disappeared into the black depths.

With vast undersea kingdoms, the Aquatic elves might not be thought of often by surface dwellers, but their presence in Faerûn is enormous.

Standing nearly 6 feet tall, aquatic elves have webbed hands and feet at the ends of their long limbs. Their gills allow them to breathe underwater. Their skin ranges from blue to green with many different stripes or other patterns on their bodies in a variety of colors.

DEEP SEA PATRIARCHY

Aquatic elf women are typically highly skilled advisors, but the feudal government of aquatic elf cities places responsibility on the first born male. These communities are close, with anything resembling ownership of land being absent.

SOCIETY OF TRUST

Theft, murder, and other crimes one would worry about in large cities is notably missing in aquatic elf society. They still have a tendency to treat outsiders with suspicion and a close eye.

FRIENDS OF NATURE

Aquatic elves have a habit of befriending undersea life, especially dolphins and porpoises. They keep such creatures as guardians, companions, and messengers. Aquatic elves will go out of their way to help whales, squids, and other great underwater beasts.

AQUATIC ELF ADVENTURERS

Aquatic elves, more so than their land relatives, enjoy the life of an adventurer. The undersea world is as varied as the one above the surface of the waves, with just as many sunken cities and ruins to explore.

Adventurers tend to equip themselves for the jobs they'll be doing. This preparation is considered a communal activity and a way for those who lack the skills needed to participate in the adventure.

AQUATIC ELF NAMES

Aquatic elves possess names similar to surface elves but their clan names are often translated when speaking with other races.

Male Names: Arvostar, Tholbalis, Derenthas, Staveth, Polanalin, and Yrillad.

Female Names: Stavana, Bishwala, Staderas, Firiashé, Xanatila, and Yinos.

Clan Names: Anterome (Brightwave), Landaal (Brightwhisper), Oromae (Silvercoral), and Garinlastil (Scarletleaf).

AQUATIC ELF TRAITS (ELF SUBRACE)

Your aquatic Elf character has the following racial traits.

Ability Score Increase Your Constitution score increases by 1.

Speed Aquatic elves base speed is 30 feet. They also have a swim speed of 40 feet.

Gills. You can breathe underwater. On land, you can survive for a number of hours equal to your Constitution score. After that, your character begins to suffocate. **Friend of the Sea.** Using gestures and sounds, you can communicate simple ideas with Small or smaller beasts that have an inborn swimming speed.

Aquatic Weapon Training. Your aquatic elf is proficient with nets, spears, tridents, and aquatic longbows.

Languages Aquan and Elvish.

AQUATIC ELF SIZE

Gender	Average Height	Average Weight
Male	5'0" - 6'6"	100 - 180 lbs
Female	4'7" - 6'3"	80 - 160 lbs

AQUATIC GEAR

Aquatic Longbow - 400 gp - 1d8 piercing - Range 60/80 - 3 lb. - Aquatic longbows suffer no penalty for firing underwater.

Potion Bladder - 2 gp - A flexible pouch made specifically to hold liquids that will not spill, requiring the user to squeeze the bladder to take a drink.

Sharkskin Armor - 85 gp - AC: 12 + Dex Modifier - 8 lb. - A tougher iteration of leather armor, shark skin is considered detestable by aquatic elves.

Chitin Armor - 125 gp - AC: 13 + Dex Modifier (max 3) - 20 lb. - Constructed from giant crabs, chitin armor is not only created by the elves. Adventurers from the land will often build such armor out of ankheg, giant ants, or even umber hulks.

AQUATIC ELF

CHILDREN OF THE SEA

Explorers, adventurers, and inquisitive minds abound within the undersea kingdoms of the aquatic elves.

Skill Proficiencies: Two Skills

Language Proficiencies: Language

Tool Proficiencies: Tools

Equipment: Four items, including something neat and some money.

Region: The waters around Aglarond, the Dragon Coast, Impiltur, Sembia, and the Vilhon Reach.

Suggested Classes: Bard, fighter, ranger, or sorcerer.

FEATURE: FRIEND TO THE SEA

You have a special bond with the creatures of the sea. When speaking to aquatic animals that have a positive relationship with aquatic elves, they will often try to help you to the best of their abilities. From showing you hidden grottos in which to safely sleep to defending you from other water based threats, you always have a friend in the water.

SUGGESTED CHARACTERISTICS

Proud and inquisitive, but not nearly as pompous as other elves. Aquatic elves are friendly and very fond of humor and music.

d8 Aquatic Elf Personality Trait

- 1 When bored, I tend to sing little songs to myself.
- 2 If I come across something new, I like to write about it in my journal.
- 3 Our hated foes, the Sahuagin, are everywhere. I'm always on guard for their villany.
- 4 I try to hide little trinkets and treasures wherever I go: it will make the one who finds them happy.
- 5 Our kingdoms must be kept safe, to that end I don't share any information about our kind with outsiders.
- 6 Wherever I go, strangers are met with questions. I love to learn about new people.
- 7 Present me with a mystery, and you'll keep me busy until I solve it!
- 8 I wanna be where the people are! I love exploring new cities.

d6 Aquatic Elf Ideal

- 1 **Peace:** We may train with weapons of war, but we fight for peace. **(Good)**
- 2 **Happiness:** No matter what you work for, do what makes you happy. **(Good)**
- 3 **Freedom:** Oppression of any sort is intolerable. Stamp it out before it spreads. **(Chaotic)**
- 4 **Honesty:** Even if the cost is great, always be honest with yourself and those around you. **(Chaotic)**
- 5 **Success:** When you fail, it's simply another obstacle to overcome on your road to success. **(Chaotic)**
- 6 **Supremacy:** You are the pinnacle creation of the gods. Act like it. **(Evil)**

d6 Aquatic Elf Bond

- 1 A thief had somehow come into our kingdom and stolen a magic item. I have been assigned to recover it.
- 2 Sahuagin regularly attack coastal cities. I've been sent to train the militia of those cities.
- 3 Making peace with the surface world is important for us. Alliances help keep kingdoms powerful. I'm going to the surface to setup these alliances.
- 4 Powerful foes, even those who can't breathe underwater, are a threat to our lives. I'm to scout these threats and report on them.
- 5 I've been cursed by a koa-toa shaman. I must swim in the waters of a distant land before I return home, or I'll die.
- 6 I've never felt at home with my people. Instead, I've joined up with a crew of pirates. I have a greater sense of controlling my own destiny this way.

d6 Aquatic Elf Flaw

- 1 I am quick to remind others who forget the supremacy of the elves.
- 2 When hunting a foe, I'm relentless to all other things.
- 3 I will not stop at 'acceptable', only perfection will do.
- 4 Judging others is much easier when you're so much better than they are.
- 5 I'm ever watchful, to the point everything is a plot to end my people.
- 6 I second guess everyone, even my allies.



AVARIEL

"I need you to tell me what the worth of a life on the ground is. Is there anything to compare to the freedom of living in the clouds?" – Aerie, of the Avariel

The winged elves are only spoken of as myths, and they currently are very nearly gone. Their fine features, light build and elegant culture make them even more poetic than their terrestrial elf relatives. They are noted as having the most beautiful voices of all the races of the realms.

Their skin is pale, often porcelain white. Their feathers range from white to brown or black, with a variety of patterns throughout. Their eyes range from blue to green or purple and their hair is nearly always silver-white or black.

BRINK OF EXTINCTION

The avariel are notable for being driven to the edge of extinction. At the dawn of history, avariel were hunted by dragons. While holding a few secret colonies elsewhere in the realms, they hold only a single large city at the very edge of the great glacier.

CAREFREE SPIRITS

Loving nothing more than to soar for hours on air currents above their home, most avariel only feel true to themselves when on the air. Avariel are even likely to abandon whatever quest or craft they're working upon for hours at a time in favor of flight.

SPLIT SOCIETY

Avariel culture is split into two halves: warriors and philosophers. Whenever there is a decision to be made regarding each group, they make decisions internally and attempt both solutions (provided neither risks the whole of society and neither solution is directly opposed to the other) to see which path presents the best solution.

AVARIEL ADVENTURERS

Adventuring for an avariel is dangerous. Their kind are already dangerously few and to adventure is to invite danger. When they do adventure, it's usually because it has been thrust upon them.

AVARIEL NAMES

Child Names: Ara, Bryn, Del, Lael, Phann, and Vali.

Male Adult Names: Helinerdh, Enialis, Immeral, Quarion, Riardon, and Varis.

Female Adult Names: Adrie, Bethryнна, Enna, Felosial, Meriele, and Xanaphia.

Family Names: Amakiir, Galanodel, Holimion, Iiphelkiir, Meliamne, and Xiloscient.

AVARIEL TRAITS (ELF SUBRACE)

Your avariel character has the following racial traits.

Ability Score Increase Your Wisdom score increases by 1.

Age Avariel have a lifespan between 44 and 64 years.

Speed Avariel base speed is 30 feet. They also have a fly speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Keen Senses Thanks to a history of being hunted by dragons, your senses are keener than other races. You have proficiency in the Perception skill.

Light Bodies Due to your light bones and strong muscles, you have proficiency in the Athletics skill.

Winged Warriors Your avariel is considered proficient with Nets, Rapiers, and Whips.

AVARIEL SIZE

Gender	Average Height	Average Weight
Male	5'2" - 6'4"	70 - 166 lbs
Female	5'0" - 6'2"	65 - 161 lbs

GLASS-STEEL

Most avariel items that would require metal, instead utilize a hardened glass of similar strength but of much lighter weight. Some avariel buildings are built using glass-steel filigree.

Items made from glass-steel weigh half as much as their metal counterparts. Glass-steel items cost 1.5x more gp than their steel counterparts.



AVARIEL

WINGED LEGENDS OF THE SKIES

A flighty group of elves clinging to the world with a long history of surviving against the odds, ever faithful to their gods.

Skill Proficiencies: Animal Handling and Religion

Tool Proficiencies: Glassblower's tools and Painter's supplies

Equipment: A set of robes, marked with your family crest, a tight-pack, a small pocket knife made of glass-steel.

Region: Aerie of the Snow Eagles. Tiny colonies dot Damara, Chult, the High Forest, Narfell, the Sword Coast North, the Vast, and the Western Heartlands.

Suggested Classes: Cleric, or Fighter.

FEATURE: SOCIAL DIVISION

Avariel colonies all divide their citizens by what approach to challenges they favor: combat or philosophy. While both are required for many issues (indeed, where one group fails, it becomes the responsibility of the other to succeed), this division is strict.

When you create your character, choose which group you belong to. Within this faction, you'll find many similarly minded allies who will help keep you safe, clothe you, and feed you. If you're in trouble or require assistance with your goals, you can rely on these allies.

All avariel need to know where to find their own kind. As a child you memorized the maps of all known colonies and the location of the hidden jungle city, the Aerie of the Snow Eagles, on the great glacier.

SUGGESTED CHARACTERISTICS

Avariel are flighty with short attention spans for tasks that take long spans of time. They have a need to fly regularly and become paranoid if not able to be aloft for long. Many avariel also feel paranoia and anxiety if they cannot see the sky.

d8 Avariel Personality Trait

- 1 I preen when I'm nervous, often ending up with a small downy pile afterwards.
- 2 I'm a jokester: I can't help but use my flight to play practical jokes.
- 3 I'm goal oriented: I see what I want and there's nothing stopping me!
- 4 Pensive, thoughtful actions are best. There's nothing wrong with taking your time on important things.
- 5 Flight is the only thing which makes me happy, I try to fly as often as I can.
- 6 Trying new foods from all around the world is the best part of adventuring.
- 7 My people are so mythical, I can literally make up whatever story I want and others believe it. I do this often, just for fun.
- 8 It's hard to be positive when your people are dying. Most people say I'm rather dour.

d6 Avariel Ideal

- 1 **Peace:** Even now, our kind seek no retribution from the dragons. Peace is the only true path. **(Good)**
- 2 **Good:** May your actions have made the world a better place, when it is your time to leave it behind. **(Good)**
- 3 **Knowledge:** The truth of knowledge will remain long after our bodies are dust. **(Neutral)**
- 4 **Balance:** While understanding the world around us is important, let's not forget that we still need to be on guard to protect that understanding. **(Neutral)**
- 5 **Survival:** The continuation of our race is paramount, nothing else matters. **(Chaotic)**
- 6 **Freedom:** Not all can simply fly away from the problems of the world, do what you can to spread freedom everywhere. **(Chaotic)**

d6 Avariel Bond

- 1 I am a scout: always on the lookout for new places to put down colonies.
- 2 All goodly elves worship the same gods, but we teach differently. I adventure to experience these differences.
- 3 I adventure to seek out methods of ending the draconic threat forever.
- 4 My city was cursed while I was on patrol. The other avariels are losing their feathers and soon won't be able to fly.
- 5 A halfling once visited our home. She were glamour'd to forget us but we check back up regularly to ensure the magic holds. She was kidnapped and now we don't know where she is.
- 6 Through combat and experience, I will become the greatest dragon slayer in the world!

d6 Avariel Flaw

- 1 When it comes to meeting new people, I get quiet or anxious.
- 2 If I can't see the skies, I panic and freak out.
- 3 I am a dracophobe (someone with a fear of dragons and their kin), although I think of it as simple common sense.
- 4 I don't have time to think through my thoughts, often I speak without thinking.
- 5 When nervous, I make odd noises. This usually makes me even more nervous.
- 6 I find metal to be alluring, to the point I might pocket small shiny objects without noticing.

DROW

ETERNAL THREAT OF THE UNDERDARK

As infamous as any dragon, lich, or demon, the drow of the underdark continue to be a source of terror for those in the realms. Uncertain of when or where they will appear, surface dwellers always live with the reminder that below their feet is an entirely different world where an evil threat festers.

Choose one of the domains and use those bonds with the background you chose for your Drow character.

Domains: Great Bhaerynden, Old Shanatar, The Darklands, The Deep Wastes, The Earthroot, and The Northdark

GREAT BHAERYNDEN DROW BONDS

d6 Bond

- 1 Deep below Halruaa, in the city of Earth's End, are dozens of portals all leading elsewhere in the realms and beyond. It's my dream to turn the human and dwarf controlled city into a temple of Vhaeraun, so his thieves might have access everywhere.
- 2 The myconid/genasi city of Fluvenilstra is a prime target for my plan to bring Ghaundadaur additional power. My research into a poison that turns fungi into oozes is nearly done. A few rare components from the surface world and they will be ready to be my test subjects.
- 3 The great rift sunk, destroying much of the underdark with it. Some say it was the Spellplague but I think it was one of the gods of the dwarves. I now travel the surface world dedicated to desecrating their temples.
- 4 After the Spellplague, our connections in Dambrath were lost, along with much of our control over that city. I wish to learn more about how they've suffered in our absence and how we might regain that control.
- 5 It started when I wandered in to a beholder lair, I think. He zapped me with one of it's eye stalks maybe? But the faerzress changed it, I guess. Now I can't recall anything prior to that moment. Seems like something I should try and fix.
- 6 Carving out a kingdom for myself has been hammered into me since birth. We drow understand the value of ruling over your lessers. However, my sights are set larger: one day the sun will fall and my reign over Waterdeep will have begun!

Great Bhaerynden is a region below the regions of Dambrath, Elfharrow, and Halruaa.

OLD SHANATAR DROW BONDS

d6 Bond

- 1 Vhaeraun, the masked lord, teaches males and females are equals. For believing in this heresy, I was tortured. Luckily I escaped to survive, although I may never return home.
- 2 I've been told that Calimport is a city where everything goes provided you have coin or power. This city sounds interesting enough that I can leave boring drow politics behind.
- 3 I've been burdened with glorious purpose: to restore the destroyed drow city of Ched Nasad! If only I could gather enough rubes to help me remove the beholders and demons that now over run the ruins.
- 4 Guallidurth was once home to over 200 clans, until Mistress Mother Fizzri Khaven-Ghell fell most of them in one swoop. I am one of the last of my clan, but I will not stop until I am powerful enough to take on Fizzri and make her pay.
- 5 Sshamath was once a very powerful city, thanks to our alliance with the surface dwellers known as the Zhentarim. Over the years, they've stopped being ruthless assassins and instead work as sell swords. To punish them, my clan systematically hunts down and slays the current bearers of the Zhent name to send a message.
- 6 Destroyed by the Spellplague, Eryndlyn was lost. All the drow who lived there moved to other cities in the underdark. Not I, survivor in the world above. I will no longer live with drow who destroy our homelands in attempts to enslave the rest with foul magics.

Old Shanatar is a region below the regions of Calimshan, Tethyr, and the Western Heartlands.

ROLEPLAYING A DROW

Drow are, on the whole, sadistic, arrogant, cruel, destructive, hedonistic, and treacherous.

While famously there are a few drow that do not fit this template, those aberrations are often either corrected or killed early in their lives.

THE DARKLANDS DROW BONDS

d6 Bond

- 1 Oryndoll, an illithid city populated with mind controlled slaves. My matron needed a slice of elder brain and sent me to retrieve it. Now I'm a permanent thrall of a mind flayer, sent to the surface as their spy.
- 2 It was deep within the duergar city of Drik Hargunen that I was captured. I foolishly thought my matron would pay for my return. Instead, I ended up in the backhouse of a brothel somewhere on the surface.
- 3 A hunting party, four of us including myself, were supposed to secure a deep-spawn for our matron. Reportedly, it had eaten a nest of kobolds and could provide us infinite slaves. Instead, it had eaten wyvern eggs and we were swamped by winged beasts. One of which had picked me up and dragged me to the surface. I've since turned monster hunter for anyone who has coin, but one day I might return to my home.
- 4 The moon calls to me, our lady Eilistraee shows a path for the drow that will lead our race away from our horrific history. I now wander the surface spreading her word to my kin.
- 5 We drow are paragons of the world: experts in whatever we pursue. I travel far and wide to train myself to be better than all others in this regard, and cut down anyone along the way who think they know more than I.
- 6 The above kingdom of Chondath once held the only psiocracy to exist. Perhaps walking that kingdom will bring me greater clarity and focus, in regards to how to learn and apply these powers myself.

The Darklands are a region below Chessenta, Chondath, Turmish, and part of the Western Heartlands.

THE DEEP WASTES DROW BONDS

d6 Bond

- 1 No more than ten miles away is Mistedale, horrid waste of land infested with humanity. If one were to travel the surface and discover their hidden weakness, it would be rewarded by my matron favourably.
- 2 Recently, my kin have pushed a demon lord out from our home. The exile of Graz'zt does not mean we are free from his demonic servants, and so I seek out a means to end him with finality.
- 3 My home is rife with followers of Eilistraee. Their words have touched me. Not that I agree with them, but that the surface world might not be entirely terrible. I search across the sun torched dirt looking for things of value.
- 4 Within the fungus farms of Maerimydra, I was contacted by a strange fungal creature. A puff of spores in my face, and I had become a slave to its will. It was recently killed by something, and now I am free once more, but I don't want to return home just yet.
- 5 Durgg-Gontag is home to many earth elementals. Their kind bring us things they find and we give them gems harvested by slaves. Except our gems are running out, and I am assigned to procure more.

d6 Bond

- 6 Over near Thaalud, I had come across a netherese laboratory of some sort. Not understanding what was happening, I touched some machine which began giving me horrifying visions. Knowing not if these be visions of the future or my mind being driven insane, I seek out whoever can cure me of this madness.

The Deep Wastes are a region below the regions of Cormyr, Damara, Impiltur, Sembia, the Moonsea region, and Vaasa.

THE EARTHROOT DROW BONDS

d6 Bond

- 1 The boneyard is a necropolis that exists here and on the plane of fire. I have a contact who was supposed to bring me the true name of a powerful Efreeti, for binding to my will. However, my contact has gone missing and now I must find them.
- 2 The confederation of Undrek'Thoz ensures that the Thayans above will never bother us below their feet. However, the black fist has begun drafting drow into their service and forcing them to make skirmish attacks against the human wizards. I'm no fool, so I escaped before they could put me in chains.
- 3 We drow are known for our prowess and appetite in bed. On the surface, they have Shares. I'm currently walking the surface world trying to find some evidence they are actually the same god.
- 4 The underdark is a cruel place. Illithids, beholders, duergar, and others always threaten us and yet we persist. I travel to find a way to deal with these threats permanently. By magic or artifact, one day, they will be cast out from all existence.
- 5 Mulhorand needs slaves. They have never minded our slaves, however after the second sundering we have fewer slaves to sell them. I travel the surface world to setup trade contracts for our house to secure new chains of slaves.
- 6 Ikemmu exists in the underdark and the shadowfell. By becoming an adventurer, I can discover and map all the other locations in the world that connect to the shadowfell, granting us a way to transit between locations quickly.

The Earthroot is a region below the regions of Aglarond, part of Mulhorand, Narfell, Rashemen, Thay, The Great Dale, and Thesk.

THE NORTHDARK DROW BONDS

d6

Bond

- 1 From Menzoberranzan we drow conquer all we purvey. However that reach is not yet far enough, and so I travel to find new things for us to dominate with our wills.
- 2 Ch'Chitl is a dangerously powerful mind flayer colony. If I let my kin down in finding a suitably powerful solution to the illithid problem, we're all doomed.
- 3 The deep gnomes of blingdenstone are insufferable, but so well hidden we need assistance finding their home. Venturing forth, I'll find us an ally powerful enough to find and destroy the deep gnomes forever.
- 4 My house is famous in all of Menzoberranzan for having a cavalcade of trophies, monsters from all over the underdark and above. I hunt down more monsters, so they might be stuffed and mounted in recognition of our glory.
- 5 Skullport, a vile corner of the underdark and situated below one of the busiest cities the humans have. And yet, were my house able to get a foothold in either, we would be brought much more power. Something worth investigating.
- 6 I should change my name to unlucky. I was a patsy in a scheme to unseat my own matron, ended up accidentally angering our house wizard and getting cursed with a reversal of personality. I would try and end my curse, but being goodly and kindhearted pushes me towards accepting my fate and using my considerable skills for the good of all!

The Northdark is a region below the regions of Icewind Dale, The Silver Marches, and The Sword Coast (collectively, The Sword Coast North).

SOURCES

Drow are in the *Player's Handbook* as the subrace "Drow".



LLEWYRR

MYSTERIOUS MEMBERS OF THE MOONSHAE ISLES

The Llewyr were a dwindling group of elves, native to the moonshae islands. For decades, along with their allies, they fought against the evil known as Kazgoroth. With births being rare, it looked like the end for the Llewyr until noble eladrin came from the feywild and rescued them. Now they have a prosperous kingdom, but their relations with other races of the Moonshae Islands have rotted into aggression.

The Llewyr share their physical characteristics with those of the other high elves, tending towards the physical appearance of a sun elf.

Choose one of the regions use those bonds with the background you chose for your llewyr character.

Region: Moonshae Islands

ROLEPLAYING A LLEWYRR

The Llewyr were on the brink of destruction and then saved by noble eladrin. This has made them grateful for the world around them.

Most Llewyr should be calm, respectful, and find pleasure at the good things done in the world. Kindness is especially favored. All Llewyr are vegetarians and respectful of nature, believing animals to be the physical form of their ancestors spirits.

LLEWYRR BONDS

d6 **Bond**

- 1 Citadel Umbra marks the junction of the material, shadowfell and feywild planes. The ruler Urphania has sent me on a quest for an amulet that will allow her to rebuke those who step through, allowing us greater protection of our lands, but we know not where the amulet is.
- 2 It is said our god, the Earthmother, is an aspect of the goddess Chauntea. I walk the realms of men searching for evidence of this being true.
- 3 I had visited the lake of answers and asked it a deeply personal question. The image it showed was of a realm far away from the Moonshae islands. I now travel searching for that image.
- 4 The Grove of Meditation is a place for elves to meditate and learn powerful magics. My meditation lasted for days, and I learned nothing. I had begun to yell at the trees themselves in frustration. Then it happened, I was no longer in the grove but in some distant forest. The grove apparently has a lesson for me.

d6 **Bond**

- 5 I was listening to the music of the singing waterfalls when the Earthmother sent me a vision: a new Ityak-Ortheel was rising in the underdark below the sword coast. I believe she showed me this because it's my destiny to destroy the new demonic elf-eater.
- 6 Winterglen is a fluctuating space that connects to the shadowfell. Something has happened, and now no one can reach points where the planes overlap. I've been sent out to find someone who can help us fix this.

SOURCES

Llewyr are in the *Player's Handbook* as the subrace "High Elf". Culturally they are distinct but they are statistically identical to high elves.



LYTHARI

"...it was then that she had noticed the silver wolf. Standing over a kill, silently, with moonlight illuminating beautiful fur. Istaryl was brought to tears, not out of fear for she could tell the beast meant her no harm. No, the elf maiden was touched that she was able to see so rare and mythical a creature as the Lythari."

- "The Maiden and the Lycanthrope" - Act II written by Vasslow Resyn, scribe and singer of Corellon Larethian.

The lythari are a rarely seen subgroup of wood elves. They are tall, even for elves, with silver hair and blue or green eyes. They can take the form of beautiful and intelligent looking wolves of silver fur. Although most of them live in Evermeet, a few have taken to the Hordelands and Elfharrow to join their wood elf kin.

ALL LYTHARI ARE EQUALS

There are no leaders in lythari society. All members of the pack are allowed a voice, and there must be a consensus for grand actions to be taken. To become a lythari, a wood elf undergoes a special ritual with another lythari, the process of which changes them forever.

PRIZED TROPHIES OF EVIL

Lythari are particularly sensitive to the presence of Worgs, Werewolves, Wolfweres, and other evil aligned foes who take the form of wolves as well as followers of Malar. This is because lythari are seen as one of the most difficult creatures to hunt, and to take one down is a badge of pride within their vile societies.

PEACEFUL PRESENCE

Lythari shun violence. Warfare is relatively unknown and beyond their natural savage talents, they would rather run from danger than stand and face it.

The sole exception to this is when hunting for food and even then when the kill is had, they often have many prayers to the spirit of the creature thanking it for dying so that their pack may live.

LYTHARI ADVENTURERS

Because of their nature to require a pack, few lythari are ever adventurers. Those that do lack the presence of other lythari often turn to their wolf forms and join natural wolf packs. The few lythari that have adventure thrust upon them are often in conflict with the actions that will be required of them while adventuring.

LYTHARI NAMES

Lythari use the same names as wood elves.

LYTHARI TRAITS (ELF SUBRACE)

Your lythari character has the following racial traits.

Ability Score Increase Your Wisdom score increases by 1.

Speed Lythari base speed is 30 feet. In wolf form, their base speed is 40 feet.

Lycanthropic Traits Lythari are vulnerable to weapons that have been silvered. Lythari count as lycanthropes.

Bludgeoning, piercing, and slashing damage you take from non-magical weapons that aren't silvered is reduced by your proficiency bonus.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Wolf Form. You are capable of taking the form of a wolf as an action. You lose all the abilities given to you by your class, feats, or other abilities. Your Strength, Dexterity, and Constitution scores all become that of a wolf.

While you are in your wolf form, you have access to your **Pack Tactics** and **Bite** abilities.

When you shift into or out of your wolf form, you may spend one or more Hit Dice, up to your proficiency bonus. When you shift out of your wolf form, you must complete a short rest before you can use this ability again.

Pack Tactics. You have advantage on an Attack roll against a creature if at least one of the your allies are within 5 ft. of the creature and the ally isn't Incapacitated.

Bite. Melee Weapon Attack: reach 5 ft., one target. Hit: 2d4 + your Strength modifier piercing damage. If the target is a creature, it must succeed on a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone.

Heightened Senses. In either of your forms, you have proficiency in Perception and may double your proficiency bonus when making active perception checks. In your wolf form, you do not suffer disadvantage on perception rolls to detect opponents if you can sense them via smell.

Languages Lythari characters speak Sylvan and Elvish.

LYTHARI SIZE

Gender	Average Height	Average Weight
Male	5'5" - 7'0"	100 - 260 lbs
Female	5'1" - 6'7"	80 - 240 lbs

LYTHARI

MOONCHILD

Lythari are beautiful, exceptionally tall wood elves with the ability to shapeshift into the form of a wolf. They are natural lycanthropes, beloved by the church of Selûne.

Choose one of the regions use those personality traits and bonds with the background you chose for your lythari character.

Region: Along side any wood elf tribe or within the regions of Elfharrow, Evermeet, or The Hordelands.

ROLEPLAYING A LYTHARI

Lythari are a pacifistic lot who would rather run from combat than face it. This doesn't make them cowards, they just understand the better parts of valor.

They are usually Chaotic Neutral or Chaotic Good, with a heavy bend towards freedom of expression and choice.

Most Lythari find the modern world to be something they have no interest in, and many packs head out for the Feywild instead of staying on the material plane.

ELFHARROW LYTHARI PERSONALITY TRAITS

- | d8 | Lythari Personality Trait |
|----|--|
| 1 | When at rest, I always try to take position where I can observe our surroundings for I am never unprepared. |
| 2 | I often won't wake up until long after sunrise, for I prefer to revel in the moonlight than to sleep under it. |
| 3 | When I see an elf, of any sort, in trouble I feel the need to step in and help. Our kin need to stick together. |
| 4 | Our kind very rarely have practitioners of magic, and as such I feel heavy suspicion when I come across someone who uses magic. |
| 5 | Our packs keep us safe and protect us, but sometimes I feel the need to go off and be a lone wolf. My personal time is important to my mental state. |
| 6 | Most of my packmates are too serious. I like to try and inject a little humor throughout the day. |
| 7 | The endless wastes has taken a toll on much of our minds. My pack are all tired and bitter, myself especially. |
| 8 | Unlike my fellow lythari, I have no taste for meat. My fellows are often bothered by my vegetarian ways. |

ELFHARROW LYTHARI BONDS

- | d6 | Bond |
|----|--|
| 1 | I swear to find my wild elf friends a new home, somewhere in the world that isn't a blasted landscape. |
| 2 | The food my pack hunts dwindles. Over time, it will be gone. I search for new hunting grounds. |
| 3 | A cult of malarite lycanthropes nearly decimated my pack. The few of us left have begun looking for feywild portals but before I go with them, I want revenge. |
| 4 | I have dedicated my life towards sharing the teachings of Selûne, I travel to bring those lessons around the world. |
| 5 | The ritual to become what I am was consensual, but being a lythari isn't what I thought it would be. I search the world to rid myself of this curse. |
| 6 | It is said all elves must travel west. I don't feel ready for my final journey, so for now I wander about wherever fate takes me. |

EVERMEET LYTHARI PERSONALITY TRAITS

- | d8 | Lythari Personality Trait |
|----|---|
| 1 | Few things ever get under my skin, years of being in the homeland of my people has brought me great inner peace. |
| 2 | I was born here, the feywild is everything I've ever known. Because of that, the traditions of others are often alien to me. |
| 3 | Having grown up only knowing the council and not the former monarchy, I find the idea of being told what to do by a single individual very offensive. |
| 4 | I'm always trying to do my own thing. If asked to paint a tree, I'll paint a treant. Sculpt a statue of an elf? I'll sculpt an elf caught in a dragons' maw. |
| 5 | The idea of humor washes over me. I simply don't understand the nuance. |
| 6 | I love learning new skills. When given a moment, I like to ask others to teach me. |
| 7 | The seelie court treats fey are regarded as "good" but they don't treat all fey equally. Because of this, I prefer to try and treat everyone equally: friend or foe. |
| 8 | The unseelie court relies on tricks and lies. I've been burned many times, and now I've learned not to trust others until they prove themselves worthy of that trust. |

EVERMEET LYTHARI BONDS

- | d6 | Bond |
|----|--|
| 1 | Evermeet fell into the feywild after the second sundering. Even if it's not entirely returned, I want to explore this new world to see what has changed since we left. |
| 2 | I made a bet with a pixie: that I could find a poem she's never heard before. It's going to take me a long time to find one, but I'll win this bet! |
| 3 | Our island is fantastic, but I've been told by our elders that other islands exist. I venture forth to see them all. |
| 4 | The portals from evermeet to other lands of Faerûn are closed. It's time someone goes out and finds new ones. |
| 5 | When the spellplague hit, parts of evermeet ended up in the feywild but a few ended up somewhere else. This aber is mysterious and I want to know more. It's said the dragonborn are from this aber, and so I travel to learn from them. |
| 6 | Drow are forbidden from the shores of evermeet, given their history with our kin that's no surprise. However, I've heard rumor of good drow that worship the moon. My own love of Selûne drives me to find and petition them to join us. |

HORDELANDS LYTHARI PERSONALITY TRAITS

- | d8 | Lythari Personality Trait |
|----|--|
| 1 | Where I would expect others to come to blows, traders seem to lubricate arguments with coin. I've learned from them that instead of running away from conflict, to investigate other avenues around it. |
| 2 | We lythari consider ourselves to be in touch with nature, but the spirits of this land are fey and alien to even us. That's where my sense of curiosity comes from, I find I can't resist a good mystery. |
| 3 | I have a hunter's instinct to chase anything that runs away from me. |
| 4 | Being so free and connected to nature, far away from the cramped cities, it gives me a carefree spirit and a cheery attitude that never goes away. |
| 5 | The odd differences between all the different clans, the clashing of Faerûn and Kara-tur cultures... it has made me appreciate the need for diversity in our world. To that end, I often ask others to show me more about their culture. |
| 6 | Risk lurks behind every rock and hill. I'm always checking my surroundings for danger. |
| 7 | The humans who work this land are generally honorable. Our relations with them has given me an accepting nature, where my pack might otherwise be more cautious. |
| 8 | We are far from evermeet and far from the feywild. I try to spend as much time in wooded areas as I can, to feel connected to my ancestors. |

HORDELANDS LYTHARI BONDS

- | d6 | Bond |
|----|--|
| 1 | The people of the steppe are allies to our folk, giving us strength. I venture into the world to find new allies to secure us more. |
| 2 | Amorel, a human and dwarf fortress, was where I was once captured. But I was treated well, not as a prisoner but as a guest with limited privilege. Eventually, I grew to call the folk of Amorel friends. However, my pack has thrown me out for this betrayal. I now seek a new place in life for myself, far from home. |
| 3 | The rolling hills and spirits of the land are... nice, but it's no feywild. I explore the world searching for portals to my wonderful home. |
| 4 | Our folk are few in number, and we only reproduce via a special ritual. I travel the world looking for new recruits, to grow my pack. |
| 5 | Selûne has provided me visions of a refuge, deep in the heart of a forest, where my kind can begin our own kingdom. It's my responsibility to see that vision through. |
| 6 | My pack was slain by a goblin tribe, ruled over by a wicked Barghest. Their numbers overwhelmed us and their leader consumed my folk. I survived through hiding, and for my cowardice I now run to distant lands to forget my past. |



MOON ELF

AMBASSADORS OF THE TEL-QUESSIR

The Tel-quessir (the elven name for their people) are varied. Some are stoic and haughty, while others are xenophobic and paranoid. The moon elves of Faerûn are vagabonds and wanderers. Carefree and light, they are the elves that leave a long lasting positive impression upon others.

While they might share their lineage with the sun elves, moon elves have a more pale skin even reaching into hues of icy blue. Their eyes are typically range from green to blue, and all moon elves possess gold flecks in their irises. Their hair ranges within black, blue, and even silvery white.

Choose one of the regions use those bonds with the background you chose for your moon elf character.

Region: Cormanthor, Evermeet, The Dalelands, The Sword Coast North, and The Western Heartlands.

ROLEPLAYING A MOON ELF

Moon elves, also called silver elves, are impulsive and fun loving. They live in the moment and are typically extroverts.

Moon elves also tend towards good, and altruistic sensibilities. Because of this they nearly always end up at some point in their long lives, going on an adventure or two.

CORMANTHOR MOON ELF BONDS

d6

Bond

- 1 Myth Drannor has fallen, and with it our kingdoms. But kingdoms are not made of stone, but of the people who live there. I seek to comfort my kin who might not remember that.
- 2 I visited the tangled trees, and met with the elves there. Their xenophobic ways disgusted me. Now, if I find elves treating others as inferior, I do whatever I can to stop them.
- 3 In Semberholme, I learned a secret fishing technique from a local. Now, wherever I go, I teach the same technique to others.
- 4 Centaurs within the woods of Cormanthor are aggressively hunted by dragons. I might not be able to bring them back, but I can avenge their deaths by ending draconic threats wherever I find them.
- 5 I've always believed our realm could be made better by involving the Emerald Enclave in our politics. I adventure to bring their influence to Cormanthor.
- 6 Moon elves are famous for our keeping of pets. I adventure to find rare and exotic animals, to learn how to keep them. Maybe one day, I'll even set up a zoo.

EVERMEET MOON ELF BONDS

d6

Bond

- 1 A life in paradise sounds great, but there is so much more to experience. I adventure to avoid boredom.
- 2 With the gates of evermeet closed, it has become much harder for my kin to reach these lands. I have taken responsibility upon myself to find those who can build new gates for us.
- 3 Elves of evermeet can be... intense. I travel the world as our ambassador to make friends as only a moon elf can.
- 4 The Sword of Ages - a magical item that can find portals, was shattered in years past. I seek out the shards to reforge the blade.
- 5 I've been tasked with an interesting adventure: travel all the realms and report back on how many Avariel are present in Faerûn. Daunting, but not impossible for one of my skill.
- 6 One night of particular revelry has left me teleported to somewhere else in Faerûn. Oh well, I've always been one to make the best of any situation.

DALELANDS MOON ELF BONDS

d6

Bond

- 1 Living with the humans rather than in our own kingdoms, I've gained perspective my own kin would never have possessed. I think walking the world and discovering how the other races think and conduct themselves is a worthy endeavour.
- 2 The people of the dalelands teach that everyone should be free to progress through life as they wish, without limiting the wishes of others. I take this lesson to all corners of the realms and hope to inspire it onto others.
- 3 A wise wizard once said that you cannot properly learn magic until you've travelled across the world and seen all it has to offer. And so, I'm doing just that.
- 4 I've lived in the Dalelands long enough that the call of adventure has begun to reach for me. It's time to move on.
- 5 Living in the dalelands has given me great introspection: the greatest reward for adventure is the treasures within ourselves. So I have begun to adventure in search of treasure.
- 6 I fell in love with a human, but never told them how I felt. It wasn't until years had passed that I realized how short their lifespan really is. The dales hold nothing for me now, and so I wander to cure a broken heart.

SWORD COAST NORTH MOON ELF BONDS

- | d6 | Bond |
|----|--|
| 1 | Grandfather tree of the high forest foretold of a threat below hellgate keep and that I should contact a wizard out of Baldur's Gate for help. I've done so, and in my short time here, Baldur's Gate has grown on me. I'd like to explore more of this place and it's people. |
| 2 | In Neverwinter, I brewed wine for a man who had told people the drink was his own. When I found out, I didn't get furious, I just got out. Now I'm on the road and looking for a new place to brew my wine. |
| 3 | I was in Phandalin, as a celebrity writer had made his way through town after a long lost mine was re-opened. Now it's over run with tourists and I'm thinking it's a good time to move on for greater things. |
| 4 | It doesn't take much to want to leave Luskan: not having enough coin to pay off a bookie, having a wonderful night with the youth of a noble, or even having forged the credentials needed to get into the guard house and play a practical joke on them. The point is, there are better opportunities where I'm not wanted dead or alive. |
| 5 | Candlekeep - greatest library of the realms. With their entry fee, few are allowed within. Unfortunately I need a book in there to help a cure a friend of mine. Now I need to adventure to find a book the keep does not have to get in and get the one I need. |
| 6 | In the sword coast north, orcs are abhorrent, an affront to all civilized folk. Those who think many-arrows and their kin will keep to the diplomatic bonds that have been forged are delusional. I adventure, for I know this is the best path to unveil their corruption. |

WESTERN HEARTLANDS MOON ELF BONDS

- | d6 | Bond |
|----|---|
| 1 | Undead are a blight upon this world. From Elturgard, I've learned all I need so that I might hunt this supernatural menace. |
| 2 | In a back alley within Scornubel, I was ambushed and tied up only to find myself being accused of a crime I didn't commit. Apparently, there is a moon elf that looks just like me doing petty crimes around the western heartlands. |
| 3 | Evereska is the largest moon elf stronghold for a reason: our mythal. After the fall of myth drannor, moon elves across the kingdom are being asked for find ways to ensure our safety should it fall. |
| 4 | The Kaliesh'eraï of Evereska are a group of psionic elves. I had accidentally offended their leader, leading to being banned from ever learning from them. Now, to find if I have any psionic potential, I'll need to find a new teacher (or find a way to erase my mistake). |
| 5 | While evereska doesn't have much need to import items, there is a retired adventurer whom I've formed a pact with: I'll collect weapons from all around Faerûn in all shapes and styles, and they create the largest weapon museum in any elven kingdom. |
| 6 | An elven ghost appeared to me one night. Telling me her sad song, of how her love would never know her life was lost travelling home from battle, she asked if I would deliver her tale to her lover. There was no answer I could give, other than yes. |

SOURCES

Moon Elves are in the Player's Handbook as the subrace "High Elf". Culturally they are distinct but they are statistically identical to high elves.



STAR ELF

"I tell ye lad, there's many a forest I have no fear to tread upon. But the Yuirwood? I've seen arrows made of moonlight strike down an orc in less time than it took to put hand to hilt. Yet I never saw them, I just know the tales of elves from beyond must be true."

– Baer Broundluf, ranger of the greenleaf protectors.

Even within the kingdoms of elves, the mention of the star elves (or of mithral elves, as they're otherwise known), is kept to a whisper. It's known that they exist, and that they're from somewhere *else*.

Visually they appear to be as moon elves, paler and with similar builds. Their hair tends more towards lighter colors such as red or gold and their eyes favor shades of gray or violet, with gold or silver flecks.

SEPARATE FROM FAERÛN

The star elves used to live in a special plane called Sildëyuir that's not like any other, yet it's connected to the material plane from within the Yuirwood forest of Aglarond, and to the feywild. This realm was attacked and the star elves moved from their homelands into the Yuirwood.

When they do need to act upon Faerûn, they prefer to contact sun elves or wood elves, for they fear men as well as the moon elves for their integration into the realm of men.

ALIEN ATTITUDES

Star elves are stoic, judgemental and cautious. They take time before passing judgement or taking action. They have a mindset that is very difficult to change, so the relationships they hold (both good and bad) are relatively permanent.

BEAUTIFUL REFUGEES

Being away from their homelands, having slow moving mindsets, and being guarded, has resulted in the star elves being quite alien. Their artwork, music, and magic are all extraordinary, but very somber and sad.

When given to moments of happiness and mirth, the star elves are quick to create works of art from poetry to paintings and even music. Many who hear their works are moved to tears with the overwhelming beauty of the craft. Star elves have a particular knack for perceiving the inner beauty of things.

STAR ELF ADVENTURERS

Their xenophobic nature made them distrustful of those who lived on the prime material plane, but Sildëyuir makes it difficult to get to or from the feywild and recently, wormlike sorcerers from the ethereal plane have been attack their homes.

Many star elves have ventured out in search of more secure dwellings and others still explore Faerûn in search of training to defend their homelands.

STAR ELF NAMES

Male Aeril, Brevel, Dhisten, Jhered, Mourel, Ourevel, Thaeleven.

Female Bracatha, Calastra, Evindra, Falindra, Lauratha, Nimara, Varele.

Surnames Dawnsong, Duskwood, Moonshadow, Nightsong, Nightwind, Starwind, Woodsong, Woodwalker.

STAR ELF TRAITS (ELF SUBRACE)

Your Star Elf character has the following racial traits.

Ability Score Increase Your Charisma score increases by 1.

Otherworldly Touch While under the light of stars or the moon, any melee weapon used by a Star Elf character counts as magical.

Otherworldly Senses Star Elf characters possess very keen senses. They double their proficiency bonus on all Perception rolls.

Also they can determine if they are within sixty feet of a portal as well as if it is active or not. If they can see the portal, they can tell if it connects to the current plane they are on or on another plane of existence, but they cannot tell where it leads.

Languages Star Elf characters speak Elvish and Sylvan.

STAR ELF SIZE

Gender	Average Height	Average Weight
Male	4'10" - 6'6"	90 - 250 lbs
Female	4'5" - 6'1"	70 - 230 lbs

STAR ELF

WOODLAND GHOSTS OF AGLAROND

The star elves in trouble. The Nilshai, servants of the Abolethic Sovereignty and dwellers of the ethereal plane, have pushed the star elves from their home plane. The elder star elves that live on Faerûn are currently unsure how to progress, yet their youth want nothing more than to fight back.

Skill Proficiencies: Arcana and Insight

Language Proficiencies: One language of your choice.

Tool Proficiencies: One artisan's tool of your choice from the following: Cartographer's Tools, Jeweler's Tools, Potter's Tools, or Tinker's tools. Alternatively, you can choose one musical instrument instead of a tool.

Equipment: Four items, including something neat and some money.

Region: Yuirwood (Aglarond)

Suggested Classes: Bard

FEATURE: OTHERWORLDLY BEAUTY

Your ways are so mysterious and wonderful that your very presence commands attention. Wherever you go, others are slow to look away from your unearthly beauty. When you speak, sing, recite poetry, or perform other acts of artwork, it inspires others to simply study it and enjoy the pure inner beauty of the work. This impression leaves it difficult for others to dislike you or have an otherwise hostile reaction, even if they were already predisposed to dislike elves.

SUGGESTED CHARACTERISTICS

Star elf adventurers are courageous to a fault, with a strong will to do good. However the typical star elf is cautious and judgemental, with streaks of paranoia. Even being an adventurer does little to temper these views.

d8 Star Elf Personality Trait

- 1 I struggle with the intricacies of the laws of the realms. The idea that the community doesn't deliberate together is a foreign thought.
- 2 My homelands are occupied by a hostile threat. There is no cheer, no happiness, that I can find in this world.
- 3 Seeing the struggle of my people has made me determined in everything I do, knowing it will help them.
- 4 We are told to make our impact on Faerûn as minimal as possible. To not act. My rebellious nature tells me otherwise.
- 5 Seeking knowledge to destroy the worm-sorcerers and their aboleth masters is the only thing that matters to me.
- 6 My people were pacifists. When Netheril came, we ran. The nilshai came and we ran. I run no further, any challenge that comes my way is met head on.
- 7 Playing things by impulse has never been our way. Cautious planning prevails over hotter heads.
- 8 Unlike the rest of my kin, I'm excessively talkative. I've been told it's a trait I've picked up from the humans of Aglarond.

d6 Star Elf Ideal

- 1 **Protection:** If our works are not protected, then they will wither and crumble. **(Good)**
- 2 **Beauty:** The inner beauty of all things is the spark that **(Good)**
- 3 **Nature:** More important than the creations of man are the creations of the gods: nature all around us. **(Neutral)**
- 4 **Creativity:** For every star in the night sky, there should be a unique creation of artwork. **(Chaotic)**
- 5 **Change:** We've lived the same way for over 2000 years. It's time for change. **(Chaotic)**
- 6 **Power:** As long as we have powerful foes, we should be driven to become more powerful ourselves. **(Chaotic)**

d6 Star Elf Bond

- 1 I have decided I will become the greatest weapons master of my people, to be used against our foes.
- 2 Somewhere in the realms there must be a wizard who can assist us by expelling Nilshai from our home. I adventure to find such a wizard.
- 3 We're part of the world now. There's no going home. Instead, I wander to find my place in the world.
- 4 The world is strange and new to me, I travel to discover the differences and similarities in all the races of the world.
- 5 I've met a merchant in Aglarond who promised they would show me all the nations of Faerûn.
- 6 My folk are wonderful at crafting great works of art, yet we have few weapon or armor smiths. I've dedicated myself to travelling around the world and forging weapons for the rulers who govern those places.

d6 Star Elf Flaw

- 1 I'm very, very, very, slow to trust others.
- 2 The idea that tomorrow, our race could no longer exist, fills me with paranoia.
- 3 My sour viewpoint on the world leads me to point out the flaws of others at the worst moments.
- 4 I keep my distance from non-elves; it just makes life easier that way.
- 5 My hatred for aboleths fills me with blind rage when I come across them or their agents.
- 6 I never hesitate to remind moon elves that they sully their heritage by living alongside humans.

NILSHAI



he star elves were most recently displaced by a group of creatures under the orders of their aboleth masters. Making dimensional tunnels, they invaded Sildëyuir and displaced the elves back into Faerûn.

SERVANTS OF THE SOVEREIGNTY

From their alien strongholds hidden across different planes of existence, Aboleths command their Nilshai troops to work their wills. Only their alien minds can comprehend the plans set out by their strange masters.

TRIPLE THREATS

Their otherworldly brains are formed of three minds that all exist apart from each other. This gives the Nilshai the ability to act and react more often than should be physically possible.

They are capable in combat, grappling targets and jaunting away to fight them solo. They are also talented spellcasters, having a variety of controlling magics and damaging spells.

Finally, and most frighteningly of all, they're capable of tunneling through dimensions, bridging planes of existence. They tunneled from the deep ethereal plane to Sildëyuir, and the star elves say they can tunnel from any plane to any other if given enough time.

KEEPERS OF STRANGE BEASTS

Because of their ability to shift between realities, so too do the Nilshai need tools to help them carry out their wills. Ethereal marauders serve as guard dogs and guides, while ethereal filchers gather items or kidnap important individuals for their masters.

NILSHAI

Medium aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points 169 (13d10 + 39)
Speed 30ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	15 (+2)	10 (+0)	17 (+3)

Skills Arcana + 6, Perception +4
Damage Immunities Psychic
Senses passive Perception 10
Languages Deep Speech
Challenge 8 (3,900 XP)

Ethereal Jaunt. As a bonus action, the Nilshai can shift to the ethereal plane. It can continue to see the material plane, but can only interact with creatures and objects on the ethereal plane. It can return to the material plane as a bonus action.

This does not result in the Nilshai reaching the deep ethereal, but is just skimming the curtains of that plane. Any creatures grappled by the Nilshai when it uses Ethereal Jaunt come with it. If the Nilshai dies, its body and any creatures it brought with it return.

Fearsome Celerity. With a three part alien brain, the Nilshai gets to act on three initiatives (losing on ties). The Nilshai acts on initiative counts of 20, 15, and 10.

Mind Blank. The alien mind of the Nilshai renders it immune to any effect that would sense its emotions or read its thoughts, Divination Spells, and the Charmed condition. The spell even foils wish Spells and Spells or effects of similar power used to affect the Nilshai's mind or to gain information about the Nilshai.

Spellcasting. The Nilshai is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). It requires no material components to cast its spells. The Nilshai has the following sorcerer spells prepared:

Cantrips (*at will*): *Dancing Lights*, *Mage Hand*, *Minor Illusion*, *Poison Spray*, *Shocking Grasp*.

1st level (4 slots): *Charm Person*, *Detect Magic*, *Magic Missile*, *Silent Image*.

2nd level (3 slots): *Blindness/Deafness*, *Mirror Image*, *See Invisibility*.

3rd level (3 slots): *Fireball*, *Sleet Storm*, *Slow*.

Actions

Multiattack. The Nilshai makes three Slam attacks or uses one slam attack and casts a spell. If three Slam attacks result in successful hits on the same turn, the creature is grappled by the Nilshai.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) and 3 (1d6) psychic damage.

SUN ELF

WARRIOR WIZARDS OF THE LAST AGE

Sun elves are the typical elf when most other races of the realms picture when conjuring images of the race.

Tall and beautiful with bronze skin, their unearthly beauty is known to all. Red, black, or copper hair paired with eyes that shine in many colors including black, copper, green, and silver, all with a liquid appearance to their iris.

Choose one of the regions use those bonds with the background you chose for your sun elf character.

Region: Evermeet, The Dalelands, The Sword Coast North, and the Western Heartlands

ROLEPLAYING A SUN ELF

Self important, serious and powerful, most sun elves give an aura of power or at least superiority.

Sun elves look down on non-elf races as well as moon elves, for sun elves generally find their carefree lifestyle and mixing with the lesser folk to be demeaning.

EVERMEET SUN ELF BONDS

d6 **Bond**

- 1 After the second sundering, our relations with the other realms could be at risk. I seek out sun elves that were not on evermeet as ambassadors.
- 2 My queen has given me the responsibility of scouting the rest of the world to uncover any threats to evermeet.
- 3 Spell components weren't a problem before the portals closed, but now that they have it is much more difficult to secure these essential components. I am going to build a new portal to ensure the elves of evermeet can have their needed components.
- 4 Lantan had disappeared when evermeet did. I had many gnomish friends there who I relied on for magical research. Now that rumors of ships from lantan are rising, I want to check on my allies to see if they survived.
- 5 When evermeet fell, I was away in a distant kingdom. I recently received a note from a former student of mine who was on the island. I'm ready to pack everything up and go home.
- 6 For my homeland, I'll do or sacrifice anything.

DALELANDS SUN ELF BONDS

d6 **Bond**

- 1 The fall of Myth Drannor means our people are vulnerable. I adventure to ensure any sun elves in trouble have the aid they need.
- 2 The leader of the knights of myth drannor was felled by a horrible demon that a wizard had summoned. The wizard is dead, but the demon yet lives. I will be the one to slay Kaz'thamar. I will avenge my friend.
- 3 Long ago, we had grown a large number of green warders. We intended they stay in cormanthor, but we've reports of them all around Faerûn. I need to venture forth and find the truth for myself.
- 4 Necromancers are particularly dangerous around the dalelands, as many wars have given them fuel for their dark arts. It's my job, self appointed of course, to end their devilish use of the art of magic.
- 5 The library of Myth Drannor was spectacular, and after it burned I've decided to adventure to collect books and find a place to build a new library for elves everywhere.
- 6 I have an odd collection of flags, each one purchased from a different kingdom. My collection is wildly incomplete, and so I adventure as a venue for buying more.

SWORD COAST NORTH SUN ELF BONDS

d6 **Bond**

- 1 From the high forest, we can keep an eye on all the threats to our homelands. A shadow grows, creeping from the south. I ride to discover it's source.
- 2 At the edge of the High Moor, we had a hidden fortress. A tenday ago, it burned to the ground. It's up to me to find the culprit and bring them to justice.
- 3 From within the forest of wyrms, an ancient threat was prophesied to burn the high forest down searching for those my grandfather sired, revenge for an injustice. Since I'm the last of my grandfather's line, I now run to keep the high forest safe.
- 4 The ruins below Luskan hold many secrets. Just once, I'd love to delve into those ruins and plunder a secret to make me famous.
- 5 Loudwater is home to many elves, humans, and half-elves and suffer from regular goblin attacks. Recently, while defending this town, I found a trinket on a goblin that has a name written in elvish upon it. I travel, searching for the owner of this trinket so I can return it.
- 6 As research for a paper I'm writing on the effects of poison on sentient beings, I travel about and capture snakes of all sorts. I test them on goblins and use the results as the basis for my work. My next stop is the trollbark forest.

WESTERN HEARTLANDS SUN ELF BONDS

d6

Bond

- 1 Deep in the Cloakwood, we once held a portal to Evermeet. After the portal stopped functioning, we started turning it into a sun elf village. I venture forth to find high elves who can turn it into a city of wonders.
- 2 Evereska is the largest elf city within the Western Heartlands, so naturally it is here where I best work my craft.
- 3 Decades past, the Reaching Woods were my home. Between the order from Elturgard calling for an emptying of the forest to the gnolls decimating any who stayed, there's nothing left for me here. Now I wander and let my hatred for the Order of the Gauntlet fester.
- 4 Castle Dragonspear. A sibling of mine had adventured deep, planning on finding a powerful magic item there. It was not to be, for shortly after they were killed and have risen as a revenant. I now travel the realms hoping to hear of my undead kin, so I might put them to rest.
- 5 From within the city of Elturel, we stand vigilant watching for the accursed undead. But passive defense is not nearly enough, and so I adventure to further the goals of the Order of the Gauntlet as well as striking down undead wherever I find them.
- 6 The moon elves of Evereska have presented a... compatible city for us elves but it lacks any of the refined sensibilities for a refined sun elf. Maybe I adventure to find a better home for us sun elves or maybe it's to earn enough money to change Evereska for the better. Either way, adventure calls to me.

SOURCES

Sun Elves are in the Player's Handbook as the subrace "High Elf". Culturally they are distinct but they are statistically identical to high elves.



WILD ELF

WILD WARRIORS OF THE WOODS

Feral warrior elves who carefully guard their borders. These savage elves, along with the avariel, and the lythari, are some of the first elves to have colonized Faerûn. Often called Green Elves, for they are much closer to nature when compared to their sun and moon elf cousins.

Their muscled bodies are less lithe than other elves, ideal for their wild habitats. Their art tends towards things they can add to their bodies, such as hair clips, tattoos, or jewelry. Their skin and hair, ranging across shades of brown and tan or black, helps them blend into their woodland homes.

Choose one of the regions use those bonds with the background you chose for your wood elf character.

Region: the Chondalwood (the Vilhon Reach), Chult, Elfharrow, the Forest of Amtar (Dambrath), the Methwood (Unther), and Shilmista (the Western Heartlands).

ROLEPLAYING A WILD ELF

Each tribe runs itself differently, and as isolated as they are it is rare for them to mix with other elves.

Along side others of their kind, they are jovial and full of wonder. Mirthful and happy, much like Moon Elves.

Around others, however, they are guarded or even aggressive. Because the hunt is the most joyful celebration that the Wild Elves have, it's likely outsiders that anger the elves become the next target of the hunt.

CHONDALWOOD WILD ELF BONDS

- | d6 | Bond |
|----|---|
| 1 | Eldreth Veluuthra are a group of elves dedicated to the destruction of all human kind. Maybe they count me as one of their own, or maybe I just agree with them. |
| 2 | People of the black blood aren't so bad, they're more misunderstood. If I suspect someone to be a lycanthrope, I ask. Either way I tell them that their kind are accepted in my homeland. |
| 3 | I've been given a special seed: a unique seed that cannot grow with more of their own kind in the same forest. I need to take this seed to another forest and plant it. |
| 4 | The Sisterhood of the Oaks has always treated me nicely, especially for humans. Whenever I come across rangers or druids, I treat them with a little more respect. |

- | d6 | Bond |
|----|---|
| 5 | The nagas have always lived in the nagaflow river. But recently, they started worshipping a new goddess they say has become real. Gods walking the earth scare me, so I'm taking off for parts unknown! |
| 6 | Our hunts are usually group efforts, but the entire ceremony is personal for me. One day, I'm gonna take down big prey! |

CHULT WILD ELF BONDS

- | d6 | Bond |
|----|--|
| 1 | The Eshowe were a tribe of chultan humans, hunted to death. I like a good hunt, but entire extinction is wrong. I adventure to stop others from wiping out rare creatures. |
| 2 | Uluu Thalough is a dangerous god that travels through plants, covering great distances instantly. I seek to gain this power myself. |
| 3 | I was hunting along the coast when I was ambushed. I was hog tied and placed into the hold of a ship and brought far away. I did manage to escape before being sold into slavery, but I've no idea where I am or how to go home. |
| 4 | My tribe has grown large, with many mouths to feed. We want to split the tribe up, but need to find a new homeland first. Ten of us were sent out to find that new homeland. |
| 5 | From the peaks of the Mistcliffs, I spy a distant island nearly the size of the jungle itself! Now I can't get it out of my mind. I need to travel to this distant land. |
| 6 | After the second sundering, the mind wiping spells my tribe possessed to use on outsiders stopped working. Now I must seek out a new ritual for us to use. |

ELFHARROW WILD ELF BONDS

- | d6 | Elfharrow Bond |
|----|--|
| 1 | I seek to find Cuivanu, the mystic tree of the Dead Vale. |
| 2 | Elves do not go to Lapaliya, due to the wild magic there. I seek to find the source of this disturbance. |
| 3 | The clans are separate and weak. It is my goal to unify them, and then march on our enemies. |
| 4 | I travel the world, searching for crops that will be grow in our harsh lands so our people may have more food. |
| 5 | I dream of the day when our clans make peace with our neighbors, in my dream I am the catalyst of that alliance. |
| 6 | I have dishonoured my people and been marked as an outsider. Through my deed, I can erase this stain. |

FOREST OF AMTAR WILD ELF BONDS

d6 Bond

- 1 I am of the Trunadar tribe and while other Wild Elves might hate all non-elves, we save our hatred for the Drow and half-drow of the world. I have taken the mantle of Drow Hunter for myself.
- 2 My spirit animal has been with me since birth. Yesterday, orc raiders attacked and my animal defended me onto it's death. I managed to kill the orc that had done the deed but now I need to find a new spirit animal for myself. Our high priest has told me to search afar, away from our borders.
- 3 When I was young, I was born not breathing. My mother put me into the fast moving river to give me a quick death. Instead I slammed against rocks and began breathing. Through luck or divine providence, I was saved by humans from a Herath. They raised me as their own, but now I'm curious about my people and have decided to seek them out.
- 4 We are known as the "star people" in our own tongue. One night, I saw a star fall over the horizon. The green ghostly light it cast has drawn my mind to it. Without a word to my tribe, I left in search of it.
- 5 The nearby Gnollwatch mountains are filled with slobbering demonic dog men. Their leader, Knarl-Wrack, has invaded our forest dozens of times. Recently his pack has migrated out of the mountains and started moving north. I follow them to end their terror.
- 6 We tattoo our bodies with our stories: our individual accomplishments stretched across our skin. I am young, and without many tales. It is my dream to venture forth, and come back a full book to read to my people.

METHWOOD WILD ELF BONDS

d6 Bond

- 1 Before the spellplague, we contended with the humans. After, it was the dragonborn. Then came the second sundering and the dragonborn have pushed us to the fringes of our own forests. I swear the gods or fate are trying and failing to kill us!
- 2 Floating above Luthcheq is a grand black nothingness called "The Void". They worship this physical manifestation of entropy as a god, but my people have seen annihilation spheres before. Several of our best have ventured into the world to find a way to erase the void.
- 3 Recently, a tribe of fey were disjoined here from their realm. While we've opened our arms and allowed our distant relatives a space to stay, someone needs to find a way for them to get home.
- 4 For a time, I called the Eldreth Veluuthra allies. I'm not hostile to them, but I prefer to operate on my own. That being said, I can help them more by travelling, and helping other elves embrace our ways and join our cause.

d6 Bond

- 5 The dragonborn king is called Vanquisher. It will take time for me to earn the power required to crush this Vanquisher into the ground as so many dragonborn have done to my kind, but the effort is more than worth it.
- 6 My people have long since drifted from our roots. Methwood is one of the oldest forests of Faerûn and yet most consider Myth Drannor or Evermeet to be our grandest cities. These places have grand magic, and if I can learn similar power and teach it to my kin then we will have regained something long since lost to us, setting us on the first step towards being the greatest.

SHILMISTA WILD ELF BONDS

d6 Bond

- 1 Where our kind grinds hatreds with humans, we have learned to accept them and their short lives. Thanks to the monks of the snowflake mountains, there is much diplomacy between us. Yet there can always be more, so I take these lessons out into the world to spread like wildfire.
- 2 The Shoon Imperium nearly hunted all my kind to extinction long ago. I keep a wary eye out for those who would follow in their footsteps, and I am quick to end such threats immediately.
- 3 In Daoine Dun, the gemstone "stars" mesmerize. One night, while staring at the ceiling of the cavern, a vision was delivered to me. Destiny calls me away from home to elsewhere and that call, I cannot ignore.
- 4 The Wealdath to the west is a forest filled with kin, and yet both groups of our kind fail to reach out to each other for support. I aim to create a dialog of diplomacy between our people.
- 5 Rafting the River Valashar is considered a rite of passage with our clan. The nereids at the end of the river are famous for the ability to dominate minds. Mine was such a mind they had dominated, and as a joke they put a curse on me that sent me 1000 miles away and made me forget what had happened. Now I'm searching for who I am.
- 6 I wish to bring the gift and art of our wild elf tattoos to other cultures.

SOURCES

Wild Elves are in the Player's Handbook as the subrace "Wood Elf". Culturally they are distinct but they are statistically identical to wood elves.

WOOD ELF

INHERITORS OF THE ELADRIN LEGACY

Also known as "Copper Elves", wood elves are the far friendlier forest dwellers most Faerûnian people are familiar with. Wood elves are much like wild elves, but their society is far different from their savage kin.

One of the notable traits of a wood elf is their copper coloured skin, and their eyes that are usually green, brown or hazel but lacking the gold and silver flecks of their high elf cousins. Their hair ranges from dark brows and blacks, to coppery-red.

Choose one of the regions use those bonds with the background you chose for your wood elf character.

Region: The Dalelands, the Great Dale, Tethyr, and the Western Heartlands.

ROLEPLAYING A WOOD ELF

Calm and level headed, wood elves tend towards being aloof. Getting an emotional rise out of a wood elf is difficult, and they have less interest in the transient things of the world like civilizations or cities.

They hold themselves compassionate, dedicating themselves towards doing great acts (especially if those acts benefit nature) but their stand-offish nature tends to make others think them condescending.

DALELANDS WOOD ELF BONDS

d6 Bond

- 1 The human kingdoms nearby are constantly shifting power back and forth. I observe this behavior with great interest, for the elves would never allow such rapid changes within our kingdoms.
- 2 Tel-kiira, knowledge crystals, are only supposed to be worn by nobles but when Myth Drannor emptied, I found one and decided to see what it held. Now I suffer nightmares I cannot yet understand, so I adventure to discover more about my visions.
- 3 I adventure in order to plant seedlings, to encourage growth in the dark places of the world. To make them more like the home I lost.
- 4 Wood elves don't hold important over family, as other elves do. I used to be a sentinel of Myth Drannor, and it's all I've ever known. With it's fall, so too must I change or die.
- 5 Being near the Dalelands, we are more accepting of humans than other copper or green elves. I've embraced this entirely by living in their cities.

d6 Bond

- 6 Human arrogance caused the fall of netheril, and eventually our own Myth Drannor. If I find a way to strip humanity of their ability to work magic, I would use it without hesitation.

GREAT DALE WOOD ELF BONDS

d6 Bond

- 1 The dunwood is a demon infested mess. Luckily, we have allies like the centaurs to help us hunt down this infernal threat. I am always searching for new allies.
- 2 Wherever I adventure, if someone is threatened by demons or devils, I feel obligated to help them.
- 3 The demon worshipping ways of Narfell is intolerable. Those who summon or worship these fiends should fear my wrath!
- 4 The blightlords were followers of a horrific and deranged druid. While they've since been killed, I worry that others might take up their work, and so I adventure to keep an eye on the forces that would destroy the Forest of Lethyr.
- 5 Nentyarch was the attempt of netheril to dominate nature. Their failure and our strength is visible in every decision I make.
- 6 Yeshelmaar is a city based upon peace. It is not concerned with the dangers of the outside world, and I adventure to find more defenses to keep it secure.

TETHYR WOOD ELF BONDS

d6 Bond

- 1 The Wealdath, as the humans call it, is named after our famous dragonslayer hero Tethir. I hold myself to one day have a legacy as important as that of Tethir.
- 2 The starspire mountains are known for the peryton, winged stags with no shadows that eat hearts. A large one, known to us as eight-peaks, has murdered many elves. I will one day wear its pelt.
- 3 Eldath tells us that secret pockets of nature are sacred. I've explored my own forest and found many such sites, but my soul longs to find a grove in some distant land.
- 4 The oakfather is the foe of evil lycanthropes. I hone my skill to end their threat to the world.
- 5 Though unusual that we worship human gods, the lessons Silvanus and Eldath give us help bring the idea that diplomacy is better than violence. This lesson is one I try to teach others.
- 6 The nearby humans have always hated us and hunted us. Even if we exist peacefully now, I will never fully trust their kind.

WESTERN HEARTLANDS WOOD ELF BONDS

d6

Bond

- 1 Within the snakewood, we flourish. Our clan is small but proud. No dragon, beholder, or lycanthrope has managed to end our tribe yet. This gives me great pride, knowing my clan is safe while I am away.
- 2 The wood of sharp teeth is awash with lycanthropes. A foe I'm intimately familiar with the weaknesses of. When I come across the children of Malar, I feel a driving urge to end their existence.
- 3 We share our home, the reaching woods, with the forest gnomes. Delightful, fun, and full of wonder. I have a soft spot in my heart for all their kind.
- 4 Our judgement is harsh for the elves of Evereska. While it's most certain we can understand why humans in their lands are not welcome, their methods of extraction aren't nearly punishing enough.
- 5 The stone of clans' parting is an ancient site of power for my people, but it's now disconnected from magic altogether. I adventure to find a way to repair that damage.
- 6 In the misty forest, we have a game where if there is a non-elf trespassing in the forest, we lead them around in circles and wager how long until they find their way out. I've always had fun befuddling others.

SOURCES

Wood Elves are in the Player's Handbook as the subrace "Wood Elf". Wood elves are also called copper elves, but there is no cultural or statistical difference in this regard.



LEGAL

Legal DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



Inside you'll find resources to help you roleplay an elf from many of the regions in the Forgotten Realms.

- 4 New sub-races
- 10 Elven Backgrounds
- 1 New Monster Stat Block
- 1 New Material
- 4 New Items

This supplement is standalone, but works with the entire "Backgrounds of Faerûn" (available on the DMs Guild) line.



Other supplements from this line:

- Backgrounds of Faerûn
- Backgrounds of Faerûn: Dwarven Kingdoms
- Backgrounds of Faerûn: Elven Kingdoms
- Backgrounds of Faerûn: The Small Folk
- Backgrounds of Faerûn: Blood of Gruumsh
- Backgrounds of Faerûn: Children of the Planes
- Backgrounds of Faerûn: Underwater Nations
- Backgrounds of Faerûn: The Scaled Kingdoms
- Backgrounds of Faerûn: The Forgotten Folk
- Backgrounds of Faerûn: Nations of Destruction
- Backgrounds of Faerûn: Points of Light

