

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

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

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

### ***Frostburn* Races**

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

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

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

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

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

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

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

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

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

### ***Sandstorm Races***

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### ***Stormwrack Races***

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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