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Use and knowledge and sudden peril. We've seen these faces before. 2 3 I keep a close eye on anyone who gets close. The chief concern of sahuagin clergy is the interpretation and maintenance of the tlalco, an ancient and extremely accurate calendar. (Evil) 3 Meticulo. Their flawless features are tinged with some unnamable exotic quality. (Chaotic) 2 Sincerity. (Evil) 4 Stability. The various tribes are extremely insular and keep their secrets from outsiders—including the names of their tribes. They form disturbing symbiotic relationships with the corrupt creatures and even live alongside them. (Chaotic) 4 Community. These insane humanoid live, work, and somewhat thrive in the lightless depths. Their shorter stature leaves them stocky of build, and their frames are muscular and hardy— adults can easily weigh in excess of 170 pounds. Jinnborn rarely worship any gods, for to do so marks a jinnborn as having strayed from the path. I've seen that things will turn out well in the end, one way or another. From those who fear or oppose your vision you can expect social hostility, though some might fear to act directly against you. You can regain a number of spent hit dice with this trait equal to your Constitution modifier per long rest (minimum of 1). When drawn up to their full height they stand about as tall as humans, reaching 5 or 6 feet tall. Male Names: Akath, Breath-Breaker, Draag, Eversharp, Kaath, Lukat, Mishil, Morz, Namer, Oorshil, Pirkit, Reesh, Twilight, Volk Female Names: Aala, Brel, Borsi, Dawnbright, Ethea, Gursi, Halash, Kera, Light Step, Ostra, Quick Blood, Sacril, Sysla, Umira Tribal Names (True): Ashborn, Cth'Kaash, Faarthuk, Gust Howl, Living Scream, Muurlak, Stone Seal, Water Blade Tribal Names (Outsider): Bloody Tusk, Bonewraiths, Dust Diggers, Ghost Goblins, Maimed Ones, River Rats, Sand Bird's Disciples, Scarlet Rovers Dust Goblin Traits Your dust goblin character has a number of characteristics derived from your wasteland heritage. 3 4 Everybody else calls it Junk, but I know it's treasure. The other major group centered within Ramagani's are the Gatekeepers, overseers who keep watch over the Wall of Gates. (Evil) 3 Freedom. Their lips and gums have shriveled away, revealing yellowed, interlocking grins made of teeth ritually filed to points. Remember that these are a snapshot of the average members of these races. The derro hide within their insanity in the hope that the dark gods they fear will turn their attention to other, saner races first. 7. Adults stand between 5 and 6 feet tall but are more slender on average than humans; males weigh around 160 pounds. 3 I have done something terrible in defense of my revelations that remains secret. Undead Resistance. The written form of the dust goblin dialect of Goblin is pictographic and capable of remarkable subtlety, though it is largely impenetrable to outsiders. 10 Tam Elliott - - 24434 Twisted. * A group of adventurers—typically enemies of your kind—saved you from a dangerous situation. Orcs, gnolls, goblins, and other tribal warlike races might offer you respect and allow you the chance to sway them through talk (and intimidation) rather than trying to kill you on sight. D6 Ideal 1 Aspiration. Their motions are generally deliberate and seductive, as if slowly dancing their way through life. 4 Dhampir..... 7 Dust Goblin..... 8..... You've learned to fade into the background, and you know how to use the proper expression and tone of voice to leverage a mark into letting go of a few coins. Pale and Stunted The derro are stunted, dwarflike humanoids, small of stature with wide shoulders and stubby limbs. So how can they function in groups more used to the stability of humans, dwarves, and elves? The Wardens maintain the monoliths away from the city and are responsible for taming threads of the ancient magical web that become unstable. Ramag tie their hair back with distinctive clasps, the decorations indicating where a given ramag comes from. Circling Beneath the Waves Although they can survive in fresh water, sahuagin prefer warm bodies of salt water at depths of at least 100 feet. Once there were more districts of Ramagani, but tragedies since the fall of the empire have taken their toll on the city. Lamia shun the gods, but what if a goddess chooses a lamia as her prophet, the vessel to speak a new truth to the world? 7 My glimpses of the future frighten me and I try to avoid them at all costs. As an action, you can magically beguile the mind of a creature that you can see within 30 feet. CHARACTER DETAILS You can determine the specific details of your unlikely hero's height and weight using the guidelines suggested in the racial descriptions. www.koboldpress.com 2 Tam Elliott - - 24434 Derro..... Great deeds can generate an accolade that augments or even replaces a dust goblin's original name. You can speak, read, and write Common and Giant. Surrounded BY Monsters! Watch your players turn pale with fear as you place these sturdy monster pawns on the table! This set of playable pawns features 300 creatures from the Tome of Beasts, in a variety of sizes and glorious color. This command is limited to simple concepts such as "come here," "defend me," or "attack this target." Languages. UNLIKELY HEROES UNLIKELY HEROES RACES AND BACKGROUNDS FOR 5TH EDITION Credits Table of Contents Design: Dan Dillon Unlikely Heroes..... 3 Additional Design: Wolfgang Baur Editing: Michele Carter Cover Art: Josh Hass Interior Artists: Cory Trego-Erdner, Felipe Gaona, Josh Hass, Dio Mahesa, Marcel Mercado, Ben Wooten Art Director: Marc Radle Layout and Graphic Design: Marc Radle Accountant: Shelly Baur Publisher: Wolfgang Baur Kobold Press, Midgard logo, the Midgard logo, Southlands, Open Design, and their associated logos are trademarks of Open Design. Demonic Origins The curse that brought the lamias into existence originated in the Abyss. 4 Life among nonbelievers has made me self-conscious about my rituals. I borrowed the wrong thing, and now bad people are looking for me. D6 Flaw 1 I will not abide disrespect of my skill and prowess. The majority of outright evil dhampirs arise from cultivated bloodlines. Shark Telepathy. Cultural Cornerstones Ramag culture revolves around the guardianship and maintenance of the magical monoliths that connect their precious city. They indulge in lust, luxury, gory feasts, and violent trysts in a vain attempt to save their emptiness. These repairs are temporary and last a number of days equal to your Intelligence modifier (minimum of 1). Their pale skin is nearly translucent, revealing a ghostly web of blue veins. They wear piecemeal armor and patchwork clothing, and their garments hang loose around the midsection—their bellies distend and bulge disturbingly after dust goblins gorge on flesh. Your Intelligence score increases by 2, and your Dexterity score increases by 1. 26 Tam Elliott - - 24434 G. SUGGESTED CHARACTERISTICS An eccentric inventor in a bustling metropolis looking for just the right size gears. Collapsing the monoliths that powered the portals to the district might well have saved the race, but it doomed many of their people. 6 Some day I'd like to have something from every major city in my collection. Malenti are rare sahuagin, sometimes born when a settlement of sea elves exists within close proximity to a sahuagin community. Though individual kijani are warm, personable, welcoming, and even seductive, clusters of these disasters was a magical plague called the arcane wasting that ripped through a land near one of Ramagani's districts. Consider the cultural implications of an unlikely race or unlikely background. Ramag Names Ramag names borrow heavily from the history of the titan empire scattered throughout Ramagani and other ruins, and from tales passed down through the ages. Wisdom is your spellcasting ability for this spell. Perhaps the most disturbing of their deities are the Great Old Ones whose mere symbolic presence melts minds and corrupts the world. Much like their physical appearance, their air of calm contemplation is likewise a veneer that conceals the truth—the kijani harbor a deep furnace of fury. 8 Those who refuse to believe in higher powers that govern the world confuse me. Despite their trepidation, villagers can resolve threats to their homes by hiring a band of Crows to handle the problem for them. They can live up to 750 years before death finally claims them. The process is essentially harmless, resulting in little more than occasional fatigue and increased appetite for the host. It takes two hours of work with tinker's tools, and you need access to a supply of materials. 6 My temper is volatile if anyone messes with my collection. 24 Variant Guild Artisan: Tinker..... Despite their monstrous appearance and bloodthirsty nature, sahuagin are highly civilized, and they prize intellect, order, and structure. Those dust goblins on the fringes of the Wastes who enjoy trade with other races, however, see a larger occurrence of neutrality and occasional good tendencies. Work with the DM to determine the source and subject of your revelations, and what sorts of people they appeal to or offend. 7 My temper is short when my visions are challenged. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. The jinnborn rarely lie outright, but they speak in terms that allow them to twist their meaning. I will stop at nothing to retrieve it. You have an extraordinary knack for locating castoff but still useful material. Life Among the Lamias Lamia culture is cutthroat at the best of times. No matter how I try, no one ever believes my fortunes. 19 Tam Elliott - - 24434 Backgrounds Race isn't the only factor that defines an unlikely hero. Sahuagin G' 6' +2d6 150 lb. You have advantage on Strength and Dexterity saving throws against spells. Those lamias who reject their corrupt upbringing reject the racial hatred of the divine and seek comfort in devotion to deities, particularly those associated with the moon. Mine is the voice that speaks truth, and mine is the word all shall heed. Table 1: Minor Madnesses 01-10 Collector; roll on subtable 1 for specific object 11-20 Pica (eats nonfood objects); roll on subtable 1 for specific object 21-30 Minor delusion; roll on subtable 3 31-40 Irrational prejudice against creature; roll on subtable 2 for specific creature 41-50 Taboo (cannot touch or interact with creature); roll on subtable 2 for specific creature 51-60 Phobia (strong fear of creature); roll on subtable 2 for specific creature 61-70 Physical effect; roll on subtable 4 71-80 Obsessed with creature; roll on subtable 2 for specific creature 81-90 Minor delusion; roll on subtable 3 91-00 Physical effect; roll on subtable 4 Subtable 1: Small Objects Subtable 2: Living Creatures 01-10 Tiny insect, slug, or worm 11-20 Chicken, cat, dog, sheep, cow, or other domestic animal (pick a type) 21-30 Elf, dwarf, human, kobold, or other humanoid (pick subtype) 31-40 Rat, giant centipede, gelatinous cube, or other giant vermin or ooze (pick type) 41-50 Cleric or sorcerer 61-70 Sparrow, pigeon, hawk, owl, or other bird 71-80 Rat, wolf, mole, badger, or other mammal 81-90 Construct or clockwork creature 91-00 Outsider (pick type) Subtable 3: Delusions 01-10 Imaginary friend; god/spirit who is friendly and encouraging 11-20 Imaginary friend; god/spirit who is hateful and discouraging 21-30 Believes she is a high noble 31-40 Believes he has fewer powers than he does 41-50 Believes she has more powers than she actually does 51-60 Convicted that an inanimate object (roll on subtable 1 above) is alive 71-80 Thinks she is a powerful polymorphed creature 81-90 Voices speak random gibberish and commands to character 91-00 Convinced that random patterns of other inanimate objects (subtable 2) have an important meaning and must be studied 01-10 Bones, hair, nails, or bugs (dead or alive) 21-30 Deodands (items responsible for the death of a creature) 31-40 Eyes, fingers, teeth, ears, toes, or other body parts 41-50 Dirt, dust, or clay 51-60 Rags, cloths, papers, or printing Subtable 4: Physical Effects 61-70 Hats, socks, gloves, or other clothing 01-10 71-80 String, wire, or chain Leers and rolls eyes as some type of creature (roll on subtable 2) 81-90 Clockwork parts, jewelry, or buttons 11-20 Tie or tremor in body part 91-00 Holy symbols, religious goods or books 21-30 Mutters constantly to self in Deep Speech 31-40 Speaks inappropriate but true facts during diplomatic situations 41-50 Randomly speaks a word (chosen by GM) during combat or negotiation 51-60 Laughs at inappropriate moments 61-70 Weeps at inappropriate moments 71-80 Constantly clenches and unclenches hands 81-90 Minor hunchback 91-00 Half of face paralyzed 6 Tam Elliott - - 24434 DHAMPIR The half-living children of vampires and human mothers, dhampirs are born into a world that rejects them. You can magically command one shark within 120 feet of you using limited telepathy. Good-aligned lamias strive to surround themselves with things they find truly beautiful, but even they fall prey to reflecting darker appetites in their collections. Skill Proficiencies: Arcana, Perception Tool Proficiencies: One gaming set of your choice (cards, dice, or some other divination tool) Languages: One of your choice Equipment: A gaming set of your choice, a token of appreciation from a past client, a set of common clothes, and a belt pouch containing 5 gp FEATURE: GLIMPSE OF FORTUNE Using a minor method of divination, you are able to see glimpses of a target's future. How does your normally atheistic dhampir sorcerer cope with being the mouthpiece of divinity? Despite their group tendency to band together, kijani have a great reverence for life and can always find a way to relate with other living beings. When you use either element to create your character, take some time to think about what makes them unlikely or unusual. Sahuagin come of age in their late teens. Your thick hide grants you an AC of 12 + your Dexterity modifier. They shun the light and find safety and comfort in darkness. Sab siraa are divided along elemental lines, like the jinn themselves, and tribes tend to adhere to a single elemental path. You can call upon your jinn patron to gain advantage on a saving throw or ability check, or to impose disadvantage on an attack roll against you. 15 Tam Elliott - - 24434 Dangerous Beauty. The kijani are truly hospitable despite their deep emotional scars, and any creature that treats the plankton with courtesy and respect can quickly make lifelong allies. 14 Tam Elliott - - 24434 LAMIA Sensuous and seductive, the serpent-tailed lamias are born into a life consumed by bitterness. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. My gifts give me the perfect leverage to move others to my tune. Their elaborately braided or styled hair ranges from white to a pale straw color. 6 My totems are sacred, and I won't allow outsiders to touch them. 10. Traditionally the parent hosts the seedling, which draws nutrients and even a small amount of life force directly from its host. You also have a climb speed of 20 feet and a swim speed of 20 feet. The Gatekeepers drive back threats that emerge from the gates and occasionally oversee expeditions through stable portals. 6 I'm driven to read the fortune of powerful people. The horrific rituals that break a young derro's sanity vary by tribe and even year to year. Predators and Prey Sahuagin rule their territory ruthlessly and efficiently, demonstrating the most dangerous qualities of intelligent beings and sharks. Details are sparse, but known ritual names include Staring into the Void, Enduring the Heartless Fire, and the First Drink of True Knowledge. Temple structures serve as hatcheries for schools of sharks, and the creatures cluster around the temples awaiting the bidding of the sea deities. They lash out at the world in a rage of bloodlust and hatred. Skill Proficiencies: Persuasion, Religion Languages: One of your choice from the following list appropriate to the power that grants your revelations: Abyssal, Celestial, Deep Speech, Draconic, Elemental (one dialect), Infernal, or Sylvan Tool Proficiency: One of your choice between calligrapher's supplies or painter's supplies Equipment: A holy symbol or idol representing the higher power that grants your revelations, a set of common clothes, a collection of your recorded thoughts and philosophy, and a belt pouch containing 5 gp 22 Tam Elliott - - 24434 FEATURE: WORDS FROM ON HIGH You have seen the truth, and your word brings that truth into the world. Magical gases once used to link far-flung outposts went dark or conjured horrors. True artists are almost unheard of, and those lamias who make the attempt often resort to stealing inspiration from others only to produce works that showcase the race's psychological scars. Some seek power to better themselves and their communities. 1 2 Unexpected events rarely faze me and sometimes feel oddly familiar. Their survival skills are exceptional, as the most successful of the few sentient races that thrive in the wastelands. My revelations bring light to the dark corners of the world. If you or any of your allies attack or damage the target, this effect ends. Sharks are venerated as the perfect symbol of power, hunger, and dominion over the oceans. Surnames follow a similar pattern. From there, though, the similarities diverge sharply. Practitioners of arcane magic are as common as divine spellcasters are rare. Jinnborn skin tone comes in a wide range of colors from sky blue to light violet and from golden to brick red. (Chaotic) 4 Serenity. Your Wisdom score increases by 2 and one other ability score of your choice increases by 1. x (2d10) lb. Mystical Understanding. You must decide to use this ability before the relevant d20 roll. These unfortunate captives endure nights of horrific torture in the name of the mad gods, while blasphemous litanies drown out their screams. 4 Nonbelievers sadden me when they deny my words. The stain of that corrupt demonic power left its mark on the lamias, and they are prone to both evil and chaos. Review the Minor Madnesses section for examples of playable and flavorful maladies. The priestesses track significant events and preside over holy rites during momentous moments. That goblin is a little more cultured through contact with caravans and travelers, and he knows the best ruins to search for relics from before the catastrophe. At the end of this time you can offer insight into the subject's possible future. Eldritch Resilience. Contained Fury. It's not always about money. 5 I'm very particular about organizing my collection. It haunts me to this day. 15. Thanks to your undead ancestry, you have superior vision in dark and dim conditions. Such a bloodline holds its lineage in the highest regard. Dhampir 4' 10" +2d8 120 lb. The sea devals rarely form alliances with outsiders or even other aquatic races of similar temperament, viewing all other ocean-dwellers as competition for food and territory. Languages: 17 Tam Elliott - - 24434 Tooth and Fin About 7 feet tall and weighing over 250 pounds, sahuagin are built to hunt. Serpentine lamias will go to any lengths to destroy these pretenders. Tattoos are common, and many lamias ink mystic symbols into the flesh of their arms and chests. The sahuagin religion claims that the first shark people came from a strange place in the deepest trenches of the ocean. 24 Tam Elliott - - 24434 d8 Personality Traits D6 Flaw 1 I see signs in every little detail of life. DUST GOBLIN In the midst of a blasted wasteland whose every stone is corrupted by the Great Old Ones' touch, few natural creatures thrive. Even if you choose a standard background to pair with your unlikely 20 Tam Elliott - - 24434 race, think about how that combination makes your character different. 244). The malenti, though racially sahuagin, look exactly like aquatic elves. Alignment. They train the creatures to serve as flying mounts for messengers and scouts. These groups rarely find warm welcome with outsiders, but they are tolerated because the Crows develop diverse adventuring skills by necessity. You can speak, read, and write Common and Sylvan. Most dhampirs are neutral, but some are driven toward evil by the bitterness and suspicion their parentage thrusts upon them. x 1 lb. Sharks are drawn to the sea devals and easily fall beneath their sway, creating a tide of fins and fangs and blood to sweep over the world's oceans. They might want poorly if I allow their teachings to die. 3 I told one fortune whose meaning I still can't understand, but I know it has great importance. They believe that revealing the true name of the tribe would give away its power. Facial features are somewhat pinched and angular. Their large, pure white staring eyes gleam in the dark. Assignations between lamias occur for power and pleasure, never for love—a concept revolting to most of the race. Shapers form the majority of a tribe's warriors and protectors, and they ensure the safety of their charges with deadly dedication. You can speak, read, and write Common. Skin and hair tones run the wide range seen among humans. 3 Tam Elliott - - 24434 DERRO Deep beneath the earth, the derro wait in twisted cities built by their mad architects. I must put them through their paces before I'm comfortable with using them. Sometimes they become our heroes. A few of the sab siraat make their way to permanent cities, but the vast majority make frequent pilgrimages into the desert to avoid the madness that comes upon them away from the open sands. Even those who reject their nature and strive for the light struggle with their heritage, and all are prone to sudden mood shifts and outbursts. They can be close-minded and clanish, with a tendency to prioritize their collective interests above individual concerns. Your Strength score increases by 1. You can ignore class requirements when attuning to a magic item. d8 Personality Traits 1 I am usually soft-spoken, but I become invigorated when spreading my word. Despite their generally amiable nature, all kijani have a breaking point. You can speak, read, and write Abyssal and Common. Tinkers are much beloved by people who aren't wealthy enough to outright replace anything that breaks, and smaller settlements rejoice when a tinker rolls into town. Many dust goblin tribes there worship the immense forms of the Great Old Ones that shamble across the devastated countryside. You have proficiency in the Arcana skill. These settlements are slowly dragged in the wake of the dust goblins' dead gods. Copyright © 2016 Open Design. Some dhampirs choose to band together for safety, camaraderie, and understanding. They are the guides, elders, and leaders of their tribes, as well as scouts and seekers of paths. Dhampirs glide through life with a seemingly effortless grace that belies their struggle. They refer to themselves as the sab siraa, or "people of the path." Descended from powerful elemental creatures call jinn (singular jinni), the jinnborn manifest gifts through their lineage that help them survive their harsh home environment. I will earn glory for myself, my tribe, and my comrades. 6 I'm terribly jealous of any positive fortune I read, since I can read any palm but my own. This mistrust either forces a dhampir to develop a disarming wit and charm, or to embrace bitterness and keep others at arm's length through guile or outright intimidation. Unlikely Heroes for 5th Edition © 2016 Open Design; Author: Dan Dillon. Dhampirs struggle to find acceptance both within society and within themselves. Outsiders frequently misread the jinnborn, though that is not entirely their fault. Desert Dependent. They are beautiful creatures, with stunning features and smooth skin. Jinnborn in Midgard Jinnborn in the Midgard Campaign Setting wander the fringes of the Southlands, primarily in the Crescent Desert and the Dominion of the Wind Lords. Fingers end in hard claws, and a sahuagin's wide mouth is filled with multiple rows of sharklike teeth. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. (Neutral) D6 Bond 1 I lost something precious, so now I collect everything I can to try to find that void. The derro in this lucid state could be a tragic character, always wondering when something will set off another bout of irrational raving. I loathe charlatans and tricksters who take advantage of those who seek their fortunes, and I do what I can to discredit them. Changed by the energies of the shattered web, they devote themselves to policing the remaining titan wonders and keeping the rampant energies in check. 6 I was exiled for slaying and consuming one of my own tribe. Spell Dampning. Darkvision. You have proficiency in the Deception and Intimidation skills. These wretches find kinship with the misshapen aberrations that arise in the wastes.

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