

Kingdom of Many Arrows, but the recent war with the orcs of that realm caused this burgeoning population to disperse.

Today no civilized place in the North has a significant population of half-orcs, although at least a few of them reside in or on the outskirts of any stable community. Ironically, it is among the largest and most civilized of these places that half-orcs are likely to find acceptance—in the great cities where people are often more cosmopolitan in their outlook.

In Waterdeep, for instance, half-orcs make up a tiny percentage of the population, yet even at that they still number in the hundreds. Half-orcs who call Waterdeep home appreciate the acceptance, or at least tolerance, they receive in the city, whether they were born there, arrived overland from elsewhere on the continent, or entered the city by way of ships bringing trade.

HALF-ORC DEITIES

As befits their dual nature, many half-orcs revere deities from both the human and the orc pantheons. Alone or among themselves, half-orcs offer prayers to orc deities, particularly Ilneval, who is thought of as a patron of half-orcs and other orc crossbreeds.

FAERÛNIAN GODS

Half-orcs trying to fit in with human society often adopt a human deity out of expediency (though rarely just for the sake of appearances). They favor Faerûnian deities of war and trickery, such as Bane, Mask, and Tempus.

FIRST FAMILY

The orc pantheon, known as the Tribe of He Who Watches, is a group of brutal and cruel gods, dominated by their father and chieftain, Gruumsh One-Eye. This god of conquest, strength, and survival is the hated rival of the elven deity Corellon Larethian. It is said that Gruumsh owes the loss of his eye to Corellon's aim with an arrow.

The mother-deity of the orcs is Luthic, mate of Gruumsh, and the goddess of fecundity, caverns, and witchery.

Bahgtru, the son of Gruumsh, is the god of pure, brute strength, renowned for his power but disdained by some for his oafishness.

HORDE LEADER

The patron deity of half-orcs is the war god Ilneval. He has the title of War Master in the pantheon, revered by those who believe in the wisdom of attacking with overwhelming numbers.

BLACK AND WHITE

The two most sinister members of the orc pantheon lie at opposite ends of the visual spectrum. One is Shargaas, the Night Lord, god of darkness, night, and stealth. The other is Yurtrus the White-Handed, Lord of Maggots, the fearsome deity of plagues and death.

TIEFLINGS

Humans with the blood of fiends, most tieflings in Faerûn share a common connection due to the machinations of the archdevil Asmodeus a century ago.

THE MARK OF ASMDEUS

During the Spellplague, Asmodeus consumed the divine spark of Azuth and thereby achieved godhood. Subsequently, Asmodeus and a coven of warlocks, the Toril Thirteen, performed a rite wherein the archdevil claimed all tieflings in the world as his own, cursing them to bear “the blood of Asmodeus.” This act marked all tieflings as “descendants” of the Lord of the Nine Hells, regardless of their true heritage, and changed them into creatures that resembled their supposed progenitor. The other folk of Faerûn, unnerved by the appearance of these devil-beings, became suspicious of all tieflings and occasionally hostile to them.

In spite of what some people believe, however, Asmodeus exerts no power over his “children,” and tieflings today are as free-willed—and willful—as they ever have been. Some do choose to serve the Lord of the Nine Hells and his schemes, while others align themselves with different fiendish factions, or none at all, doing their best to stay out of infernal politics.

Since the ritual that spread the curse of Asmodeus a century ago, tieflings have been born on Faerûn that belong to other infernal bloodlines, but those that bear the mark of the archdevil (and their descendants) remain the most numerous examples of their kind by far.

Tieflings in Faerûn generally have the racial traits of tieflings in the *Player's Handbook*, except that those not

TIEFLING VARIANTS

Since not all tieflings are of the blood of Asmodeus, some have traits that differ from those in the *Player's Handbook*. The Dungeon Master may permit the following variants for your tiefling character, although Devil's Tongue, Hellfire, and Winged are mutually exclusive.

Appearance. Your tiefling might not look like other tieflings. Rather than having the physical characteristics described in the *Player's Handbook*, choose 1d4 + 1 of the following features: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goatlike legs; cloven hoofs; a forked tail; leathery or scaly skin; red or dark blue skin; cast no shadow or reflection; exude a smell of brimstone.

Feral. Your Intelligence score increases by 1, and your Dexterity score increases by 2. This trait replaces the Ability Score Increase trait.

Devil's Tongue. You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the *enthrall* spell once with this trait. You must finish a long rest to cast these spells once again with this trait. Charisma is your spellcasting ability for them. This trait replaces the Infernal Legacy trait.

Hellfire. Once you reach 3rd level, you can cast the *burning hands* spell once per day as a 2nd-level spell. This trait replaces the *hellish rebuke* spell of the Infernal Legacy trait.

Winged. You have bat-like wings sprouting from your shoulder blades. You have a flying speed of 30 feet. This trait replaces the Infernal Legacy trait.