

Lamandari – The Keepers

This document presents two races collectively referred to as the Keepers: Taurhin and Henduin.

This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

Taurhin

Children of the forest, guardians of all that grows wild, green, and free, the Taurhin are an ancient race whose origins are shrouded in myth.

Some scholars believe the taurhin to be fey eladrin, dispatched to Abeir-Toril by Rillifane Rallathil at the time of the First Sundering, to protect the woodlands and return harmony to a world torn by violent magic.

Others believe the taurhin to be the first children of the Arakhor, created out of the soil to be the shepherds of the forest.

Still others claim that the taurhin were the issue of the first elves and the dryads.

Whatever may be their origin, the taurhin remain, and it is said that they will remain until at last the High Forest fails.

Patient Herdsmen

Taurhin tend toward neutrality, with little or no self-interest, driven almost entirely by their desire to maintain the balance in nature.

Taurhin are exceptionally long-lived, and generations of other races may easily pass while they stand guard, caring for, and tending their charges, but what is 1000 years in the eyes of a forest?

Understanding that true balance in nature requires patience, and knowing that dead wood sometimes need be culled for the sake of strong new growth, the taurhin may let many seasons of observation pass with little interference.

Varied as Leaves

Taller than elves and humans on average, taurhin tend to reflect the forest of their origin in their appearance. Slender and graceful as the birch, tall and strong as the pine, thick and gnarled as an ancient beech, the taurhin exhibit a broad spectrum in their appearance. An individual may range from a little over 5 feet to 7 and a half feet tall and weigh from 120 to 350 pounds. Skin color may vary from pale, near silvery, through pinkish-red, reddish-brown, to dark grey-brown, and may be smooth to rough and almost bark-like. Eyes tend toward green and deep brown, or flecked hazel, with rarer instances of silver grey or pale gold. Males and females share the same range of height and weight.

Hair is also widely ranging, from long and straight, short, wild and wavy, to any point in between. While the Taurhin have very little body hair, males sometimes grow beards, which tend to be very thick, almost twig-like, tapering to fine tendrils or dense clusters of very fine roots.

Taurhin may reach maturity in as early as 35 years or as late as 125 years. While not immortal, their lifespan is often tied to the health of the forest they care for.

Worldview

Taurhin are typically patient and methodical in everything. They have no great interest in cities or the constructions of other races; cities and civilizations rise and fall during their lifetimes. Seasons and years to the Taurhin are as days and weeks to other races. As such, the Taurhin tend not to get embroiled in the problems of the shorter-lived races. They are slow to anger, but slower still to forget damage inflicted on their flock. They lean toward true neutral and neutral good alignments, but when a forest is corrupted, or diseased, so too are its keepers, and in dark corners and sick copses there are occasionally Taurhin that have been twisted to evil.

Exploration

Tied spiritually to the forest they call home, the taurhin are not known to be adventurers, although until they have fully matured, it is not unusual for an individual to leave the care of their forest for a season, or a year, to journey to other lands. A wide wonder of nature and its balance, and the fullness of creation is what shapes them as Keepers.

Most likely to serve as druids, rangers, or sorcerers, a taurhin cleric in the service of one of the nature minded Seldarine is not uncommon.

Taurhin Names

Taurhirin is a sonorous and verbose language, and this is reflected in their native names, which tell a life story. As such taurhin often adopt common names as brief as the lives of other races. Taurhin names are unisex.

Taurhin Common Names: Alderleaf, Barrowguard, Deeproot, Elmshepherd, Fernshadow, Firbeard, Goldenbirch, Grayhollow, Hoarneedle, Hollowbeam, Ironwood, Knobcone, Laurelshade, Longleaf, Merrybark, Mountainshadow, Narrowglade, Oakhammer, Pricklebark, Quicksap, Riverawning, Silverstem, Strongbranch, Tallcrown, Willowwithy, Yellowbeam

Taurhin Traits

Characters of taurhin origin have a variety of natural abilities.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. The taurhin may reach maturity in anywhere from 35 and 100 years, depending on the nature of the forest of their origin. Taurhin may live to well over 1000 years.

Alignment. Taurhin are driven near-entirely by their desire to accomplish balance in nature, and as a result they tend toward neutral alignments.

Size. Taurhin appearances vary quite significantly, reflecting the forest of their origin, and typically range from 5 to over 7 feet tall. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Grown accustomed to deep forest conditions, you have excellent vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Natural Weapons. You have proficiency with wooden or plant-based armor.

Barkskin. You have vulnerability to fire damage but can cast the *barkskin* spell on yourself once per day as a bonus action.

Forest Magic. You know the *thorn whip* cantrip. When you reach 3rd level, you can cast the *speak with plants* spell once per day. When you reach 5th level you can cast *grasping vine* once per day. Your spellcasting ability is Wisdom.

Stillness of Nature. When you are in the forest you have advantage on any attempts to hide by blending in with your surroundings.

Languages. You can speak, read, and write Common and Sylvan, and you can speak Taurhirin. Taurhirin is a rich and verbose language that does not have a written form.

Henduin

In the Dawn Age of Abeir-Toril, a select group of the eladrin of Arvandor most favored by Rillifane Rallathil and Sarula Iliene were gifted with fey magics and sent to the material plane as guardians of the fresh waters so beloved by Sarula. These first fey eladrin and their descendants have become known as the Henduin, protectors of rivers, lakes, and streams.

Flow like Water

Henduin, while generally pastoral and serene beings of calm demeanor, can be incensed to a frothing rage like a torrent of storm surge crashing down a mountain side. Far less even-tempered than their forest-keeper kindred the taurhin, an angry henduin is not to be trifled with.

Lithe and Graceful

Henduin reflect their fey ancestry in their appearance. They are slender and graceful, with

light-colored flowing hair that can take on iridescent green or blue highlights, and deep blue eyes. Typically pale-skinned, henduin who are charged with the care of river deltas may have darker, brown silted skin. Their movements can only be described as flowing and rhythmic, smooth and nimble.

Henduin Society

The cornerstone of the henduin community is a tight knit clan. These clans are matriarchal in deference to their deity, Sarula, and typically led by the oldest female, who is given the title Nén-Ontari, or Water Mother.

Henduin Names

Given names are often associated with flora prevalent in the waters under their clan's care but may be reflective of nature in a broader sense.

Male Names: Celon, Celussë, Duinhir, Duirindë, Ektelion, Elentir, Elerossë, Falmarin, Fantur, Gwathir, Helivorn, Lanthir, Luksorcundo, Meneltirimo, Nendili, Nuinë, Tasarin, Tindómë, Vingilótë

Female Names: Ailinson, Ailuvir, Eälóte, Elentári, Elerína, Ilthániel, Lalaith, Linqüë, Minuial, Nénuvar, Nindari, Ninquelóte, Nisinen, Rossë, Silmë, Tasarë, Tintallë, Ulunde, Undóme, Wentë

Henduin Traits

A henduin character has an assortment of natural abilities.

Ability Score Increase. Your Strength and Dexterity scores increase by 1.

Age. The henduin mature at near the same rate as humans, although they aren't considered adult until they reach the age of 45. Henduin live 350 years on average, and the longest-lived approach 400 years.

Alignment. Henduin value freedom, variety, and flexibility, and embrace chaos, insisting it is a part of the natural order; you cannot tell the water where it should flow.

Size. Henduin range from 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Quick Reflexes. You have proficiency with finesse weaponry.

Unearthly Grace. While wearing no armor and not wielding a shield, your Charisma modifier is added to your armor class.

Amphibious. You can breathe air and water.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Raging Waters. In fiercely contested battle, you can harness the power of raging water. Once a day, on your turn you can enter a rage as a bonus action. While raging you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as indicated in the rage damage table below.
- You have resistance to bludgeoning, piercing and slashing damage.

You cannot cast spells or concentrate on them while raging.

Your rage lasts for 1 minute.

Rage Damage Bonus

1st – 8th level	+3
9th – 15th level	+4
16th – 20th level	+5

Sarula's Gift. You know the *create or destroy water* cantrip and can cast it without material components. You also know the *water whip* cantrip (see below). When you reach 3rd level, you can cast the *wall of water* spell once per day. When you reach 5th level you can cast *control water* once per day. Your spellcasting ability is Dexterity.

Languages. You can speak, read, and write Common, Hendurin, and Sylvan. Hendurin is a flowing, lilting language, filled with a highly descriptive vocabulary. As an example, there are nearly 150 words or modifiers in Hendurin that describe the sound water makes as it flows.

New Spell

The following transmutation cantrip is available to henduin at all levels.

WATER WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of water)

Duration: Instantaneous

You create a long, whip-like stream of water that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the creature is Large or smaller, you can choose to pull the creature up to 10 feet closer to you.

This spell's damage increases by 1d6 when you reach 4th level (2d6), 8th level (3d6) and 12th level (4d6).