

“So you grew up with...” ***Backgrounds of mixed cultures.***

This supplement introduces a collection of new backgrounds designed to reflect the cultural identity and formative experiences of characters raised among different peoples. Rather than focusing on occupation or social class, these backgrounds explore the traditions, values, and expectations of the people that shaped your character. Whether your character proudly carries the defining spirit of their people, or is a child of two worlds shaped by an unusual upbringing among another culture, these options offer deeper storytelling potential and a richer sense of identity—grounding your character not just in their role, but in the world they are bound to adventure in!

The Common Sights of Greyhawk

In the pages that follow, we explore the cultural backgrounds of the common peoples found across Oerth, the world of Greyhawk. This realm brims with diverse folk, each bearing ancient legacies and rich traditions—heritages that are bound to shape all who are raised within them, for better or for worse.

Dragonborn

Raised in a close-knit Dragonborn clan, you were taught that every action reflects not just on yourself, but on your entire clan. Honor was your guiding principle, and self-mastery your lifelong goal. Whether your clan's lineage traces to a noble metallic dragon or a fierce chromatic, this heritage colored the traditions upheld and methods practiced.

The Dragonborn are renowned for their martial tradition, a direct reflection of their discipline and drive for self-improvement. You too were trained in the arts of combat from childhood, and over the course of a stern training regiment learned that every strike and movement must be executed with precision and purpose. To teach to fight is considered a great privilege and the bond between a master and pupil is sacred—guiding not only combat prowess but also shaping your sense of honor. To fail a master is to fail your clan.



Artwork by Macumazahh

Dragonborn Raised

Ability Scores: Strength, Intelligence, Charisma

Feat: Tough

Skill Proficiencies: Athletics, History

Tool Proficiencies: Smith's Tools

Weapon Proficiencies: One Martial Melee Weapon of your choice

Equipment: Choose A or B: (A) A Martial Melee Weapon (same as above), A memento of your master, a whetstone or other tool to maintain your weapon, Bedroll, Traveler's Clothes, 8 GP; or (B) 50 GP

Dwarf

Raised among dwarves, you were immersed in a culture of diligence, honor, and duty. Though you may not share their stout frame, you adopted their values as your own: Be as tough steel, stubborn as rock, and precise as a master's tool.

From an early age, you were taught the importance of craftsmanship, discipline, and loyalty. The rhythmic sound of tools at work became the backdrop to your life, and you learned that mastery, whether in crafting or combat, takes a lifetime of effort. Dwarves value strength of spirit as much as strength of body, and you were shaped by this unwavering commitment to excellence and the enduring bonds forged through shared struggle.

Elf

Within the elven cultures of the High Elves, Wood Elves, or Drow, you were immersed in distinct traditions and values. Whether surrounded by the disciplined magic and refinement of High Elves, the deep connection to nature and solitude of Wood Elves, or the intricate and sometimes brutal society of the Drow, you learned the importance of inner strength, personal growth, and wisdom of old. While each culture emphasizes different aspects of life—artistry, survival, or strategy—all elves share a timeless appreciation for magic, self-improvement, and pride, though these principles manifest in contrasting ways.

Elven Raised (Wood)

Ability Scores: Dexterity, Wisdom, Charisma

Feat: Magic Initiate (Cleric or Druid)

Skill Proficiencies: Nature, Stealth

Tool Proficiencies: Poisoner's Kit

Weapon Proficiencies: Choose one: Shortsword, Rapier, or Longbow

Equipment: Choose A or B: (A) Shortsword or Shortbow (including 20 Arrows and Quiver), Herbalism Kit, Hunting Trap, Druidic Focus (created from shed Fur, Horn, or Feathers of a creature revered in your home), Bedroll, Traveler's Clothes, 12 GP; or (B) 50 GP

Dwarven Raised

Ability Scores: Strength, Constitution, Wisdom

Feat: Crafter

Skill Proficiencies: Insight, History

Tool Proficiencies: One Artisan tool of your choice that is not Tinker's Tools

Weapon Proficiencies: Choose one: Battle Axe or Warhammer

Equipment: Choose A or B: (A) Artisan tool (same as above), a Light Hammer, a Bullseye Lantern, A carved stone figurine, your lucky jug, Bedroll, Traveler's Clothes, 12 GP; or (B) 50 GP

Elven Raised (High)

Ability Scores: Dexterity, Intelligence, Wisdom

Feat: Magic Initiate (Druid or Wizard)

Skill Proficiencies: Arcana, Persuasion

Tool Proficiencies: Calligrapher's Supplies

Weapon Proficiencies: Choose one: Longsword, Rapier, or Longbow

Equipment: Choose A or B: (A) Calligrapher's Supplies, a bookmark engraved with elven script, Book (elven culture), Parchment (5 sheets), Traveler's Clothes, 12 GP; or (B) 50 GP

Elven Raised (Drow)

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Magic Initiate (Cleric or Wizard)

Skill Proficiencies: Religion, Deception

Tool Proficiencies: Poisoner's Kit

Weapon Proficiencies: Choose one: Scimitar, Rapier, or Hand Crossbow

Equipment: Choose A or B: (A) Poisoner's Kit, 10 Flasks, Caltrops, brooch (either in the shape of a spider or a symbol of your house), Traveler's Clothes, 9 GP; or (B) 50 GP

Gnome

By growing up among gnomes, you were plunged into a world of creativity and curiosity. Whether surrounded by the ingenious Rock Gnomes with their mechanical marvels, the nature-loving Forest Gnomes with their deep connection to nature, or the cautious Deep Gnomes dwelling in the underdark, you learned the value of wit, resourcefulness, and merriment. Gnomes prize knowledge, and soon learned the importance to explore, experiment, and expand on convention, and to always do so with a sense of excitement and whimsy.

Gnome Raised (Forest)

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Magic Initiate (Druid or Wizard)

Skill Proficiencies: Animal Handling, Investigation

Tool Proficiencies: Herbalism Kit

Weapon Proficiencies: Choose one: Shortsword or Warhammer

Equipment: Choose A or B: (A) Herbalism Kit, Wand or Yew Wand, 2 pouches, A glass jar with fireflies (functionally a Hooded Lantern), animal treats (functionally 1 day worth of Feed), Bedroll, Traveler's Clothes, 26 GP; or (B) 50 GP

Goliath

Growing up among goliaths meant learning to thrive in a harsh, unforgiving environment where only the strong survive. From a young age, you were taught the value of strength, skill, and resilience, as your people measure worth through personal achievement.

Goliath tribes function within a strict hierarchy, where survival and competition are constant. Honor is defined by accomplishments, and weakness is quickly cast aside. Whether battling the elements or testing your own limits, you learned that only the strongest and most skilled earn their rightful place in the world.

Gnome Raised (Rock)

Ability Scores: Constitution, Intelligence, Charisma

Feat: Magic Initiate (Wizard)

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Tinkering Kit

Weapon Proficiencies: Choose one: Pistol (if the setting allows) or Warhammer

Equipment: Choose A or B: (A) Tinkering Kit, a pair of brass goggles, a tiny wind-up toy, Bedroll, Traveler's Clothes, 11 GP; or (B) 50 GP

Gnome Raised (Deep)

Ability Scores: Dexterity, Constitution, Intelligence

Feat: Magic Initiate (Wizard)

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Jeweler's Tools

Weapon Proficiencies: Choose one: Warhammer or War Pick

Equipment: Choose A or B: (A) Jeweler's Tools, a pickaxe, hammer and chisel, necklace (the first gem you ever found bound on a string), Bedroll, Traveler's Clothes, an assortment of gems worth 28 GP; or (B) 50 GP

Goliath Raised

Ability Scores: Strength, Constitution, Wisdom

Feat: Tough

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Mason's Tools

Weapon Proficiencies: Choose one: Greataxe or Maul

Equipment: Choose A or B: (A) Greataxe or Maul (same as above), 10 Javelins, Mason's Tools, your favourite rock (for throwing), your other favourite rock (not for throwing), Traveler's Clothes, 13 GP; or (B) 50 GP

Halfling

You were raised among the halflings, where life was simple, warm, and centered around the hearth. Your days were filled with the rhythms of rural life, from tending to the fields to sharing stories over a hearty meal. Halflings value community, and your upbringing was deeply shaped by the close-knit bonds of family and tradition. Whether working the land or learning the craft of brewing or trade, you were taught the importance of practicality, hard work, and loyalty to those you hold dear. Despite their quiet nature, halflings possess a cunning resourcefulness, and you learned to appreciate the subtlety and cleverness that underpins their peaceful way of life.

Human

Among humans, ambition and adaptability are the driving forces that shape their world. Constantly striving for improvement, humans innovate, explore, and push the limits of what's possible. Their cultures and societies are in a perpetual state of change, driven by their unyielding desire to overcome challenges and leave a mark on the world with what little time they have. Growing up among them, you learned to navigate a world where nothing stays the same for long. You were taught to embrace change, seize opportunities, and adapt quickly, knowing that only through flexibility and ambition can one truly succeed in an ever-changing world.

Orc

Growing up among orcs means being immersed in a world where strength is revered and survival is a daily challenge. In the harsh, unforgiving lands where orcs dwell, every day is an opportunity to prove your worth to your tribe. Orcish society is shaped by loyalty, determination, and the blood of ancestors—values that guide your actions and decisions. Whether it's in the chaos of battle or the quiet moments of tribal rituals, you were taught to be strong and unbreakable. Ambition to put these traits to good use is encouraged, but should never come at the cost of one's honor. But those who doubt or disrespect your strength are valid opportunities to demonstrate how truly wrong they are.

Halfling Raised

Ability Scores: Dexterity, Constitution, Charisma

Feat: Lucky

Skill Proficiencies: Acrobatics, Sleight of Hand

Tool Proficiencies: Cook's Utensils and a Gaming Set of your choice

Equipment: Choose A or B: (A) Sling and 20 sling bullets, Cook's Utensils, Gaming Set (as above), Backpack, a cooking pot (functionally a Bucket), Book (to know whether something is safe to eat or not) 10 days' worth of Rations, Bedroll, Traveler's Clothes, 16 GP; or (B) 50 GP

Human Raised

Ability Scores: Any 3 of your choice

Feat: Skilled

Skill Proficiencies: Persuasion and one Skill of your choice

Tool Proficiencies: One Artisan tool (except Tinkering Kit) or one Gaming Set

Equipment: Choose A or B: (A) Artisan Tool or Gaming set (as above), a Simple Melee Weapon of your choice, a coin from a distant land you want to visit one day, Backpack, Tinderbox, Bedroll, Traveler's Clothes, 19 GP; or (B) 50 GP

Orc Raised

Ability Scores: Strength, Dexterity, Wisdom

Feat: Savage Attacker

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Leatherworker's Tools

Weapon Proficiencies: Choose one: Greatsword, Greataxe, or Longbow

Equipment: Choose A or B: (A) A martial weapon (as above, if you choose Longbow you also get a quiver and 20 arrows), Leatherworker's Tools, a small trophy of your first kill (beast, humanoid, or monstrosity), Bedroll, Tent, Traveler's Clothes, 3 GP and 5 SP; or (B) 50 GP