



## THE SELGIRS

THE STORMS THAT RAVAGE THESE PLAINS ARE fearsome to behold, and any that make their home here must be ready to escape them. Some burrow for safety beneath the earth and others can sense an oncoming storm early. But for those who can do neither, the solution comes with mastery of the wind itself. Like birds on the wing, the air genasi of the Selgir tribe navigate the skies with ease. But without wings of their own, they must rig sails onto airborne stones and command the air currents to carry them onwards to safety.

Because of the constant threat of ethereal storms, the Selgirs take a dim view of the Everlast and all that is associated with it. To them, spirits are nothing more than parasites that represent the worst excesses of emotion, and they remain on guard for any sign of spirit activity.

### SAILORS OVER NO SEA

A Selgirian village is a loose collection of floating rocks fashioned towards the needs of a clan of fifty or

so inhabitants. The guiding philosophy of the Selgir tribe is to embrace motion in all things. Their lifestyle is nomadic and dynamic, in all senses of both words. All Selgirian adults are expected to participate in “the Migrations”, in which they leave their homes behind and search for a new clan to call their own. Many a lone wanderer can be found upon the plains in search of a suitable gift to present to whichever new home they find.

The rocks are not home only to genasi, as the Selgirs are accompanied in all of their movements by a multitude of birds. Plump ostriches run in the shadow of the sky-sailing homes, content in the knowledge that their nests and young are carried on the village’s rocks; falcons take flight from the arms of hunters to patrol the sky; and magnificent peacocks strut around the ankles of the wealthy.

With little deference to spirits, the Selgirs turn elsewhere for answers to the mysteries of the soul. In the lore of the clan, ethereal storms are manifestations of the lingering hatefulness of the long-vanished storm elves. They are an eternal act of

war upon the Selgirs who would not bow to Geiscrown. In contrast, material storms are the essence of esteemed Selgir ancestors, challenging the elves for dominion of the sky and bringing life-giving rains. It is an unending chase, fleeing the storms ethereal and pursuing those material on the back of the wind.

## THE MANY MIGRATIONS

The Migrations are an essential part of any Selgir's life. They consist of journeys in which a Selgir will leave their clan to wander the plains until they find a new one. There are many things that might set a Selgir upon such a journey, from the minor to the momentous. Most set off on a Migration when they reach adulthood, but many Selgirs participate in Migrations at several milestones in their life, such as when the last of their children leaves the nest or when joining another in marriage. Some Migrations, though, are driven simply by a wish for new company.

All know that the journey will be an arduous one, so many take the time to truly master flight before departure. With a well-crafted glider and a deep sense for the motions of the wind, the traveler can sail the skies by themselves for countless miles. The specialized gliders, called shyry gliders by the Selgirs, are made of broad diamonds of canvas embroidered with magical sigils that can soar on thermals with ease. Such gliders are useful in day-to-day life, but the importance of flight as a mode of long-distance travel has earned them a close association with the Migrations.

## QAZNA, AN ANCHOR FOR WANDERERS

Though the clans may roam to the horizons and back, there is one place that they cannot leave. Qazna is said to be the first of the floating rock settlements of this people, dating back to the ancient time of the storm elves. Over many centuries, this distinction has lent the rock a religious significance, and what was originally a simple and practical home became a symbol of the Selgiran way of life. As its significance grew, so did its structure. Over time, the home became a temple, built ever-higher and increasingly grandiose, until one day the weight of the structure atop the rock was such that it sank back to the ground. The temple now dwarfs the rock, sheltered in the leeward shadow of an otherwise unremarkable escarpment and chained to the ground like a great captured beast. The masts of Qazna have not flown sails from them for an era, and the rock itself is hidden at the heart of the temple. When an ethereal

## THE EVERLAST

Sometimes called "the Mistlands" or simply "the spirit realm," the Everlast is the domain of spirits. It is a fog-bound dimension that overlaps the Material Plane (similar to the Ethereal Plane as presented in the 5th edition *Dungeon Master's Guide*). Every location on the Prime Material has a representation in the Everlast. However, the spirit realm is not an exact replica. Instead, it is a near-perfect manifestation of the world's collective memory. The features of the Everlast are constantly shifting to reflect their material counterparts, but the process is not immediate. If a building burns to the ground in the Material Plane, it may still exist in the Everlast for a while before it turns to rubble itself, and the process may be slower or faster depending on how quickly the news reaches the masses.

Certain creatures can see into the Everlast; the *see invisibility* and *true seeing* spells grant that ability as well. Some magical effects extend from the Material Plane into the Everlast, particularly those which use force energy such as forcecage and wall of force.

Interacting with a material location from its spiritual parallel is impossible without the aid of magic. A creature on the Everlast passes through solid objects on the Material Plane, but cannot pass through living creatures or any form of force energy.

storm blows through, the residents have little choice but to flee by whatever means they have, returning later to clean up the damage. Still, though, travelers journey from afar to witness the eternal temple, because here live the stories of their ancestors.

## SELGIRAN PROTECTORS

The air genasi are valiant warriors. Below are a few prominent examples.

### SELGIR FOWLER

A regular sight on the Vestruya Plains is a small group of Selgirs ranging out from their homes. Whether hunting for game, searching for a water source, or patrolling their general vicinity for danger, they are able to cover a great deal of ground with ease. Their equipment is rugged and easily maintained with what can be scavenged from the plains. The preferred weapon of a fowler is a simple spearthrower—a lever for throwing a javelin with more force than a body can generate by itself. Selgiran spearthrowers are typically fashioned from the long, sturdy leg bones of an ostrich, and in the hands of a skilled user they can rival a good bow for range and power. Should this be insufficient to bring down a target, most Selgiran javelins are inscribed with magical sigils that their wielders can use to call down a bolt of lightning and finish the job.

**Avian Companion.** No Selgir hunting party would venture out from their home without a bird by their side. Their favored falcons are fiercely loyal creatures, patient and observant in their work, whether it be forcing elusive game birds to ground or circling over larger prey. A good falcon is a precious thing, fawned over when not working and trusted implicitly by the Selgirs when out on the plains.

## SELGIR APOTROPE

While regular Selgir hunting parties are quite capable of fending off raiders and wild animals, a spirit can present a danger of a different sort altogether. It is this threat that the apotropes deal with, and these watchful guardians are some of the most respected members of Selgir society. Should there be a threat to the clan, a warrior ready and able to fend off unseen dangers from the Everlast can be a formidable foe in the Material as well.

**Spirit Hatred.** Selgirs that take on this role are usually those who have suffered a personal tragedy at the hands of a spirit, and who subsequently sought

out a veteran apotrope to take them on as an apprentice. The training of an apprentice apotrope aims to steel their mind and senses until they can perceive that which is across the ethereal veil. Once their training is complete, their master will undertake a Migration and find a new home to protect, leaving their old clan in the hands of their student.

Selgirs as a culture are often at odds with the Chuvvari over their hostility to spirits, but apotropes are especially prone to this. No matter how restrained or diplomatic any apotrope might be, the nature of their profession alone is an insult to many Chuvvari.

## SELGIR GALESPEAKER

The sails may carry the Selgir far and wide, but the wind is a fickle thing. When a storm threatens the clan, there is no time to wait for a favorable gust—one

### SELGIR FOWLER

*Medium humanoid (genasi)*

**Armor Class** 12  
**Hit Points** 22 (4d8 + 4)  
**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

**Skills** Nature +2, Survival +2  
**Damage Resistances** lightning  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Auran  
**Challenge** 1/2 (100 XP)

**Innate Spellcasting.** The fowler's spellcasting ability is Wisdom (spell save DC 10). The fowler can innately cast the following spells, requiring no material components:

1/day: *featherfall*

#### ACTIONS

**Spearthrower.** *Ranged Weapon Attack:* +4 to hit, range 80/160 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

**Lightning Strike (Recharges after a Long Rest).** When the fowler hits a creature with a spearthrower attack, they may use their action on their next turn to deal 7 (2d6) lightning damage to that creature. This action can only be used when both the fowler and the target are outdoors.

### SELGIR APOTROPE

*Medium humanoid (genasi)*

**Armor Class** 13 (hide)  
**Hit Points** 55 (10d8+10)  
**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

**Saving Throws** Int +4, Wis +4, Cha +4  
**Skills** Insight +4, Investigation +4, Perception +4, Persuasion +4  
**Damage Resistances** lightning, psychic  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Common, Auran  
**Challenge** 3 (700 XP)

**Innate Spellcasting.** The apotrope's spellcasting ability is Charisma (spell save DC 12). The apotrope can innately cast the following spells, requiring no material components:

At will: *see invisibility*  
1/day: *feather fall*, *dispel magic*

#### ACTIONS

**Multiattack.** The apotrope makes two saber attacks. If Spirit Breaking Strike is available to use, the apotrope can forgo one of its attacks to use it.

**Saber.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage and 3 (1d4) lightning damage.

**Spirit Breaking Strike (Recharge 4-6).** The apotrope attacks one creature with a cursed-imbued saber strike. On hit, the attack deals an additional 7 (2d6) psychic damage and the creature must make a DC 12 Wisdom saving throw. On failure, the creature is incapacitated until the end of its next turn. This attack can hit creatures on the overlapping Everlast (or Ethereal Plane).

must be made. The galespeakers are the pilots of the clans; they are the navigators that know the contours of the plains and the signs of changing winds, and when the conditions are poor they are the wielders of weather magic who turn the wind in their favor. It is in these latter times when the galespeaker of a clan will take their place atop the foremast of the leading rock, voice strident over the squalls that they command.

**Keepers of Myth.** When their powers and knowledge are not needed to carry the clan to safety, the galespeakers often turn to a philosophical life. Their work brings them a deep knowledge of the skies and the storms that cross it, and the religious significance of these storms to the Selgirs gives this knowledge a mystical weight. As the ones who interact most with the motions of the sky, galespeakers take it upon themselves to learn the history and myths that inform their practices. Though they are not a formalized priestly class, they are certainly the living memory of the Selgir people. When the day darkens and the work is done, the clan gathers around to listen to the tales of the galespeakers.

**Diplomats.** Where fowlers may compete with the Chuari for game, and apotropes are downright reviled by them, the galespeakers often have a better relationship with their neighbors on the plains. Most develop a patient and considerate manner through interactions with members of their own community, and this disposition makes a good basis for smooth-sailing diplomacy.

## STORY SEED: RUSTLED FEATHERS

While in a Selgir village of the Duchi clan, the players hear the sounds of a scuffle breaking out nearby. If they do not move to investigate the scene on their own, they will be pulled there by a villager. By the time they get there, the two fighters have been pulled apart by their friends, but are still shouting at each other. They are arguing over how to deal with the theft of their herd animals (mostly crawyaks and ostriches) by members of the Tarkhai clan. One argues that the Duchi clan must go steal back the herd, while the other responds that doing so will only get them killed. The rest of the clan is divided, unsure of which path to take.

The Duchi clan has recently lost its galespeaker, who died suddenly of an illness. Emotions are running high, and without a suitable replacement galespeaker to ensure that they can travel for good hunting and foraging, the clan is more dependent

## SELGIR GALESPEAKER

Medium humanoid (genasi)

Armor Class 13 (hide)  
Hit Points 33 (6d8 + 6)  
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	12 (+1)	15 (+3)	10 (+0)

**Saving Throws** Dex +3, Con +3  
**Skills** Arcana +3, Nature +5, Survival +5  
**Damage Resistances** lightning  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Auran  
**Challenge** 2 (450 XP)

**Spellcasting.** The galespeaker is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *druidcraft*, *shocking grasp*  
1st level (4 slots): *create or destroy water*, *fog cloud*, *thunderwave*  
2nd level (3 slots): *gust of wind*, *hold person*, *moonbeam*  
3rd level (2 slots): *sleet storm*, *wind wall*

### ACTIONS

**Staff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6) bludgeoning damage.

**Control Wind (Recharges after a Short or Long Rest).** The galespeaker casts control winds.

than usual upon its herds. A friend of the two fighters, **Zoya**, comes to the party asking for their help—as neutral outsiders, they are uniquely positioned to mediate between the two so that the clan can heal its division and survive. She will offer to give the players some of the clan's *shyry gliders* if they can resolve the dispute.

The two fighters are **Adaviy** and **Enver**. Adaviy is a likely candidate to take over as galespeaker, but has not yet learned much of the magic required. His position is that the thieving Tarkhai clan is far larger than theirs, and that the Duchi clan would surely lose a conflict between the two. As such, he advocates for making a number of smaller raids on other nearby clans to rebuild their own herd without doing such serious harm to any one clan that they might retaliate en masse. Enver, an experienced herdsman, argues that it would be wrong to harm the uninvolved clans even if the thefts were small, and that the raiders would likely return if not deterred.

If the players can get both sides to agree, the entire clan will unite behind the chosen course of action. If



not, both Enver and Adaviy will attempt to carry out their own plans with whatever support they can gather. If the party chooses to help one side over the other, they will offer the party a share of the excess spoils equivalent to 75 gp of assorted valuables per person.

## STORY SEED: AN UNWIEDLY HEIST

A Selgir by the name of **Khiuaz**, currently traveling the plains alone on her third Migration, approaches the party with a request for assistance in a theft. She wishes to join her childhood friend in the Dospa clan, and she knows of something that would make for a perfect gift to present upon her arrival. The problem is that it is currently in the possession of a clan of the Chuvvari tribe, who are known for revering spirits.

The treasure in question is a powerful protective ward that once graced the Dospa clan's primary rock. It was built not only to ward off spirits of all kinds, but to weaken them by siphoning their essence. The circumstances in which it was lost are uncertain, but once the Chuvvari acquired it they refused to return it; they described it as an abomination that they would keep only as long as it took them to learn how to safely destroy it.

The ward is the intricately-inscribed shell of a crawyak, large and too heavy for one person to move, making it a difficult target to steal. Khiuaz is sure that it is being kept in a tent separate from the rest of the camp so as to avoid its effects harming any spirits visiting the Chuvvari. It is under constant guard, though, and should the alarm be raised, the Chuvvari will come in force to prevent the theft.

Khiuaz will offer her cloak as an advance for the job, which is enchanted with the spells *feather fall* and *jump* (the cloak has one charge that can be used to cast either spell, which it regains at the next moonrise), and assures the party that the Dospa will reward them further when the ward is returned. If the party accompanies her to clan Dospa, the clan will give Khiuaz and each member of the party *skavka-tooth daggers*.

## APPENDIX: MAGIC ITEMS

### SHYRY GLIDER

*Wondrous item, uncommon*

The gliders used by the Selgirs are imbued with simple magic glyphs that direct the wind to propel them forward. In regions where the wind is strong enough (such as vast plains or mountains), you can use this glider to fly. As an action while holding the glider, you can take flight by jumping off a surface at least 30 feet tall, or by running at least 30 feet in a straight line and leaping. As long as you are airborne, you have a flying speed of 60 feet with the following limitations:

- You must hold the glider with both hands to balance it and avoid falling.
- You must spend all of your movement on each of your turns.
- At the beginning of each turn, you must move 20 feet in the glider's current trajectory before you can move in other directions. You can attempt to bypass this limitation by making a DC 15 Dexterity (Acrobatics) check. On a success, you ignore this limitation this turn.

### SKAVKA-TOOTH DAGGER

*Weapon (dagger), uncommon*

This short thrusting dagger is carved from the teeth of a horrible predator, covered with small spines on the back side of the blade. It counts as magical for the purposes of overcoming resistance and immunity to piercing damage, and saving throws made to maintain concentration after being hit by an attack with this weapon are made at disadvantage.

#### EXPLORE THE PLAINS OF STORM

This document is a small taste of a 26-page PDF that features the Vestruya Plains, a vast region known for its dangerous magical storms. The full version includes two factions, over a dozen creatures, and several new spells and magic items. It also includes two short adventures, and a new rule set for ethereal storms. The full version of *Plains of Storm* is already available to our patrons, along with 400+ pages of content in the same setting.

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