

HOME REALMS

Your character comes from somewhere else in the multiverse. There are hundreds of realms which have been linked together to create the Interplanar System in which Strixhaven is set. These pre-crafted options come from published D&D and Magic: The Gathering settings and represent a handful of broad fantasy genres.

Even though some of these settings have a lot of pre-established canon from which you can draw inspiration, please don't feel beholden to any of that when imagining your character's hometown and backstory. The Worldbuilding of this game is collaborative: whatever you say is canon is canon.

If you'd like to invent a new realm for your character to come from, you are also free to do that. If you'd like it added to this page as an option for other player characters, email me a description at strixhavenmod@gmail.com.

FAERÛN

The largest and most populous of the material planes, Faerûn is sometimes called the "Prime Material Plane". Its large singular continent is inhabited by civilizations of every sort, some of them thousands upon thousands of years old. A land steeped in magic, it is rife with adventurers who seek their fortunes by delving into enchanted dungeons and battling fearsome dragons which terrorize the populace.

Lineages: All sorts are found in Faerûn.

Locations: The city-states of the Sword Coast including Neverwinter, Waterdeep, and Baldur's Gate. The Northern expanses of Icewind Dale. The moorland Moonshae Isles. The lush coasts of the inland Sea of Fallen Stars. The forested queendom of Cormyr. Many, many more cities and settlements.

Aesthetic: Classic high fantasy, ancient dragons, swords and sorcery, going on quests, taverns, castles, dungeon delving, gelatinous cubes, giant spiders, hordes of goblins, golden coins, flagons of ale, wizards, rogues, and fighters.

❖ No Residents

RAVNICA

Ravnica is a worldwide cityscape; an [ecumenopolis](#) consisting of a patchwork of grand halls, decrepit slums, and ancient ruins, with layer upon layer of stonework. Law magic and the metaphysics of hierarchy are deeply woven into the very fabric of the plane, enabling cooperating leaders to achieve feats of greatness. The plane of Ravnica has been ruled by its Guilds for over ten millennia, and they have coexisted in harmony for most of that time thanks to the Guildpact, an ancient accord which binds the natural magic of the plane into law. Each guild harnesses magic in their own way, and very rarely do they commingle with one another.

The Guilds: The law abiding Azorius Senate. The militaristic Boros Legion. The shady assassins' guild of House Dimir. The hedonistic Cult of Rakdos. The teeming masses of the Golgari Swarm. The wild and ungoverned Gruul Beastclans. The mad scientists of the Izzet League. The wealthy and influential Orzhov Syndicate. The peaceful nature-dwelling Selesnya Conclave. The secretive biomancers of the Simic Combine.

You can read more about the Guilds of Ravnica [here](#). Not everyone who lives on Ravnica is associated with a Guild, but to be a member of one brings status, opportunity, and adventure.

Lineages: All sorts are found in Ravnica, including many transplants from other planes. Interdimensional travel is a commonplace technology thanks to the Guildpact. After humans, gnomes are the largest population in Ravnica.

Locations: The metropolitan Center of Ravnica, where the majority of the population lives. The fashionable and elegant Second District. The foul swamps and bogs of the Sixth District. The historic and withering neighborhoods of the Ninth District. The Tenth District, home of the Guildhalls.

Aesthetic: Towering skyscrapers, vertical architecture, factional intrigue, magic as technology, steampunk, science fantasy, neon city slums, seedy underbellies, urban exploration, interdimensional travelers, cultural melting pots, visitors from other worlds.

- ❖ Helmine Blackwater (Izzet League)
- ❖ Yrsa Eggjold

ELDRAINE

Eldraine is a medieval world filled with knights, castles, and magical creatures. Free magic is woven through the heart of the plane and two opposing but intertwined

sides battle over it, impossible to untangle one from the other. The Realm is ruled by High King Kenrith. It is split into five courts that came to be after mankind rose up and overthrew the Elven Lords that had enslaved them. These are Ardenvale, Vantress, Lothwain, Embereth, and Garenbrig. Here anyone, male, female or otherwise, might be knighted and become a "Syr". Outside of the Realm lie the Wilds, a place of untamed magic where the fair folk roam.

Lineages: Humans, dwarves, elves, and half-elves are the most common lineages in Eldraine.

Locations: Ardenvale, the white citadel, ruled by High King Kenrith. Lothwain, the black castle, ruled by the necromancer Queen Ayara. Vantress, the floating city, ruled by powerful sorcerer Gadwick the Wized. Embereth, the red court, ruled by a council of brave heroes. Garenbrig, the green forest, ruled by the noble giant Yorvo.

Aesthetic: Fairytale fantasy, Arthruian legends, enchanted swords, princes and princesses, knights, chivalry, questing beasts, witches in cottages in the woods, bridge trolls, magical tomes, talking animals, grand tournaments.

- ❖ Soryn Vergrace (Ardenvale)
- ❖ Annarrgeal of the Evenstar (Garenbrig)
- ❖ Elinwe vch Daffyd (Lothwain)

IKORIA

Monsters on this plane are everywhere. They come in all shapes and sizes, from terrifying, city-stomping behemoth dinosaurs to clever small beasts. Skysharks soar over herds of lumbering goriaks, winged foxes flit through crystalline forests, and brooding nightmare creatures emerge from the shadows to hunt the unsuspecting. Each possesses power beyond comprehension. On top of this, they are liable to mutate into something completely different from one moment to the other.

"Civilized" life on Ikororia is precarious, and humanoids tend to group together in enclaves for their own protection. Though some large cities exist, complete with walls to keep out the roaming beasts, other humanoids live in wilderness outposts where they study the land and befriend the local wildlife. A common type of magic on Ikororia is that of the Bonders, humanoids who form deep, life-long connections with their monstrous familiars.

Lineages: All lineages are found in Ikororia.

Locations: The broad savannahs of Savai, ruled by feline predators. The crystalline forests of Ketria, home to wild elementals. The swampy shadowed lowlands of Indatha, stalked by nightmares. The volcanic white-sand coastlines of Raugrin, roamed by massive dinosaurs. The teeming rainforests of Zagoth, populated by beasts and monsters.

Aesthetic: Untamed landscapes, a land before time, apex predators, dragon riders, a boy and his monster, dinosaurs, mythological creatures made flesh, zoological research, crystalline landscapes, safaris, research outposts, venomous wildcats, alien lifeforms, strange magic.

- ❖ Czernobog Anger (Ozgabkgog)
- ❖ Bielbog Anger (Ozgabkgog)

INNISTRAD

This plane is primarily inhabited by humans, but they live in fear of the many classical creatures of horror which stalk Innistrad's long nights. Werewolves run wild in Ulvenwald forest, vampiric aristocrats have seized control of the capital city of Thraben, and the countryside is haunted by ghosts and plagued by all manners of the undead. Life on Innistrad is dominated by the single moon in its sky, fabled to be made of pure silver. Though little is known about the far-reaching effects of the magic it possesses, the moon's phases dictate the weather, the hunting patterns of the monsters, and much more.

Lineages: Humans, vampires, weretouched, tieflings.

Locations: The High City of Thraben, the provincial townships of Gavony, the farmlands of Kessig, Ulvenwald forest, the ruined city of Hollowhenge.

Aesthetic: Gothic fiction, 1800s Europe, vampires, horse-drawn carriages, wolves in the woods, eldritch abominations, unexplored wilderness, forbidden knowledge, haunted churches, graveyards, eternal night.

- ❖ Farrow Strangeways (Kessig)
- ❖ Flavian Strangeways (Kessig)
- ❖ Ashling Luperca (Ulvenwald)
- ❖ Cosmo Mallory

KALDHEIM

Kaldheim is steeped in storytelling and song, and all of its denizens share a common ethos: it is a plane of warriors who boast of their great deeds and yearn to die heroically in battle, who fight hard and celebrate harder, and where great tales pass into myth through the ages.

Kaldheim is a realm in decline, and currently lies in chaos following the Doomskar, a prophesied cataclysmic event and following period of great suffering. This scourge has left the plane in a never-ending winter for the last hundred years, constantly plagued by earthquakes, destabilization, and war.

There is no sun or moon in Kaldheim, as all light emanates from the branches of the World Tree and the lofty realm of Starnheim, home of Valkyries and honored Spirits.

Lineages: All sorts are found in Kaldheim, though humans, elves, and dwarves are the most common. Here, aasimar may be the offspring of valkyries, and tieflings are often found in the fire-realm of Immersturm.

Locations: Bretagard, the realm of humans, shielded from the worst of the Doomskar. Surtland, the war-torn realm of giants and trolls. Immersturm, the realm of devils. Littjara, the forested lakeland realm of shapechangers. Akgard, undermountain home of the dwarves. Skemfar, the shaded nightland of elves and dark elves.

Aesthetic: Norse mythology, vikings, traveling bards, neverending winter, shapechangers, mischief magic, valkyries, valiant combat, bar brawls, hidden worlds, cosmic cataclysm, post-apocalypse fantasy.

- ❖ Yvette Claypool (Surtland)
- ❖ Beetle Ruskin (Surtland)

NEW CAPENNA

The people of New Capenna act like there was no history before the city; they're wrong. There was a plane out there centuries ago, one of many cities, kings, cultures, and wonders. That Capenna, *Old* Capenna, is gone, lost in a cataclysmic war against a forgotten enemy — the same war that prompted the creation of the towering city.

But why anyone would ever want to leave the city is beyond its residents. Encased in a grand dome infused with the very essence of angels, the city is gleaming and beautiful. Partygoers can be seen on every city street in their gilding and gowns, and there is plenty of good food and music to go around. But underneath the glamorous facade, New Capenna is ruled in a vice-grip by five crime families which function in

place of a proper government, who strive to keep the cityfolk glut with hedonistic pleasures so they don't question what dangers lurk outside their city's walls.

Lineages: Aasimar and tieflings are especially common in New Capenna, although all lineages are found here. The Maestros are all vampires, and occasionally turn their associates as a reward for "good behavior".

Locations: The Caldaia, a factory district hidden underground and out of sight. The Mezzio, the city's midtown and its beating heart. Park Heights, the rich and gleaming district at the top of the city.

The Families: The Obscura, a cabal of gifted magicians. The Maestros, a secretive organization of assassins and thieves. The Riveteers, engineers who keep the city running but specialize in destruction. The Cabaretti, the epitome of party monsters. The Brokers, demonic lawyers who rule the underworld with clever contracts.

Aesthetic: Renaissance, extravagant parties, gilded glamour, speakeasies, enemies at the gates, champagne, masquerade balls, organized crime, opera houses, haloed angels, beautiful demons, backroom deals, grand feasts, art deco.

- ❖ Adrian Flyte (Obscura)
- ❖ Velvet Vespertine (Maestros)

THEROS

Theros is a plane governed by the gods of Nyx, where heroes face monsters, the sea rages, people offer burnt offerings and adventures take place. It is defined by mankind's struggle against the primal forces of the world, and mankind's conflict with the many other sapient races that populate the world.

Theros has a unique metaphysical property: things believed and dreamed here eventually become true. The collective unconscious of millions of people has the literal power of creation, though the process unfolds over the course of countless centuries. Thus the gods of Theros and their servants were believed, dreamed, and narrated into existence, materializing, and becoming fully real as a result of mortal belief in their power.

Lineages: All lineages are found in Theros. Aasimar are particularly common here, and are called demigods in this realm.

Locations: Meletis, the city of learning. Akros, the city of warriors. Setessa, the city of plenty. Nyx, the night sky and mythical home of the Gods.

The Gods: The five major gods are: Heliod, god of the sun; Thassa, goddess of the sea; Erebus, god of the dead; Purphoros, god of the forge; and Nylea, goddess of the hunt. The minor gods include: Athreos, god of passage; Ephara, goddess of cities; Iroas, god of victory; Phenax, god of deception; Keranos, god of storms; Mogis, god of slaughter; Klothys, goddess of fate; Karametra, goddess of harvests; Kruphix, god of time; and Pharika, goddess of affliction.

Aesthetic: Greek and Roman mythology, heroes, labyrinths, coliseums, demigods, minotaurs, seafaring adventures, meeting your destiny, mythic odysseys, hydras,

❖ No residents

ZENDIKAR

A plane of pure elemental magic, Zendikar is strange and alien to those who live in realms more governed by logic and order. Its mana-rich environment and natural resources, along with its general inhospitality to humanoid life, have made it a constant target for plunder by interdimensional travelers. Those who call Zendikar home are proud, and will stop at nothing to defend their realm from interlopers.

Zendikar's landscape is constantly changing and shifting, a magical process called the Roil. This makes proper settlements and cities very scarce, and many natives of the plane live a nomadic lifestyle on their own or in small family units. Another geographical feature to be noted is the large, floating polyhedron-shaped stones called hedrons that litter the landscape. These ancient, rune-carved monoliths are strewn across Zendikar. Up to ten miles long, some of these stones drift in the sky; others are buried in the ground, some whole, some broken.

Trap-riddled ruins can be found on every continent. Mysterious glyphs hint at truths long forgotten. Unspeakable monsters lurk in the quiet of these hidden monuments of a forgotten past. The ruins still emanate power, and both planeswalkers and local explorers will undergo great peril to reap their rewards.

Lineages: Genasi, elves, and halflings are the most common lineages in Zendikar, though all lineages can be found here.

Locations: Every continent on Zendikar is much the same: pure wilderness, occasionally marked with small enclaves of humanoid life. The largest civilization is

the Skyclave, a city built on a floating hedron, whose lofty position protects it from the Roil.

Aesthetic: Wildmagic, elementals, pure mana, forests and jungles, living in accord with nature, roaming the wilds, owlbears, dragons, magical gemstones, natural treasure hoards, arcane artifacts, long-past civilizations, overgrown ruins.

❖ No residents