

SUBRACE HANDBOOK

RACIAL FEATS AND MORE



VERSION 0.5

EDITED AND COMPILED BY CLAN CRAFTER HRALDING

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CREDITS

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Books:
 Complete Psionic
 Player's Handbook (3.5e) (4e) (5e)
 Manual of the Planes
 Races of Ansalon
 Races of Faerun
 Races of Stone
 Races of the Dragon
 Races of the Wild
 Monster Manual 2 (4e)
 The Complete Book of Humanoids
 Unapproachable East
 Underdark
 Volo's Guide to Monsters

Sources:
 Eiji-kun's 3.5e Goblin Subraces
 Half-Giant Races by Unknown
 Kenku Subraces by Willy DeWulfe & Parker Martin
 Expanded Subraces by Mjdoiron24
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DWARF SUBRACES

Two new subraces of dwarf populate the worlds of D&D. Urdunnir and Wild Dwarf. Choose one of these subraces.

URDUNNIR

Urdunnirs are a long forgotten offshoot of dwarves who have become one with the earth thanks to the blessings of Dumathoin. Urdunnirs can walk through earth and stone as if it were air and shape metal and stone with their hands. Urdunnirs see the world as a work of living beauty, journeying through stone and earth much as a diver might explore the wonders of the ocean depths. The skin of an urdunnir is light gray, and their eyes are always silver. Both genders wear their hair long, and males have long, carefully groomed beards and mustaches. Hair color is uniformly gray, with varying degrees of silver and black highlights.

Ability Score Increase. Your Charisma score increases by 1.

One with Stone. Urdunnirs have been blessed to move through the earth. You may use your bonus action to channel Dumathoin's power to walk through unworked stone and earth as though it were air until the end of your next turn. You can carry up to twice your body weight with you in this manner. Urdunnirs (and anyone carried with them) cannot breathe while within stone or earth and must hold their breath while traveling in this manner. Once you use this trait, you can't use it again until you complete a short or long rest.

Handcrafter. Dumathoin's blessings allow Urdunnir the strength to shape stone and metal with their bare hands. You may use your hands as a set of smith's tools and mason's supplies, with which you are proficient. In addition, at level 5, once per day you may spend 4 hours actively molding stone with your hands to cast the Stone shape spell on that stone. When you reach level 11 you may also shape metal this way.

WILD DWARF

Wild dwarves, who call themselves "dur Authalar" (the People), are primitive inhabitants of Chult and the deep jungles of the realms. They have largely rejected the culture of their cousins, choosing instead to live in hunting bands with ever-shifting memberships. Dur Authalar have more in common with the beasts of the jungle than they do with their dwarven kin,

viewing life as an endless hunt and each day a struggle to kill or be killed. Wild dwarves are dark-skinned, short, and stout, with dark brown eyes. Their heavily tattooed bodies are covered with grease to ward off insects and make them hard to hold. Wild dwarves wear little except their long, woven hair, which serves as adequate clothing.

Altered Base Statistics. Wild Dwarves do not gain the Stonecunning or Tool Proficiency traits. They have left the crafting and smithing aspects of dwarven life behind.

Ability Score Increase. Your Strength and Wisdom scores each increase by 1.

Wild Training. You are proficient in the poison kit, nature skill, and blowgun.

Slick Skin. If you are wearing a repellant or oil, and are not wearing armor, you have advantage on attempts to escape a grapple. Enemies also have advantage on attempts to escape your grapple. In addition, you can use your action to make a DC 15 sleight of hand check to escape from nonmagical restraints, such as manacles or a rope bound around your limbs.

Toughened Resilience. You have advantage on saving throws against disease.



Two Urdunnir dress themselves for an underground outing

GENASI SUBRACES

Genasi Base Statistics (Same as EE)

Ability Score Increase. Your Constitution score increases by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Five main subraces of Genasi populate the worlds of D&D: Air, Earth, Fire, Storm and Water.

Choose one of these subraces.

REVISED AIR GENASI

Quick of speech and of gait, Air Genasi are prone to flights of fancy and rapid changes in mood. They drift from one emotion to the next, though most have an ever-present air of carelessness about them. Air Genasi don't form strong attachments, at least not without great reason, and as a result they are seen as loners and drifters. Likewise, Air Genasi are among the most adaptive, and they can take whatever comes their way with aplomb.

Ability Score Increase. Your Dexterity score increases by 1.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind. You know the *gust* cantrip and can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Airborne Leap. Your long jump is up to 25 feet and your high jump is up to 10 feet, with or without a running start. You may fall from heights of up to 50 feet without taking damage.

Wind Strike. Your strikes are extended by a blade of sharp wind. When you make a melee attack with an unarmed strike, or a versatile or one-handed weapon, you may use your bonus action to extend the reach of the weapon. The range for the attack is 5 feet greater than normal.

REVISED EARTH GENASI

Earth Genasi are stubborn and immovable, proud and confident, and sometimes this spills over into vanity. They are strong like mountains and they know it. Of all the genasi elemental manifestations, Earth Genasi come the closest to possessing patience and engaging in true contemplation. However, the true strength of all Earth Genasi becomes clear when anyone tries to push them in a direction they do not want to go. When this happens, Earth Genasi resist with the might of the stone and the earth, and they knock down anyone that stands in the way.

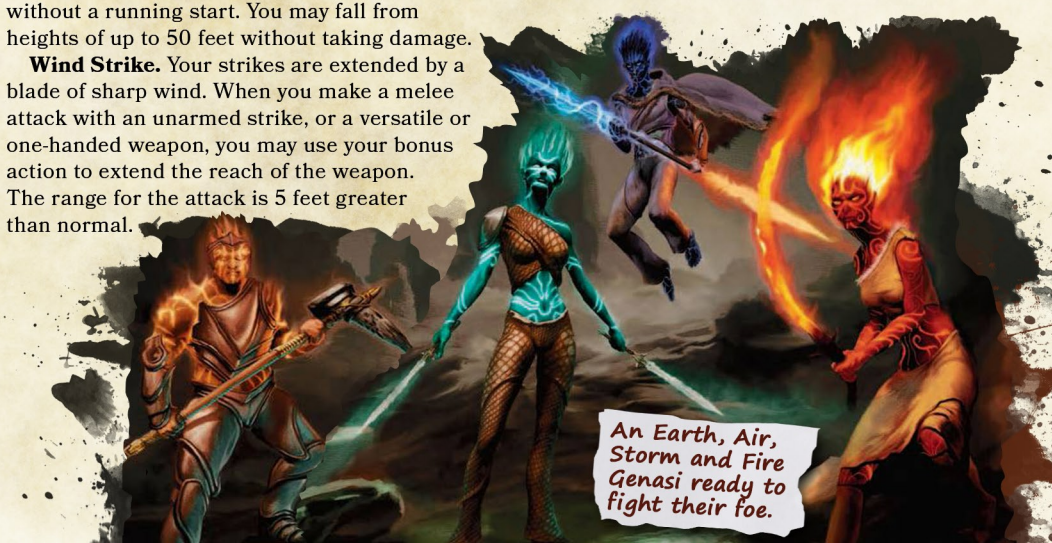
Ability Score Increase. Your Strength score increases by 1.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Stone Skin. Your stone exterior lends you rock-hard natural armor. While you are not wearing any armor, your Armor Class equals 8 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Quaking Feet. Starting at level 3 you may cast the *earth tremor* spell centered under you once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Earthshaper. You know the *mold earth* cantrip and can have up to three of its non-instantaneous effects active instead of two.



An Earth, Air, Storm and Fire Genasi ready to fight their foe.

REVISED FIRE GENASI

Of all the genasi manifestations, Fire Genasi are the most aggressive, most impulsive, and the easiest to anger. They are also the most in tune with the raw power of their elemental heritage. Firesoul genasi feel the raw energy at their fingertips and are among the most eager to use it. The tempers of firesoul genasi burn hot, but also burn out quickly, and once the heat of the moment has passed, they are just as likely to jump from rage to elation in a matter of seconds.

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. 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. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red.

Fire Resistance. You have resistance to fire damage.

Reach to the Blaze. You know the produce flame cantrip. Once you reach 3rd level, you can cast the burning hands spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Burning Fields. You know the control flames cantrip and can have up to four of its non-instantaneous effects active instead of three.

STORM GENASI

Wild and powerful as a sudden thunderstorm, Storm Genasi can be a terrible sight to behold, lashing out at those that trouble them, like a lightning strike that is accompanied by a roar of thunder. Storm Genasi in the grip of their own emotions can be extremely unpredictable, since once they reach the point of unleashing their rage, they will do so until their wrath has run its course.

Ability Score Increase. Your Charisma score increases by 1.

Lightning Resistance. Electric energy flows through your body without you being shocked. You have resistance to lightning damage.

Predict Weather. Once per day you can create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. This effect persists for 1 round.

Thundercall. Once per day, as an action you may shout with the force of a clap thunder that can be heard 300 feet away. Each creature in a 15-foot cone must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and is deafened for 1 minute. On a successful save, the creature takes half as much damage and isn't deafened.

Fury of the Storm. You know the thunderclap cantrip. Once you reach 3rd level, you can cast the witch bolt spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

REVISED WATER GENASI

Water Genasi are strongly independent and determined to make their way on their own. Feeling close ties to rivers and oceans, they see themselves as possessing the same deep strength as those great bodies of water. Since they can live both on land and beneath the sea, unlike any of their kin, they feel empowered by the ability to determine their own path in life

Ability Score Increase. Your Wisdom score increases by 1.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

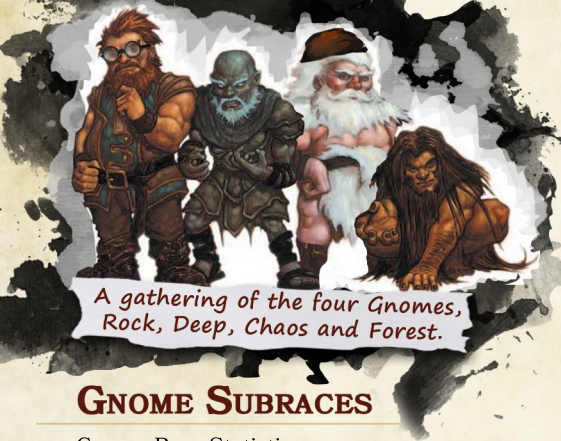
Swim. You have a swimming speed of 30 feet.

Call to the Wave. You know the shape water cantrip. When you reach 3rd level, you can cast the create or destroy water spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Tide's Motion. When you use the shape water cantrip, you can have up to four of its non-instantaneous effects active instead of three.



Genasi are capable of powerful elemental magic



GNOME SUBRACES

Gnome Base Statistics

Ability Score Increase. Your Intelligence score increases by 2.

Size. your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. 60 feet.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Four main subraces of gnomes are found among the worlds of D&D: deep gnomes, forest gnomes, Imago, and rock gnomes.

Choose one of these subraces

REVISED DEEP GNOME

Deep Gnomes survive in domains that are populated by many implacable enemies. The two most dire among these are the kuo-toa and the Dark Elves, who continually seek to drive these gnomes from territory they consider rightfully theirs. To escape from the threats of the underdark, Deep Gnomes have developed many ways to stay hidden in the cavernous darkness. Their skin is rock-colored, most often brown or gray. Their eye color is always a shade of gray, sometimes so dark as to be almost black.

Ability Score Increase. Your Dexterity score increases by 1.

Superior Darkvision. Your darkvision increases to 120 feet.

Stone Camouflage. (SCAG)

Mask of the Deep. You can cast the disguise self spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell. If you are in direct sunlight, enemies have advantage on rolls made to see through your disguise.

Extra Language. You can speak, read, and write Undercommon.

REVISED FOREST GNOME

Forest Gnomes are creatures of nature far more than any of their cousins, and to those rare folks who meet them they can prove to be steadfast allies and delightful companions. They are the one of few gnomes inclined to wear beards and hair very long, and an older male is likely to have a beard that extends to within a few inches of the ground

Ability Score Increase. Your Dexterity score increases by 1.

Natural Illusionist. (PHB)

Speak with Small Beasts. (PHB)

Wilderness Tracker. Forest gnomes are protective of the places they live, and can tell when even a twig is out of place. You gain proficiency in the Nature and Survival skills. You have advantage on Wisdom (Survival) checks made to track a creature in forest, grassland, hill or jungle terrain.

IMAGO (CHAOS GNOME)

Infused with the spirit of chaos, these gnomes are energetic, flamboyant, and charismatic, wearing bright colors and having bright hair and beards. They possess an uncanny luck and have great talent as sorcerers. Colorful cousins of gnomes, they are adventurous; even the most staid among them is prone to wander. Although commonly referred to as chaos gnomes, they call themselves "Imago" (singular and plural).

Ability Score Increase. Your Charisma score increases by 1.

Luck of Chaos. Once per day you can reroll any die roll except a skill check or saving throw of 1. You can choose to do so after you roll the die, but before the DM tells you whether you succeed or fail. You must take the result of the reroll, even if it's worse than the original roll. Also, once per day when an attack hits you, you may force an enemy to roll the attack again. The enemy must take the result of the reroll, even if it's worse than the original roll.

Chaos Magic. When you reach 3rd level, you can cast the chaos bolt spell as a 1st-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

Pandemonium. If you score a critical hit when you make a spell attack using your Chaos Magic trait, you may cast the spell as though it were cast one spell slot level higher. After you

use this trait, any subsequent chaos bolt you cast using your Chaos Magic trait on the same turn may also be cast as though it were cast one spell slot level higher. This can happen multiple times, and the effect is cumulative. (e.g. 1st level to 2nd, 2nd level to 3rd, etc...)

REVISED ROCK GNOME

Rock Gnomes are said to be the most adept at gemcutting of any gnomish race. The industry is pursued with good humor, songs, and bawdy stories to lighten the load, but the humor rarely interferes with the work. Rock Gnomes are also exceptional jewelers, producing fine works of intricate metal to decorate their clothes. Their skin ranges from tan to woody brown, their hair is fair, and their eyes can be nearly any shade. Male Rock Gnomes prefer short, carefully trimmed beards.

Ability Score Increase. Your Constitution score increases by 1.

Artificer's Lore. (PHB)

Tinker. (PHB)

Clockwork Spellcraft. Once per day when you construct a Tiny clockwork device, you may expend one level one spell slot to choose a level one spell you have prepared that requires a saving throw, and imbue the device with that spell. Until the device casts the spell, you may not use that spell slot. The spell only remains potent until you finish a long rest. When the spell activates depends upon which device you build. The spell is always cast immediately in front of the device.

Clockwork Toy: Activates five turns after it is placed down. If the toy is destroyed before then, the spell dissipates.

Fire Starter: Activates when the flame is lit.

Music Box: Activates at the end of the song.

GOBLIN SUBRACES

Goblin Base Statistics (As VGM, -1 Constitution and **Fury of the Small** moved to Wolfraid)

Ability Score Increase. Your Dexterity score increases by 2.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Nimble Escape. (VGM)

Five main subraces of Goblin populate the worlds of D&D: Forestkith, Hoardshine, Indigo, Mountain, and Wolfraid. Choose one of these subraces.

MONKEY GOBLIN (FOREST KITH)

Though they can stand upright, Forest Kith Goblins tend to run and walk on all fours in a manner like primates, perhaps because their arms are longer than their legs. Unlike most goblins, Forest Kith have an ape-like tail for climbing trees. Forest Kith hunt most creatures that travel through their forest territories. In lean times, Forest Kith goblins often plan and execute sophisticated raids on humanoid frontier communities for food, preferring snatch-and-run tactics.

Ability Score Increase. Your Constitution score increases by 1.

Perehensile Tail. You have a tail that allows you to grab and manipulate objects, as well as assist you in climbing and swinging. You can use your tail to interact with items up to 5 lbs as though it were a third hand. You cannot wield weapons or shields with your tail.

Tree Shape. You can use your action to change form into a small tree, or shrub with 10 HP and 14 AC. While transformed you do not need to eat, sleep or breathe, you cannot see, speak, or perform any actions, and your speed becomes 0. You can still hear while transformed. You cannot dismiss this effect, but it ends automatically at sunset or if you take damage.

Treetop Climber. Your tail and natural adaptations to treetop life give you a climb speed of 20. In addition, if you use the Nimble Escape trait to use the hide action while you are hiding in a tree or bush, you have advantage on that roll.

HOARDSHINE GOBLIN

Having emerged less than two centuries from a portal to the Feywild, Hoardshine Goblins greatly resemble other goblins, with yellow, red-brown or green skin and similarly colored eyes. Their behaviour is their greatest difference, as they are more talkative, inventive, and more interested in barter than conquest. A proper market of the Hordeshine Goblin is a sight to behold, rivaling the greatest bazaars of mortal cities for the variety of exotic goods available.

Ability Score Increase. Your Charisma score increases by 1.

Golden Bribe. When you are bartering, bargaining, or dealing with currency and you fail a persuasion roll you may spend

a number of gold coins equal to two times the number you failed by to instead succeed on the persuasion roll. If the failed roll had disadvantage, you must spend a number of gold coins equal to five times the number you failed by.

Binding Deal. Hoardshine goblins have been known to make terrible binding deals with creatures. By using an ink and parchment and spending 1 hour, you can produce a magical document with simple terms and conditions for one good or service in exchange for another, such as 1 week of hard work in exchange for a firstborn son, or the casting of a spell in exchange for their voice. A willing creature that is not compelled by magic may sign the deal and form a contract with you. From that point the deal must be fulfilled. If the deal is broken by either side, a pack of goblins whose number is equal to $2d6$ multiplied by your level will descend upon the deal breaker to force the terms of the deal or met out justice as appropriate. The pack of goblins will use whatever means it has to do this task, including getting aid from others. If defeated, the subject is off the hook. You may only have one contract active at a time.

Immaterial Crystal. You can steal away immaterial things through your binding deal, such as a voice, someone's soul, or a person's lifespan. When they do so the concept materializes as a small jewel worth 5 GP the hoard goblin keeps around. If the jewel is broken, the stolen goods are returned to its owner. Hoard Goblin lairs are filled with countless jewels with countless lost things.

INDIGO GOBLIN

Also called "Blues", these goblins are born different, with strange psychic abilities unlike their kin. Blues support other normal goblins in combat and often are called upon to lead a gang of goblins from the rear into battle. It is not uncommon for Blues to be killed by their own kin out of fear of their powers. As such, Blues are often extremely paranoid.

Ability Score Increase. Your Intelligence score increases by 1.

Mind Shield. You have resistance to psychic damage.

Contact Telepathy. Blues huddle with their goblin gang to coordinate attack plans. You can communicate telepathically with any creature you are touching that can understand you.

Psionic Talent. Objects around you tend to move and fly about. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *catapult* spell as a 1st-level spell once with this trait requiring no material components, and you regain all expended uses when you finish a short or long rest. This increases to twice per short or long rest at 8th level, and three times at level 11.

MOUNTAIN GOBLIN

Small, mischievous, and tinkers by nature, the goblins that live in the mountain ranges of the realms are grey or green-skinned creatures who take glee in pulling tricks on travelers. Unfortunately for the travellers, these tricks generally involve the launching of explosives, avalanches, fire traps, or other tools of mischief. They are smarter and craftier than the average goblin, but no wiser in their use and almost constantly end up within the blast radius of their own explosive devices.



Goblin War party comprised of an Indigo, Wolfraid, and Forestkith.

Ability Score Increase. Your Constitution score increases by 1.

Firepoker. You may use torches as clubs that deal an additional 2 fire damage on hit. Torches you wield gain the light and finesse properties. You may add your proficiency bonus when wielding torches in this way.

Tick, Tick, Boom! You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of scrap metal to construct a Tiny device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it.), when it explodes, or when you use your action to dismantle it; at that time, you can reclaim 1d10 gold worth of scrap. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Goblin. This device is a clockwork goblin soldier with an explosive attached. You may use an action to wind it up and place it on the ground. When placed, the toy moves 5 feet across the ground on each of your turns in the direction it is facing. It makes a shrill laughing noise as it moves. If the toy goblin impacts a creature or object, is destroyed, or walks for 5 turns, it stops, clicks, and explodes in a 5 foot radius dealing 1d4 fire damage to creatures and objects within the sphere.

Inferno Kindler. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. You may also overload the device, causing the fire to increase in size for one minute. The device can be used as a torch while overloaded, after which it is burnt out and unusable. If you roll a 1 on an attack while wielding the device as a torch, it explodes, dealing 1d10 fire damage in a 10 foot radius. Using the device requires your action.

Scrap Grenade. The device is a ball of explosives and scrap metal with a wind up key. You may use an action to wind it up and throw it into an open space up to 30 feet away. Once wound, the ball begins ticking. At the end of your next turn the device explodes in a 5 foot radius dealing 1d4 fire damage and 1d4 piercing damage to anything within the sphere. If the device is destroyed, the ticking stops and the ball does not explode.

Duck! You have resistance to all damage that originates from devices you have constructed.

WOLFRaid GOBLIN

How such a pathetic race such as the Goblins were able to tame the wild and ferocious nature of the worg is beyond any scholars guess, but the goblins who have achieved this feat are known as Wolfraid Goblins. They are amongst the most feared goblin warriors to ever plague the open plains of the realms. Their marauding nature is the bane of civilised humanoid towns. They have green skin and often wear trophies or headdresses to represent their affinity with the wolf.

Ability Score Increase. Your Constitution score increases by 1.

Wolf Raider. Marauder goblins are known for riding their wolves and worgs into battle. You gain proficiency in the animal handling skill. In addition, if you are riding a wolf or worg you have advantage on saving throws made to avoid falling off your mount.

Wild Command. You can use your action to command your mount to take the Attack action. You may use this trait while riding. Your mount will not attack otherwise.

Wolf Tamer. If you are within 1 mile of an arctic, forest, grassland, hill, or mountain environment, you can spend 8 hours to cast find steed using this trait with 1 lb of fresh meat as a material component. Your steed can take no other form than a wolf (MM). Once you use this trait, you cannot use it again until you have finished a long rest.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Wolfraid Goblin, giant wolf, and ice worg stalking prey.

"Gnomes may be mischevious, but one tinkering goblin can turn the whole darn mountain sideways."

- Gimble Bumblebean, Gnome

Goblin Art by Conceptopolis



GOLIATH SUBRACES

Goliath Base Statistics (Same as VGM, except for **Stone's Endurance**, which has been moved to Stoneborn)

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Athlete. (VGM)

Powerful Build. (VGM)

Mountain Born. (VGM)

Six main subraces of Goliath populate the worlds of D&D: Cloudborn, Fireborn, Frostborn, Hillborn, Stoneborn, and Stormborn. Choose one of these subraces.

CLOUDBORN GOLIATH

Descended from the cloud giants, Cloudborn Goliaths feel most comfortable in the highest reaches of the tallest mountains, where the cold and thin air would make it impossible for most creatures to survive. Few Cloudborn Goliaths ever leave their mountain homes, but those that are struck with wanderlust have been known to become captains of renown, or warriors of great strength. Cloudborn have pale tones of grey or blue skin, vibrant blue eyes and walk with a light, almost regal step, compared to the heavy footsteps of most goliaths.

Ancestral Mist. By focusing yourself, you can make the air near you fill with clouds. You can cast the fog cloud spell once with this trait, requiring no material components. You regain the ability to cast it this way when you finish a short or long rest.

Uncloaked Vision. Living in the highest peaks has trained your eyes to see beyond the fog that would mar other's sight. You can see through an area covered in fog or mist as though it were only lightly obscured.

Softened Descent. As you fall, you may use your reaction to make clouds materialize beneath you, slowing your descent. You fall at a rate of 120 feet per round and have resistance to falling damage until the end of your next turn.

Nimbus Resistant. Cloudborn Goliaths can withstand a thunderstorm while inside the cloud itself. You have resistance to thunder damage.

FIREBORN GOLIATH

Owing their fiery hair and skin markings to fire giant ancestors, Fireborn Goliaths are often militaristic and wild, forging tools of war and battling for the right to be the most respected warrior in the clan. Fireborn are at home in both warm and cold climates through a kind of internal heat that sustains them. Most Fireborn have grey, brown, or reddish skin, burning orange or red eyes and feel warm to the touch.

Heatforged Talent. You gain proficiency in either longswords and shields or greatswords, and smith's tools.

Return Fire. When you take fire damage you may use your reaction to absorb some of its elemental essence and use it to incinerate an enemy. You gain resistance to fire damage until the end of your next turn. Also, your next melee weapon attack deals 1d6 additional fire damage on hit. You can use this trait a number of times equal to 1 + your Constitution modifier (minimum 1) per long rest.

Counterflare. When you reach 3rd level, you can cast the hellish rebuke spell as a 1st-level spell once with this trait, and you regain the ability to cast it this way when you finish a short or long rest. Constitution is your spellcasting ability for this spell.



FROSTBORN GOLIATH

Born in the coldest highlands, the progeny of frost giants, Frostborn Goliaths are even among goliaths particularly well suited to extreme cold. The icy, thick white hair and blue-white skin of the Frostborn lends them great resilience to the chill winds of the northlands, and too the beasts and warrior clans that patrol it. When a Frostborn Goliath focuses their energy, their cold skin rapidly hardens up and creates a sharp chill that surrounds its body.

Cold Resistance. Your frost giant ancestry and life in the frigid highlands has given you resistance to cold damage.

Icewalker. You can move across difficult terrain made of ice or snow without expending extra movement.

Glacial Durability. If an enemy within 5 feet of you hits you with a melee attack and you take damage, you can use your reaction to reduce the damage by a number equal to your Constitution Modifier and reduce the enemy's movement speed by 10 feet until the end of their next turn. You can use this trait a number of times equal to 1 + your Constitution modifier (minimum 1) per long rest.

HILLBORN GOLIATH

Standing with a gaping, dripping mouth, and often eating anything that will come close enough, Hillborn Goliaths are the least trusted of goliaths, and are the most common type to leave the tribes, whether by choice or by force. Hillborn Goliaths often find their way to the city to enjoy good food, good company, and a good fight. They have tan or brown skin, dark brown eyes and hair and are known to devour creatures and objects alike.

Universal Digestion. Your hill giant heritage gives you advantage on saving throws against poison and disease. You may also consume most items as though they were food. You can eat 1lb of items per round. For every 4lbs of items you eat, you gain the effects of having eaten 1lb of food and must make a DC 10 Constitution saving throw to not become poisoned until you finish a long rest. You cannot digest magic items.

Dripping Maw. Your ancestry manifests as an unhinged jaw that can open wide and bite deep into your enemy. Your gaping maw is a natural weapon, which you can use to make

unarmed strikes. If you hit with it you deal 1d4 piercing damage and deal additional acid damage equal to your Constitution modifier (minimum 1) instead of the bludgeoning damage normal for an unarmed strike.

Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your Dripping Maw. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

STONEBORN GOLIATH

Sturdy, unwavering, and nigh immovable, Stoneborn are a force to be reckoned with on their homeland in the mountains or any battlefield littered with stones. Their rough, deep gray skin is the sturdiest of all goliaths, and their empty gray-white eyes leave many haunted. Tossing stones at a distance, then rolling large boulders down a mountainside to crush a foe is their favored tactic.

Stonebound Footing. While standing, if you would be pushed or pulled, you may instead move 10 fewer feet in the direction you were being moved. In addition, while standing you have advantage on saving throws against being knocked prone, pushed, pulled, and grappled.

Stone's Endurance. (VGM)

Boulder Toss. If you make an improvised ranged weapon attack with a stone you can lift, you may add your proficiency bonus to that attack. Use your Strength modifier instead of Dexterity for ranged attacks and damage when attacking with a stone. Use the following table to determine how far you can throw a stone, and the damage it deals. Stones above 50 lbs. require two hands to wield- this increases to 150 lbs. at 8th level.

RADIUS IN INCHES	APPROX WEIGHT (LBS)	THROW DISTANCE	DAMAGE
20	600	0/10	2D6
18	500	5/10	1D12
15	300	10/20	1D10
10	150	15/30	1D8
5	50	25/50	1D6
SMALLER	15-45	50/100	1D4

*Stormborn, Stoneborn,
and Fireborn Goliaths
charge down the slope*

STORMBORN GOLIATH

Raised in the chill waters of the northern sea, Stormborn, with their green-tinged hair and solid green eyes often rise quickly through the clan's leadership, and most think themselves superior to all other goliaths. Their bravery in combat is nearly unmatched and Stormborn chieftains will fight alongside their brothers and sisters in battle, leading the charge with speed, and a sword of lightning.

Lightning Quickness. Your base speed is 35.

Storm's Fury. If a creature within 30 feet of you hits you with an attack, you can use your reaction to strike at them with a bolt of lightning. The creature must make a Dexterity saving throw. On a failed save the creature takes damage equal to $1d4 +$ your Wisdom modifier, or half as much on a successful save. The creature has disadvantage on the save if it is wearing metal armor. You can use this trait a number of times equal to $1 +$ your Wisdom modifier (minimum 1) per long rest.

Storming Weapons. If both your hands are free you may use your action to create a weapon made of wind or lightning, it lasts 1 minute or until you dismiss it as a bonus action. You are proficient when using these weapons. You may use your Wisdom modifier for your attacks with these weapons. These weapons do not count as magic weapons for purposes of overcoming resistance. A weapon created using this feature cannot be wielded by another creature and dissipates into mist when a creature tries to do so.

Lightning Sword - Versatile, deals $1d8 / 1d10 +$ your Wisdom modifier lightning damage on hit.

Wind Javelin - Light, thrown (60/120), deals $1d6 +$ your Wisdom modifier thunder damage on hit.

HALFLING SUBRACES

Halfling Base Statistics

Ability Score Increase. Your Dexterity score increases by 2.

Size. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. (PHB)

Brave. (PHB)

Halfling Nimbleness. (PHB)

Four main subraces of Halfling populate the worlds of D&D: Ghostwise, Lightfoot, Stout, and Tallfellow. Choose one of these subraces.



REVISED GHOSTWISE

These wild, and seemingly feral halflings have no name for their own group, but are known as Ghostwise Halflings by outsiders. Most live in areas almost completely cut off from the outside world, forming close knit communities with their kinfolk, due to their strange talents and their uncomfortableness with strangers. The rare few who left these communities often carried a token of some important natural feature in their clan's territory, such as a stone or a vial of water from a stream. Losing one's token was considered a sin and required an act of atonement assigned by the clan leader.

Ability Score Increase. Your Wisdom score increases by 1.

Silent Speech. (SCAG)

Ethereal Sight. The ghosts and monsters of another realm are visible to you. You have vision of the Ethereal plane, Feywild, or Shadowfell for 30 feet around you and can choose to see into it as though it were in dim light. In addition, once per day, you may interact with an object or creature of your choice that is in the plane you can see. This trait does not allow you to shift planes or remove objects from a plane. Choose which plane you can see at the time of character creation.

REVISED LIGHTFOOT

The most common halfling type, the Lightfoot Halfling is found throughout lands that have been settled by humans. They live much as humans do but prefer rural settings and villages to towns and cities. Their crafts tend toward the ordinary and practical: farmers, brewers, millers, innkeepers, weavers, tailors, bakers, and merchants are common in Lightfoot society. Their complexions run the gamut from pale to very dark, with hair color correspondingly blond to black and eyes that are green, brown or hazel.

Ability Score Increase. Your Charisma score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Weightless Step. While you are hidden your footsteps make no noise. In addition traps whose triggers are pressure or weight activated do not activate if you cross them at half your base speed or slower.

REVISED STOUT

Stout Halflings are not as common as their cousins, the Lightfoot, but they are nonetheless a populous and widespread subrace. Preferring underground homes more than other halflings, a Stout will typically live in a fully excavated burrow. Stout burrows typically have round windows and doors, and are somewhat damp. Stouts have sandy red or dirty blonde hair, a ruddy complexion, and are more muscular than any other halfling, with a stockier build. They are the most fond of food of all halflings, and are known to eat seven small meals a day.

Ability Score Increase. Your Constitution score increases by 1.

Stout Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Hearty Supper. You gain proficiency with cook's utensils. During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, cook's utensils, and other supplies on hand. The meal serves up to six people, and each person who eats it gains 2 temporary hit points at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

TALLFELLOW

Tallfellow Halflings are the descendants of a mixed-elf bloodline. They are slightly taller than their cousins, averaging a little over 4' in height. Tallfellows are even more slender and light-boned however, weighing little more than the average Lightfoot. They enjoy the company of elves, and most Tallfellow villages will be found nearby populations of sylvan folk, with a flourishing trade between the two peoples.

Ability Score Increase. Your Intelligence score increases by 1.

Schooled Language. Tallfellows spend years studying their elven heritage and reading old works. You can speak, read, and write Elvish.

Honed Shooter. You gain proficiency in slings and spears. When using a sling or spear, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Keen Senses. You have proficiency in the Perception skill.

The three "echoes" of the Material Plane.



Two Tallfellows scouting the outskirts near camp.

HOBGOBLIN SUBRACES

Hobgoblin Base Statistics (VGM -1 Intelligence.)

Ability Score Increase. Your Constitution score increases by 2.

Size. Your size is Medium.

Darkvision. 60 feet.

Martial Training. You are proficient with two martial weapons of your choice and with light armor.

Saving Face. (VGM)

Three subraces of Hobgoblin populate the worlds of D&D: Brightnose, Koalinth and Sunscorch. Choose one of these subraces.

BRIGHTNOSE HOBGOBLIN

Hobgoblins are sometimes born with bright red or blue noses. This attribute is thought to be a sign of potency and potential. Blue- and red-nosed hobgoblins receive preferential treatment, and as a result they occupy most of the leadership positions in hobgoblin society.

Ability Score Increase. Your Charisma score increases by 1.

Last-Ditch Effort. A Brightnose has to defend its rank against many competitors, and this constant duelling has honed your reflexes to sharpen when the end of the fight draws close. When you are first bloodied, you gain +1 AC and have advantage on Dexterity saving throws for 1 minute. Once you use this trait, you cannot use it again until you have finished a long rest.

SUNSCORCH HOBGOBLIN

Ancient priests of the Sunscorch tribe of hobgoblins developed divine rituals that allowed them to take on draconic characteristics. The original tribe has long since disappeared, but the traits created by these rituals linger in the hobgoblin race. Sunscorch Hobgoblins appear much like their fellows, except for their brilliant azure eyes. The birth of a sunscorch hobgoblin is considered a powerful omen. When a sunscorch hobgoblin isn't leading a warband or tribe, he is likely the voice of wisdom behind its leader.

Ability Score Increase. Your Intelligence score increases by 1.

Dragon's Adaptations. You're acclimated to high temperatures, and you have resistance to fire damage. You're also naturally adapted to hot climates, as described in chapter 5 of the Dungeon Master's Guide.

Wyvern's Wit. Sunscorch Hobgoblins display exceptional cunning and patience, but often share the vanity of blue dragons. You are proficient in the Deception skill. You can also speak, read, and write Draconic.

KOALINTH (SEA HOBGOBLIN)

Sleeker than their ground-dwelling cousins, Koalinth have webbed fingers and toes, and they have gill slits in their necks. Their skin is light green and covered with patches of dark green, aqua, or blue hair. Their faces have been compared to seals', and large male koalinth have enlarged noses like elephant seals. Male koalinth also share the aggressive behavior and loud bellow of elephant seals.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Water Adapted. You can breathe air and water, and have a swimming speed of 30 feet.

Underwater Wrestler. You have advantage on all Strength checks and saves while you are submerged.



Hobgoblins engage in an all-out counter attack.

KENKU SUBRACES

Kenku Base Statistics (Same as VGM except **Kenku Training** and **Expert Forgery**, which have been moved to Snatchbeak.)

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

Size. Your size is Medium.

Speed. Your base speed is 30 feet.

Mimicry. (VGM)

Three subraces of Kenku populate the worlds of D&D: Harrowfeather, Shroudeye, and Snatchbeak.

Choose one of these subraces.

HARROWFEATHER KENKU

Those who know of them call them Harrows. The Harrowfeather, scour the battlefield for a greater purpose. No one knows who or what drives them to the grisly life of a reaper, but all who are born of the Harrowfeather commit themselves to the mirthless duty of ensuring that those who die stay that way. They see their duty as most honorable and tenaciously hunt the undead. They rely on their medical expertise to save the living from disease as they believe that those who die of disease will carry their illness into the afterlife. Most Harrowfeathers wield a sickle or scythe, and it is a ghastly sight to be on the other side of a Harrowfeather's cleave. Some say a Harrowfeather's scythe can steal the very essence of a creature's soul.

Plague Doctor. You are proficient in the History and Medicine skills. You also have advantage on saving throws against diseases.

Reaper of the Crop. You are proficient with sickles and scythes (glaives). You may also use these weapons as a spellcasting focus for any class that uses one.

Final Words. You can mimic the words of the dead much like you can the living. You can use an action to touch a corpse that is not undead and speak the last sentence they spoke in a perfect imitation.

Marked for Death. Once per short or long rest, when you are within 15 feet of a creature that is bloodied you may use your bonus action to mark it for death, surrounding it with an aura of dark energy. The marked creature can not gain hit points while within 25 feet of you, and if you would reduce the creature's hit points to 0 while within 25 feet of the creature, it dies. Constructs are unaffected by this trait.



A Harrowfeather and Shroudeye

SHROUDEYE KENKU

Shroudeyes are wanderers, rarely staying in one city for more than a few days, collecting trinkets from the far off lands they visit. They fortell ill-omens in the hope that some may avoid their grim fates. Because of this, they are often associated with that which they predict, and called "Harbingers of Disaster". Likewise, many are afraid to associate with them for fear they may discover something they do not wish to know. They pay close attention to actions others take, as if studying every person they meet. These wandering fortune-tellers learn more of someone than their fortunes reveal.

Oracle. You are proficient in the Arcana and Religion skills.

Eye of Omens. You know the guidance cantrip. Once you reach 3rd level, you can cast the animal messenger spell on a bird once with this trait as a 2nd-level spell. Once you reach 5th level, you can cast the augury spell once with this trait as a 2nd-level spell, and you regain the ability to cast these spells this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Bird's Eye View. Through sounds and gestures, you can communicate simple ideas with Small or smaller birds. Also, when you are within 25 feet of a non-hostile Small or smaller bird you can see, you may use your action to point at it and see through that bird's vision, blinded to your own. The effect ends if the bird flies more than 50 feet away from you, and you may end the effect by using your bonus action.

SNATCHBEAK KENKU

Snatchbeak, the most common type of kenku, are often seen living in large cities acting as vagabonds and petty criminals, this is in part due to their namesake, their beaks, which allow them to swiftly snatch away most items in an instant. As such, Snatchbeak Kenku are occasionally turned away from wealthy establishments where thievery is a rampant problem. Many Snatchbeaks make an easy living serving as messengers, spies, and lookouts for thieves' guilds, bandits, and other criminal cartels.

Kenku Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.

Expert Forgery. (VGM)

Snatchbeak. You may use your beak to make Dexterity (Sleight of Hand) checks.

Dark Feathers. You can take the Hide action as a bonus action whenever you are in dim light or darkness.

KOBOLD SUBRACES

Kobold Base Statistics (Same as VGM, except **Grovel, Cower and Beg**, which has been moved to Lickspittle Kobold.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score is reduced by 2.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity.

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Three subraces of Kobold populate the worlds of D&D: Lickspittle, Dragonwrought, and Pitstalker. Choose one of these subraces.

DRAGONWROUGHT KOBOLD (URD)

You were born a Dragonwrought Kobold, proof of your race's innate connection to dragons, and through a gruelling rite of passage awoke your powers. A kobold who undergoes this rite must first endure nine days of fasting. Immediately thereafter, they must enter a deep trance that lasts for 24 hours. When the rite is complete, their scales harden, wings sprout from its back and a sorcerous talent is awoken deep within.

Ability Score Increase. Your Constitution score increases by 1.

Hardened Scales. You have tough, dragon-like scales that reflect the light around you. While you are not wearing any armor, your Armor Class equals 7 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Dragon's Blast. Different colors of Urd find a different sorcerous talent is awoken through the rite. You know the produce *flame*, *acid splash*, or *frostbite* cantrip. Intelligence is your spellcasting ability for this spell.

Wrought Wings. You gain a flying speed of 30ft. You can fly only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. You cannot fly if you are encumbered, wearing medium or heavy armor, or a backpack not specially tailored to your wings.

A Dragonwrought Kobold leads a pack of his lesser kin into the fray

*"The dragon scale toughens our skin.
The dragon bone adorns our skull.
The dragon heart flames our sorcery."
—Ancient Urd Saying*



LICKSPITTLE KOBOLD

Being consistently underestimated is seen as a gift for the Lickspittle—one they have taken advantage of for generations. Kobolds are intimately aware of both their shortcomings and their strengths. If the biggest hurdle a kobold faces is their lack of strength, then that's no obstacle at all. The moment a kobold accepts its physical weakness, the more powerful it can become through means other than brute force. In the world they occupy, kobolds are often bullied and enslaved by larger creatures. Lickspittle Kobolds tend to take to this role, starting at the bottom rung of society and climbing up slowly and carefully, making the most out of what little they are given.

Ability Score Increase. Your Charisma score increases by 1.

Grovel, Cower, and Beg. (VGM)

Little Jester. You have learned to swallow your pride and survive by groveling, placating, and amusing the powerful. You gain proficiency in the performance and deception skills. You may also use your Grovel, Cower, and Beg trait when dealing with important individuals. For one minute you and any allies that can see and hear you gain advantage on performance, persuasion, and deception rolls against non-hostile creatures of a higher status than the members your party.

Emergency Retreat. When you are below your maximum hit points and you take damage or an opponent's attack misses you, you can use your reaction to move up to half your move speed. This movement doesn't provoke attacks of opportunity.

The weak, tiny Kobold, is deadly in numbers, and I'll often see packs cooperating to hunt larger prey, or fighting each other for the meat.

—Valric Elwain, Elf Strategist



PITSTALKER KOBOLD

Among Pitstalkers, traps are an art form. Few artisans are as obsessed with the minute details of their work as a master kobold trapmaker. Kobolds rarely indulge in creativity over function, but exceptions are made for a cunning trap. They find ingenious ways to incorporate bizarre spells, technological advances, and unexpected twists into their traps. They are also known to carve complex tunnels in caves they inhabit, becoming gauntlets of ever more intricate and elaborate traps.

Ability Score Increase. Your Intelligence score increases by 1.

Expert Tunneler. As a Pitstalker, you are naturally suited to digging. You gain a burrow speed of 5. The holes you normally dig are about three feet in diameter. Burrowing through solid rock or most buildings instead takes 10 minutes per 5 feet and requires a pickaxe or similar tool.

Naturally Stealthy. Kobolds often try to hide behind their larger allies for survival. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Trapcrafting. You have advantage on rolls made to create or to disarm traps. In addition, when a trap you have built is activated, add +2 to the DC of any saving throw to avoid or resist its effects. Once per day you may use one spell slot to create a trap that casts one spell you have prepared that requires an attack roll or a saving throw. The spell only remains potent until you finish a long rest.

Ruins littered with kobold spike-traps.



ORC SUBRACES

Orc Base Statistics (Same as VGM, except -1 Strength)

Ability Score Increase. Your Strength score increases by 2, your Constitution score increases by 1, and your Intelligence score is reduced by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Aggressive. (VGM)

Menacing. (VGM)

Powerful Build. (VGM)

Four main subraces of Orc populate the worlds of D&D: Grey Orc, Mountain Orc, Orog, and Thayan Orc.

Choose one of these subraces.

GRAY ORC

Gray Orcs are nomads. They are less bestial looking than their mountain dwelling cousins, and have gray skin. They dwell in remote, desolate corners of the realms and eke out a meager existence, traveling routes between campsites and caves as the seasons change. Although gray orcs are comfortable with the savage life of the barbarian, they tend to be more calm and collected than northern orcs, focusing their rage and hatred inward. This allows them to excel as clerics of the warlike orc deities. Gray Orcs are zealots, and the word of their tribal clerics is law. Clerics from other tribes are usually viewed as heretics, despite the fact that both tribes likely worship the same deity.

Pious. You gain proficiency in the Religion skill.

Bloodfury. The scent of your blood in the heat of a battle enrages you. While you are below half your maximum hit points you may use your bonus action to fly into a fury until the end of your turn. While furious, when you hit with a melee weapon attack, you may deal additional weapon damage equal to your Constitution modifier and regain half that many hit points. Once you use this trait, you can't do so again until you finish a short or long rest.

Horde Vengeance. If you make a melee attack against a creature who reduced a player-controlled ally or an orc, or goblinoid, to 0 hit points last turn, you may become furious while making that attack roll regardless of your hitpoint total and without expending Bloodfury.

Orcs are often unwelcome in towns and cities, leading some orcs to return to the tribe they had once left behind.

MOUNTAIN ORC

A Mountain Orc is quite obviously a monstrous creature to most of the civilized folk of the realms. Standing at seven or more feet in height, they have stocky, powerful necks, and their bestial heads seem to sit directly on their massive shoulders. Their eyes are always a deep shade of red or green, and their faces are dominated by porcine snouts and large tusks. Mountain orcs often weave braids and tiny bones into their thick matted hair, which is usually black. They are far from the cleanest race on Faerûn and delight in decorating their bodies with scars and warpaint.

Musclebound. You gain proficiency in the Athletics Skill. Your proficiency bonus is doubled for any Strength (Athletics) ability check you make to initiate, maintain, or break free of a grapple.

Overwhelming Strength. When you are grappling a creature and you succeed on the athletics contest by a margin of 5 or greater the grappled creature is also restrained while being grappled by you.

Charging Pin. When you use your bonus action to move as a part of the Aggressive trait, as a part of that bonus action you may try to pin a creature that is large or smaller in your path. Make an athletics contest with the creature. If you succeed, you crash into the creature. Both of you are knocked prone. The creature is also grappled and takes bludgeoning damage equal to 1d6 + your Strength modifier, increasing to 1d8 and 1d10 at levels 8 and 11. On a failed contest you miss and land prone 10 feet past the creature.

OROG (UNDERDARK ORC)

Having emerged from the depths of the underdark, Orog are highly disciplined, straightforward, and almost entirely unafraid of danger. They are also known to be talented smiths. Over the centuries, orogs have mastered the art of forging armor and weapons from the strange ores found in the Underdark. They favor half-plate and full plate armor, which are typically adorned, with armor spikes. Orog weapons are covered with a multitude of hooks, spines, and redundant cutting edges. An orog rarely goes anywhere without being fully armed and armored. Their armor and weapons rival the power and effectiveness, if not the grace and finesse of the great dwarf and elf smiths.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Deep Denizen. Orog have seen true fear in the depths, and chose to charge into it, not away. You may choose to instead succeed on one failed saving throw against being frightened. Once you use this trait, you can't do so again until you finish a long rest.

Darkforged. Orog train from an early age at their tribal forges. You are proficient in smith's tools. In addition, when using your smith's tools to craft a weapon or piece of armor you may increase the cost of the item by 25 gp to add hooks, sharp edges and spikes to the crafted item. Creatures that are not Orog are not proficient in using this equipment. You may craft the following equipment.

Serrated Armor. While wearing serrated armor that you are proficient in, when you use the Attack action to grapple a creature, or when a creature attempts to escape your grapple, the creature takes piercing damage equal to half your proficiency bonus if your grapple check succeeds.

Rending Weapon. If you have advantage on an attack roll with a rending weapon you are proficient with, you may choose to forgo the benefit of the advantage to attempt to rend a creature with the jagged edges of your weapon. If you hit, reduce your opponent's walking speed by 10 feet. When a rended creature walks, they take 1 piercing damage for every 5 feet they move. Other forms of movement (fly, burrow, swim, etc.) aren't affected. The speed reduction ends when the target receives a DC 12 Medicine check, receives healing, or after 24 hours whatever comes first. A rending attack does not slow creatures that are immune to piercing or slashing damage.

NEO-OROG (THAYAN RED ORC)

A few demented wizards tried to create their own race of orcs, as violent but loyal slaves. Unnaturally splicing Orog, Orcs, and Ogres, they created a creature unlike any natural born orc. They emerge from a sac fully grown and are always sterile. Neo-Orog are living weapons bred as elite shock troops. They are stronger than almost any other orc, and their skin is dark, mottled red, and eyes a deep yellow. Very few independent groups of them exist, and most who do escape their masters become chaotic mercenaries, or hired muscle.

War Caller. If an ally within 30 feet of you reduces an enemy creature's hit points to 0, you may use your reaction to shout, invigorating your nearby allies. Up to six allies you choose within 30 feet of you have advantage on all Strength, Dexterity, and Constitution saving throws, as well as saving throws against Death until the end of your next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

Brunt Offensive. You are a weapon of war, swinging with massive force, knocking back your foes. When wielding a heavy weapon, you can choose to take disadvantage on a melee attack roll to gain an additional 1d6 weapon damage on hit. If you hit and the creature you hit is huge or smaller, you may push the creature up to 10 feet away from you. If you already have disadvantage on an attack, you may not use this trait.

Topple the Mighty. When you score a critical hit with a heavy melee weapon against a huge or smaller creature, you may choose to strike the creature to the ground. The creature must make a Dexterity saving throw equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone. A small or smaller creature automatically fails the saving throw.

A newborn red Thayan Orc, born fully formed. The result of a wizard's twisted experiment.



YUAN-TI SUBRACES

YUAN-TI TRAITS

Ability Score Increase. Your Charisma score increases by 2.

Age. Yuan-ti hatch from eggs and reach adulthood by age 12. Most yuan-ti live about 80 years, but some live up to 120 years.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

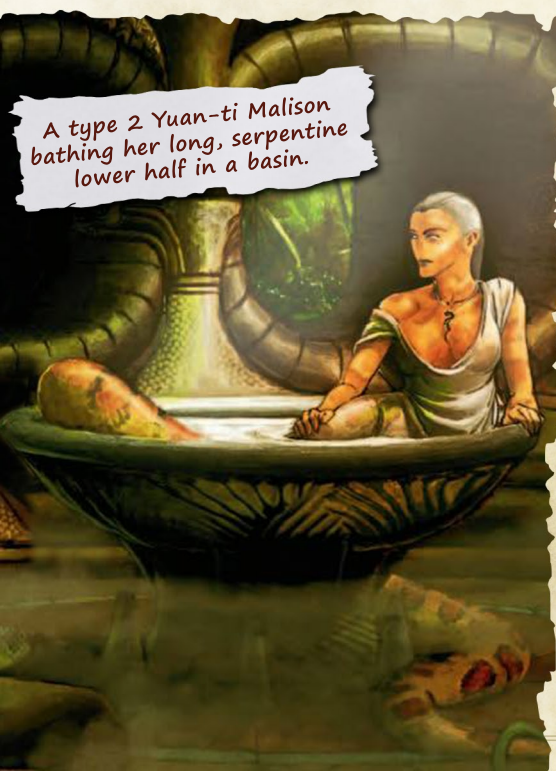
Darkvision. 60 feet.

Poison Immunity. You are immune to poison damage and the poisoned condition.

Innate Spellcasting. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak read and write common, abyssal and draconic.

Subrace. Several subraces of Yuan-ti populate the worlds of D&D, the two most similar to humans are presented here. Choose one of the following.

A detailed illustration of a Yuan-ti Malison, a humanoid snake hybrid, sitting in a large, ornate stone basin filled with water. The creature has a human-like upper body with a white and green patterned tunic, and a long, thick, scaly serpentine lower body that is partially submerged in the water. The background shows a dark, cavernous environment with stone walls and a large, arched opening. A small, glowing red gem or object lies on the ground near the basin.

A type 2 Yuan-ti Malison
bathing her long, serpentine
lower half in a basin.

YUAN-TI MALISON

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Shapechanger. You can use your action to polymorph into a medium snake, or back into your true form. Your statistics are the same in each form, except your snake form's AC is equal to 11 + your Dexterity modifier. Any equipment you are wearing or carrying isn't transformed. While transformed, your fanged mouth is a natural weapon, which you can use to make unarmed strikes. If you hit with it you deal 1d4 piercing damage and the creature must make a Constitution saving throw or take 2d6 poison damage. The damage increases to 3d6 at 6th level, 3d8 at 11th level, and 4d8 at 16th level. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

Serpentine Feature. You are a humanoid snake hybrid, and it is immediately clear to anyone who sees you. Each feature grants you a different bonus. Your snake-like feature is one of the following types:

Type 1: Human body with snake head. You do not have to be transformed to use your natural weapon, but the poison deals half damage.

Type 2: Human head and upper body with a serpentine lower body instead of legs. Your walking speed increases by 5 feet. You may use your tail to grapple a creature without requiring a free hand.

Type 3: Human head and body with snakes for arms. You do not have to be transformed to make unarmed strikes with your natural weapons, but the poison deals half damage. If you are grappling a creature you may use your bonus action to make an attack using your natural weapon. Your snake arms wield most weapons with disadvantage, and you have disadvantage on sleight of hand checks. You may perform somatic components with the snakes.

REVISED YUAN-TI PUREBLOOD

Ability Score Increase. Your Intelligence score increases by 1.

Pureblood Spellcasting. You know the *poison spray* cantrip. Charisma is your spellcasting ability for this spell.

Adaptive Resistance. When you are targeted by a spell or caught within the area of effect of a spell, as a reaction you may toughen yourself to magical energy. You have advantage on the next saving throw you make against a spell or other magical effect.

DRAGONBORN VARIANTS

BLACK/COPPER REVISED BREATH

Your breath weapon is a 5 by 30 ft. line (Dex. save) which deals Acid damage. If a creature fails its saving throw by 5, it also is corroded by your acid. At the end of each of its turns, the target repeats the saving throw. It takes 1d4 acid damage on a failed save, and the effect ends on a successful one. If the creature fails 3 saves consecutively, it is also blinded until it succeeds a saving throw.

BLUE/BRONZE REVISED BREATH

Your breath weapon is a 5 by 30 ft. line (Dex. save) which deals Lightning damage. If a creature fails its saving throw, it can't take reactions until the start of its next turn. If there is only a single creature in your line, and that creature fails its saving throw by 5, it is also stunned until the start of its next turn.

BRASS/GOLD/RED REVISED BREATH

Your breath weapon is a 15 ft. cone (Dex. save) which deals Fire damage. If a creature fails its saving throw by 5, the creature (or a part of it) also lights aflame. A burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 1d6 fire damage on a failed save, and the effect ends on a successful one.

GREEN REVISED BREATH

Your breath weapon is a 15 ft. cone (Con. save) which deals Poison damage. If a creature fails its saving throw by 5, it is also poisoned. At the end of each of its turns, the target repeats the saving throw. The effect ends on a successful one.

SILVER/WHITE REVISED BREATH

Your breath weapon is a 15 ft. cone (Con. save) which deals Cold damage. If a creature fails its saving throw by 5, the creature is covered in a frost, and their movement speed is reduced by half. At the end of each of its turns, the target repeats the saving throw. The effect ends on a successful one.

FIRBOLG VARIANTS

Firbolg clans organize themselves by their natural affinity with certain animal spirits. You may replace your **Firbolg Magic** and **Hidden Step** traits with any of the following.

BLOODBEAR

With the ability to transform into the shape of a fearsome beast, the firbolg bloodbear is a reckless and savage opponent. Diving into the middle of combat, the firbolg bloodbear concentrates on one foe, and fights recklessly until it can transform into its bloodbear form. Then it acts like a berserk dire bear, only stronger, tougher, and more fearsome.

Bloodbear Transformation. Once per long rest, When you are first bloodied, you regain a number of hit points equal to half your level. You also gain the features of a humanoid-bear hybrid for 10 minutes. You gain natural bite and claw weapons, which deal 1d6 piercing damage, and a climb speed of 30 for the duration. Your claws are finesse weapons.

Scent of Prey. As an action you may track a bloodied foe. Until the end of your next turn, one bloodied foe of your choice within 30 feet is marked, granting you advantage on your next melee weapon attack roll against the marked creature. In addition, the marked creature cannot benefit from invisibility or obscurement.

GHOSTRAVEN

From on high, this firbolg shapechanger glides into battle in its terrifying spectral form. The firbolg Ghostraven calls down dark fates on the enemy, and has affinity with the raven spirits of the Shadowfell. A firbolg Ghostraven can fly in the darkness and it does so mostly to avoid dangerous enemies, terrain, and hazards.

Ghostraven Transformation. Once per long or short rest, while you are in dim light or darkness, as an action you may briefly become ghost-like until the end of your next turn, gaining a flying speed of 30 feet, and the ability to move through any creatures space. While in this form, your movement does not provoke attacks of opportunity. Attacking or casting a spell ends this effect early.

Ban of the Raven. Once per long rest, as an action you summon raven spirits to distract one creature within 30 feet, who must make a Wisdom saving throw. On a failed save, rolls against the target can score critical hits on rolls of 19–20, and the target takes an additional 1d6 necrotic damage from a critical hit. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself, and dissipating the spirits on a success. The save DC is equal to 8 + your Wisdom Modifier.

PRIMALSTAG

Primalstag Firbolgs respect strength and forthrightness, endurance and skill. They allow others to join in Wild Hunts, which often include the entire clan and a group of animals trained to defend the warriors of the clan.

Stag's Leap. You may use your bonus action to make a standing long jump. Your movement doesn't provoke attacks of opportunity while jumping in this way.

Primal Defenses. Up to twice per short or long rest, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon Attack.

When you do so, the damage you take from the Attack is reduced by a number equal to 1d4 + your Dexterity modifier + your proficiency bonus.

At levels 5, 8, 11, and 16, the reduction increases to 1d6, 1d8, 1d10, and 1d12.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, make any ranged Attack you make with the missile with proficiency, regardless of your weapon proficiencies.

REVISED VARIANT HUMAN

Instead of the PHB variant human traits, you may replace the standard human's **Ability Score Increase** with all of these traits.

Ability Score Increase. One ability score of your choice increases by 2, and two other ability scores of your choice increase by 1 each.

Human Versatility. You gain proficiency with one set of tools, one melee weapon, and one simple or special ranged weapon. You can speak, read, and write one extra language of your choice.

Inborn Prowess. Many humans are trained to excel in one role. Choose one of your skill proficiencies and one of your proficiencies with a set of tools or an instrument. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. The skill or tool you choose must be one that is not already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Three firbolg clansmen— a Bloodbear, a Primalstag and a Ghostraven prepared for an onslaught in a frigid wasteland.



HUMAN ETHNICITIES

The following are variant human templates based upon the ethnic groups listed in the 5e PHB.

CALISHITE

Tool & Expertise. Potter's tools, Perception

Weapons. Scimitar, Shortbow

Language. Elven

CHONDATHAN

Tool & Expertise. Navigator's tools, Intimidation

Weapons. Longsword, Net

Language. Goblin or Orc

DAMARAN

Tool & Expertise. Cartographer's tools, Religion

Weapons. Spear, Light Crossbow

Language. Dwarven

ILLUSKAN

Tool & Expertise. Navigator's Tools, Survival

Weapons. Battleaxe, Light Crossbow

Language. Giant

MULAN

Tool & Expertise. Alchemist's tools, Arcana

Weapons. Quarterstaff, Shortbow

Language. Sylvan

RASHEMI

Tool & Expertise. Leatherworker's tools, History

Weapons. War Pick, Net

Language. Primordial

SHOU

Tool & Expertise. Calligrapher's tools, Insight

Weapons. Shortsword, Shortbow

Language. Elven

TETHYRIAN

Tool & Expertise. Smith's tools, Athletics

Weapons. Longsword, Shortbow

Language. Draconic, Dwarven, or Elven

GRUNG VARIANTS

Grung Base Statistics

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

Arboreal Alertness. You have proficiency in the Perception skill.

Size. Your size is Small.

Speed. Your base walking speed is 25 feet, and you have a climbing speed of 25 feet.

Amphibious. You can breathe air and water.
Poison Immunity. You're immune to poison damage and the poisoned condition.

Poisonous Skin. (One Grung Above)

Standing Leap. Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Water Dependency. (One Grung Above)

If a creature fails its saving throw by 5, a creature poisoned by a grung can suffer an additional effect that varies depending on the grung's skin color. You may add one of the following effects to your **Poisonous Skin**. The effect lasts until the creature is no longer poisoned.

BLUE SKIN

Blue grungs are artisans, craftsmen, and serve in other domestic roles in the tribe.

Blueskin Poison. The poisoned creature must shout loudly or otherwise make a loud noise at the start and end of its turn.

GOLD SKIN

Gold grungs hold the highest leadership positions. A tribe's sovereign is always a gold grung.

Goldskin Poison. The poisoned creature is charmed and can speak Grung.

GREEN SKIN

Green grungs are the tribe's warriors, hunters, and laborers.

Greenskin Poison. The poisoned creature's walking speed is reduced by 5, and it must jump during its turn.

ORANGE SKIN

Orange grungs, are elite warriors that have authority over all lesser grungs.

Orangeskin Poison. The poisoned creature is frightened of its allies unless it can also see an opponent.

PURPLE SKIN

Supervising and guiding are the purple grungs, which serve as administrators and commanders.

Purpleskin Poison. The poisoned creature feels a desperate need to soak itself in liquid or mud. Any movement, except towards a body of liquid or mud, if one is in sight, counts as difficult terrain.

RED SKIN

Red grungs are the tribe's scholars and magic users. They are superior to purple, blue, and green grungs and given proper respect even by grungs of higher status.

Redskin Poison. The poisoned creature must eat if food, or what it deems to be food, is within reach.



LIZARDFOLK VARIANTS

Lizardfolk Base Statistics (As VGM)

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

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Bite. Your fanged maw is a natural weapon, which deals piercing damage equal to $1d6 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

Cunning Artisan. (VGM)

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Hunter's Lore. (VGM)

Natural Armor. When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. A shield's benefits apply as normal while you use your natural armor.

Hungry Jaws. (VGM)

BLACKSCALE

Replaces your **Ability Score Increase**, **Cunning Artisan**, and **Hold Breath** traits. **Ravenous Maw** amends, but does not replace your **Bite** trait.

Altered Base Statistics. You do not gain a swimming speed.

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

A roving band of Lizardfolk, two Greenscales, a Blackscale, and a Poison Dusk.

Ravenous Maw. Your bite instead deals piercing damage equal to $1d8 + \text{your Strength modifier}$. If you hit a medium or smaller creature with your bite attack on your turn, you can use a bonus action to attempt to grapple the target. Grappling in this way does not require a free hand.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

POISON DUSK

Replaces your **Ability Score Increase** and **Hungry Jaws** traits. **Poisonous Maw** amends, but does not replace your **Bite** trait.

Altered Base Statistics. Your size is small.

Ability Score Increase. Your Constitution, Dexterity and Intelligence scores each increase by 1.

Poisonous Maw. Your bite instead deals piercing damage equal to $1d4 + \text{your Dexterity modifier}$, and the creature must make a Constitution saving throw or take $2d6$ poison damage. The damage increases to $3d6$ at 6th level, $3d8$ at 11th level, and $4d8$ at 16th level. The DC for this saving throw equals $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$.

Color Shift. If you have moved 0 feet this turn, as a bonus action you may alter your colors to blend in to your surroundings. As long as you remain in place, or move slower than half your walking speed on each of your turns, you have advantage on Dexterity (Stealth)

checks to hide in terrain that matches your color.



TIEFLING VARIANTS

Tiefling Base Statistics

Ability Score Increase. Your Intelligence score increases by 1, and your Charisma score increases by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. (PHB)

Some tieflings can trace their heritage back to a specific demon lord. You may also replace your **Infernal Legacy** trait with any of the following.

LEGACY OF DRAGON

From dark depths your bloodline rose and in the minds of the surface-dwellers, madness came in like a storm on the waves. You have sharp teeth, and your horns are small tentacles.

Deep One's Legacy. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *fog cloud* spell once per day. Once you reach 5th level, you can also cast the *crown of madness* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF GRAZ'TZ

You are a result of the demon prince's penchant for taking many lovers. You can force the minds and senses of the creatures around you to break to your seductive appearance and will.

Prince's Legacy. You know the *friends* cantrip. Once you reach 3rd level, you can cast the *charm person* spell once per day. Once you reach 5th level, you can also cast the *enthrall* or *suggestion* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF LOITH

The drow and driders are not the only progeny of the dark queen. You are the dark proof. You have two spider-like legs sprouting from your back and may have additional round, black eyes, or other spider-like features.

Spider Queen's Legacy. You can move as if you are always under the effects of the *spider climb* spell. Once you reach 3rd level, you can also cast the *web* spell once per day. Charisma is your spellcasting ability for this spell.



LEGACY OF ORCUS

With a somewhat more bestial look than an average tiefling, and a power that arises from the abyss itself, you can usher creatures towards their demise swiftly.

Abyssal Legacy. You know the *toll the dead* cantrip. Once you reach 3rd level, you can cast the *inflict wounds* spell once per day. Once you reach 5th level, you can also cast the *speak with dead* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF PALE NIGHT

The mother of demons has spawned many underlings, minions, and children from her tower in the abyss. Some of her blood is within your veins, giving you otherworldly power, and making your body partially translucent.

Night Mother's Legacy. You know the *chill touch* cantrip. Once you reach 3rd level, you can cast the *silence* spell once per day. Once you reach 5th level, you can also cast the *gaseous form* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF ZUGGTMOY

Fungi sprout from your skin that would harm or kill outright any other creature, and you can control them like a part of your body.

Fungal Legacy. You know the *infestation* cantrip. Once you reach 3rd level, you can cast the *ray of sickness* spell once per day. Once you reach 5th level, you can also cast the *barkskin* or *ray of enfeeblement* spell once per day. Charisma is your spellcasting ability for these spells.

RACIAL FEATS

ASCENDING CLAWS

Prerequisite: Aarakocra

While you are flying, you may grapple and lift into the air a small or smaller creature with your talons. Grappling this way does not require a free hand, and you may use your arms normally while grappling this way. You have disadvantage on all attempts to grapple a creature in this way, or to maintain a grapple with your talons.

BIRD OF PREY

Prerequisite: Aarakocra

You have advantage on Wisdom (Perception) rolls involving sight while flying above 100 feet. In addition, while you are flying above an altitude of 100 feet, you may dive at a foe you can see up to 100 feet away as an action, and make a weapon attack or unarmed strike that deals an additional 1d6 weapon damage, increasing to 2d6 and 3d6 at levels 9 and 16.

BURSTING BREATH

Prerequisite: Dragonborn

You may use your breath weapon to shoot a ball of energy from your mouth that explodes violently in an area of effect blast. It has a range of 60 and the explosion has a radius of 10.

RENEWED BREATH

Prerequisite: Dragonborn

Your breath weapon gains the Recharge 6 feature. At the start of each of your turns, roll a d6. If the roll is 6, you regain the use of your breath weapon. The ability also recharges when you finish a short or long rest.

MASTER OF THE FORGE

Prerequisite: Dwarf

You can create masterwork weapons and armor when forging an item. A masterwork item costs five times as much as an ordinary item of its type and has the following properties, unless it is a magical item. You may have up to three masterwork items crafted at a time.

Masterwork Weapon. You have +1 on attack rolls made with a masterwork weapon.

Masterwork Armor. Light masterwork armor is hardened and gains +1 AC. Medium masterwork armor does not produce as much noise, you do not have disadvantage on Stealth rolls. Heavy masterwork armor grants advantage on checks or saves made to stay standing, or to resist being pushed.

POISED STEPS

Prerequisite: Elf or Halfling

You may use your bonus action to walk with a serene grace. Until the end of your turn, you can move across non-magical difficult terrain without expending extra movement.

ONE WITH THE ELEMENTS

Prerequisite: Genasi

Once per short or long rest, as an action your body and any items you are wearing transform into a pure elemental form until the end of your turn. While in this form, you can move through the space of any creature, and gain additional benefits, depending upon your elemental manifestation. While in this form, your movement does not provoke attacks of opportunity.

Air. Your body becomes a gust of wind, flying along the breeze. You gain a flying speed of 50 feet. If you pass through a creature's space, the creature must make a Dexterity saving throw or be pushed 10 feet in the direction you were moving.

Earth. Your body becomes a pile of loose rubble rolling underfoot. If you pass through a creature's space, the creature must make a Dexterity saving throw or fall prone and take 1d6 bludgeoning damage.

Fire. Your body becomes a blazing fire, running across the ground. If you pass through a creature's space, the creature must make a Dexterity saving throw or take 2d6 fire damage, or half as much on a successful saving throw.

Storm. Your body becomes a ball of energy crashing through the air. You gain a flying speed of 25 feet. If you pass through a creature's space, the creature must make a Dexterity saving throw or take 1d8 lightning damage and it can't take reactions until the start of its next turn.

Water. Your body becomes a puddle of blue liquid seeping across the floor. You gain a swim speed of 50, resistance to bludgeoning, slashing and piercing damage, and vulnerability to fire damage. You gain a +10 bonus to hide checks made to hide in a body of water. In addition, you may pass through any space small enough for a minuscule creature, such as a bug. You can use your action on each of your turns to maintain this form for up to 1 minute. You may not attack or cast spells in this form.

FEATS ARE OPTIONAL, AND
SHOULD ALWAYS BE
CHECKED WITH YOUR DM

PSIONICS UNBOUND

Prerequisite: Indigo Goblin

As an action you may use your mind to lift and move an object within 30 feet that weighs a number of pounds up to half your Intelligence score multiplied by your level. Your abilities act as an invisible *mage hand* spell.

You may use your Psionic Talent to cast *catapult* on objects you are lifting this way. Objects catapulted this way deal an additional 1d4 damage for every 50 lbs the object weighs. The *mage hand* and catapult are cast without the normal weight restriction. This trait does not allow you to lift creatures, or to wield weapons or shields that you are lifting.

SCRAPYARD MAYHEM

Prerequisite: Mountain Goblin

By spending 2 work days and 100 gold worth of raw materials, you can make up land and sea vehicles out of scrap. Your land vehicle acts as a mount or a cart, and you choose which at the time you build it. A vehicle has a move speed of 30, it has HP equal to 25 + your level HP, and its AC is equal to half your level + 7. At level 11 you can build a flying vehicle. You may have up to three vehicles built at one time.

WORG WHISPERER

Prerequisite: Wolfraid Goblin, level 11

Your strength attracts a more powerful beast for you to ride. When you use your **Wolf Tamer** trait, the mount may take the form of a worg or a giant bat. Giant bats can be ridden with traditional saddles, as well as special harnesses that allow a small creature to hang below it with both hands free. Getting into or out of a harness takes your action.

OVERSIZED GRIP

Prerequisite: Goliath, Orc or A Small Race

Your Strength score increases by 1. You can grapple creatures up to 2 size categories higher than you. A small creature with this feat can wield heavy weapons normally.

GIANTKIN BLOOD

Prerequisite: Goliath or Firbolg

Once per short or long rest you may increase your size as though you were affected by the *enlarge/reduce* spell until the end of your next turn. During this time, you also have advantage on Strength Checks and Strength saving throws. Your Weapons also grow to match your new size. While your Weapons are enlarged, your Attacks with them deal 1d4 extra damage.

GNOMISH TRANSFORMATION

Prerequisite: Gnome

You may use your action to transform into the shape of a mushroom, a small shrub or a bright wooden figurine of a gnome. While in this form you cannot speak or perform any actions, and your speed becomes 0. You gain advantage on stealth checks made to hide in natural terrain while in this form. You may end this effect as a reaction.

TREE HOPPER

Prerequisite: Forest Gnome

You may use your action to enter a tree and move from inside it to inside another tree within 50 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree.

You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability twice, regaining expended uses on a short or long rest.

WEAPONIZED SKIN

Prerequisite: Grung

As an action, you may coat your weapon with a poison that also applies your skin effect and the poisoned condition. In addition, your normal weapon poison becomes more effective, increasing to 3d4, 3d6, and 3d8 poison damage at levels 8, 11, and 16.

FURY FROM BEYOND

Prerequisite: Half-Orc or Orc

Once per long rest, when you drop to 0 hit points, you may choose to not become unconscious, and instead keep acting normally. You must make death saving throws, however, and you die if you fail three times.

You can't be stabilized while you continue fighting and casting spells at 0 hit points. You may end this effect as a bonus action while you remain at 0 hit points, and all normal rules for that situation take over.

HORDE COMMANDER

Prerequisite: Goblin, Half-Orc, Hobgoblin, Orc

You gain the service of three goblins loyal to you. They will fight for you, but will run away if they are below half HP. They will not travel alone into obviously dangerous areas (such as dungeons). If you lose a goblin, you must spend 8 hours within 1 mile of a goblin encampment, or a city or town to try to replace them. At levels 8, 11, and 16 you gain 1 additional goblin. The goblins attack and roll initiative as a group.

COMMANDER'S SHOUT

Prerequisite: Hobgoblin or Human

Your Charisma score increases by 1. As an action you may shout a command at a creature within 30 feet of you that you can see. Your command works like the help action.

AIRBORNE AMBITION

Prerequisite: Kenku

Your jump height and distance are doubled. In addition, after jumping you may glide using your feathers, moving a number of feet horizontally equal to your fall distance and reducing any fall damage you would take to 0. If you cannot move horizontally, you fall, taking full damage.

REAPING SCYTHE

Prerequisite: Harrowfeather Kenku

When you reduce a creature's hit points to 0 that is marked by your **Marked for Death** trait, you may use your trait again on another bloodied creature within range.

UNERRING EYE

Prerequisite: Shroudeye Kenku

Once per long rest, when you see through a bird's vision, you have true sight and can control the movement of that bird for 10 minutes.

PIERCING HORNS

Prerequisite: Tiefling or Dragonborn

Your Strength score increases by 1. Your horns grow longer and sharper as your power grows, becoming natural weapons that deal 1d6 piercing damage, increasing to 1d8 at level 8 and 1d10 at level 11.

If you are a Tiefling with the Legacy of Dagon variant, your horns instead become tentacles that can manipulate small objects. You can use these to interact with items up to 5 lbs as though they were a third and fourth hand. You cannot wield weapons or shields with your tentacles.



MOST OF THE RACES IN THIS HANDBOOK ARE MORE POWERFUL THAN THEIR PHB EQUIVALENTS. THE SUBRACES PRESENTED HERE ARE INTENDED TO BE ROUGHLY THE SAME POWER LEVEL AS A STANDARD HALF-ELF, HIGH ELF, OR DWARF.

A DM SHOULD TREAT THIS HANDBOOK AS PLAYTEST MATERIAL AND ALTER TRAITS AND FEATS AS NEEDED

-CLAN CRAFTER
HRALDING