

CERVITAUR

Believed to be an off-shoot of centaurs, cervitaur are a race of creatures whose lower halves are like that of a deer or antelope and upper halves are humanoid. As a deer-human hybrid, cervitaur are much smaller than their horse-human centaur cousins. Their top-halves appear to be halflings, small elves, and sometimes even goblins. Male cervitaur have antlers and thick manes around their chins and necks.

Guardians of the Veil. Cervitaur possess an innate ability to see into the Ethereal Plane, which allows them to communicate with deceased ancestors. The most powerful cervitaur warriors use this power to protect themselves and their allies in combat.

Certain cervitaur with an increased connection to the Ethereal have trouble filtering out the voices of their ancestors and are driven insane. There are some who embrace this madness and turn towards necromancy. These despised cervitaur are known as Death Speakers.

Ethereal Destiny. Cervitaur do not believe in the afterlife. Instead, they believe it is their mission to protect the herd, even in death. Cervitaur raised from the dead—dubbed "Broken Ones"—are believed to be cursed.

CERVITAUR

Medium monstrosity, neutral

Armor Class 13

Hit Points 18 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	9 (-1)	14 (+2)	10 (+0)

Skills Stealth +5

Senses passive Perception 12

Languages Common, Elven, Sylvan

Challenge 1/8 (25 XP)

Veil Sight. The cervitaur can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent to the cervitaur.

Actions

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

Bolas. *Ranged Weapon Attack:* +5 to hit, range 10/30 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. Instead of dealing damage, the cervitaur can try to entangle the target's legs. The target must succeed on a DC 13 Strength saving throw or be entangled by the bolas and fall prone in its space. While entangled, the target is restrained. A creature restrained can use its action to make a DC 17 Strength check, breaking the bolas on a success. Or it can cut the bolas by dealing 2 points of damage with a slashing weapon.



CERVITAUR SPIRIT WARRIOR

Medium monstrosity, neutral

Armor Class 13 (15 with spirit guardians)
Hit Points 71 (11d8 + 22)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	9 (-1)	16 (+3)	10 (+0)

Saving Throws Wis +5
Skills Stealth +5
Senses passive Perception 13
Languages Common, Elven, Sylvan
Challenge 2 (450 XP)

Spirit Guardians (1/Day). As a bonus action, the cervitaur can call upon its ancestors, who then appear and surround the cervitaur as ghosts, protecting it. While the guardians are active, the cervitaur gains a +2 bonus to its AC and the guardians deal 5 radiant damage to any hostile creature that ends its turn within 15 feet of the cervitaur. The guardians remain for 1 minute or until the cervitaur uses its bonus action to dismiss them.

Veil Sight. The cervitaur can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent to the cervitaur.

Actions

Multiattack. The cervitaur makes two attacks with its spear or two attacks with its shortbow.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when wielded with two hands as a melee weapon.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 5 (1d8 + 3) piercing damage.

CERVITAUR DEATH SPEAKER

Medium monstrosity, neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 71 (11d8 + 22)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	13 (+1)	16 (+3)	17 (+3)

Saving Throws Con +6, Cha +6
Skills Arcana +4

Damage Resistances Necrotic
Senses passive Perception 13
Languages Common, Elven, Sylvan
Challenge 7 (2,900 XP)

Marshal Undead. Unless the cervitaur is incapacitated, undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The cervitaur is an 11th-level spellcaster. Charisma is its spellcasting ability (spell save DC 14, +6 to hit with spell attacks). It can cast the following sorcerer spells:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending, message, true strike*
1st-level (4 slots): *false life, fog cloud, mage armor, ray of sickness*
2nd-level (3 slots): *blindness/deafness, hold person, invisibility*
3rd-level (3 slots): *dispel magic, fear, lightning bolt*
4th-level (3 slots): *blight, wall of fire*
5th-level (2 slots): *dominate person, insect plague*
6th-level (1 slot): *eyebite*

Veil Sight. The cervitaur can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent to the cervitaur.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage when wielded with two hands.

CERVITAUR PLAYABLE RACE

At your GM's discretion, cervitaurs can be played as a playable race in Fifth Edition, using the following rules.

CERVITAUR TRAITS

Your cervitaur character has a number of traits in common with all other cervitaurs.

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

Age. A cervitaur reaches adulthood at the age of 20. Most cervitaurs live to be 90-years old, although some living beyond 100 is not entirely uncommon.

Alignment. Cervitaurs respect balance in all things. As such, they tend towards neutrality. Purely lawful and chaotic cervitaurs exist. However, those who lean towards good or evil are often seen as rebellious and dangerous by their peers.

Size. Cervitaurs does stand 5 feet tall from hoof to head and weigh around 150 lbs, whereas stags may be as tall as 6 feet and can weigh as much as 250 pounds. Your size is Medium.

Speed. Cervitaurs are quick on their hooves. Your base walking speed is 40 ft.

Veil Sight. You can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Voice of the Fallen. When you reach 5th level, you can cast the *Speak with Dead* spell. Once you use this trait to cast the spell, you can't do so again until you complete a long rest. Wisdom is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Elven.