

THE BOOK OF UNCOMMON ANCESTRY

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INTRODUCTION

The Book of Uncommon Ancestry was written to expand the options available to you in your DUNGEONS & DRAGONS campaigns. It includes original races that have never been published elsewhere alongside adaptations of races found in previous editions of D&D. I hope these races spark your imagination and create memorable PCs and NPCs in your games!

In addition to the new races, *The Book of Uncommon Ancestry* also introduces new racial feats. Each of the races included in *The Book of Uncommon Ancestry* gets two feats, a concept first introduced to D&D 5e in *Xanathar's Guide to Everything*. In addition, almost all of the races from *Volo's Guide to Monsters* receive two racial feats as well. In total, this book includes over 30 new feats.

Rounding out the book is the armory. The armory includes new mundane equipment associated with the races found in this book as well as a vault of magical items that can be used in any campaign.

Thanks for picking up *The Book of Uncommon Ancestry*, I'm excited to hear all about your adventures with these new races. Happy adventuring!

— Benjamin Huffman

Disclaimer: STERLING VERMIN ADVENTURING CO., this author, and all contributors encourage readers not to instigate prank wars with grimalkin, attempt to eat this or any other book, and, in particular, refrain from engaging in any unusual activities that could result in the birth of a half-human, half-god, half-vampire, or (most especially) half-giff.

CHAPTER 1: RACES

This chapter introduces twelve new playable races which represent some of the more obscure lineages in the D&D multiverse. Some DMs might be happy to allow players to choose any race from this or other books while other DMs will have a specific set of races for players to choose from. Consult with your DM before choosing your race to ensure it has a place in the campaign.

The following races are detailed in this chapter:

Book wyrms are small, winged draconic bibliovores that immediately learn the content of any book or written document they consume.

Dhampir are the cursed offspring of a mortal and a vampire. They can walk in sunlight, though they typically avoid doing so, and often find themselves rejected by the living and dead alike.

Dragonortleborn are the unlikely humanoid offspring of dragon turtles. Often mistaken for odd-looking dragonborn or particularly ferocious turtles, the dragonortleborn are a proud militant people.

Giff are spacefaring, hippopotamus-headed gunpowder enthusiasts with a mercenary military hierarchy government.

Godblooded are the children of mortals and gods. A godblooded may look like their mortal parent but they inherit some of the divine resilience and blessings of their holy, or unholy, parent.

Grimalkin are a race of house cat-like humanoids who live in itinerant communities after having been expelled from the Feywild and Shadowfell for taking a war of pranks too far.

Half-dwarf are the dwarven equivalents of half-elves. Like half-elves, they often struggle to be accepted fully by their human and non-human kin.

Lemurians were once a human civilization but generations in the Deep Ethereal, working reality-shaping magic, left its mark on them.

Lupin are divided into two subraces: the ferocious, wolf-like hutaakan and the genial, dog-like renardy.

Saurian are an ancient race of dinosaur-folk who claim to have once ruled the world. Today, what remains of their empire is in ruins and they must choose between clinging to the traditions of the past and forging a new future for their people.

Shardmind are crystalline beings, each a sentient shard of the Living Gate that once separated the Far Realms from the rest of the multiverse.

Thri-kreen are a mantis-like people who live short and sleepless existences of hunting and gathering in the hottest regions of the world.

BOOK WYRM

OUR PARTY WAS RUNNING LOW ON RATIONS, SO

Shakespeare volunteered to go without for the night.

The next morning my spellbook was missing and I couldn't help but notice she refused to make eye contact with me. Needless to say I'll be packing my spellbook with dried fire peppers from now on.

— Maximillian Darkblade, drow wizard

Despite a cursory resemblance to winged kobolds, what sets book wyrms apart from their draconic cousins, or any other people for that matter, is their unusual diet: written documents. Book wyrms can gain sustenance from the same food as any other race but vastly prefer to dine on scrolls, tomes, and books. This quirk makes them unpopular with most wizards.

LEATHERBOUND TOME TASTERS

Often mistaken for dragonborn children or a distant cousin of that race, book wyrms have a draconic appearance but are smaller with long thin tails and wings as long as they are tall. These bibliovores typically stand between 3 and 4 feet tall although they may appear shorter as they almost all have a stoop in their posture. They infrequently weigh more than 100 pounds. A book wurm's leathery wings span up to 4 feet wide and their long tail hovers above the ground behind them when they walk.

Book wyrms are hairless though some exhibit whiskers around their snout that can resemble facial hair. They range in color from off-white to tan to dark brown and are fond of decorating themselves with body paint, often utilizing bright colors. It is a custom for book wyrms to carry an autobiographical document on their person at all times so that, should they die, their life story can be served as a delicious and sentimental meal at their own funeral.

LIVING LIBRARIES

Scholars among book wyrms believe the origin of their people lies in the ancient experiments of a wizard. There is a great debate over whether book wyrms were made to be servants who could helpfully absorb any written knowledge, or created to be a plague meant to harass rival casters with spellbook-eating enemies. Whatever the true origins of the book wyrms, it must not have been written down because they don't know it.

Despite their habit of treating rare and obscure books as delicacies, book wyrms are taught from a young age to be moderate in their habits and to copy any book that looks important before consuming it. This habit is a result of the great chagrin of other races from having given a book wurm access to their personal library only to discover it was used as a buffet. Book wyrms prefer written documents they've never had before and only eat something they themselves have written if no other book or food is available.

HUNGRY FOR KNOWLEDGE

Being bibliovores makes book wyrms natural travelers. Book wyrms rarely settle in one place for very long, unless it is a large enough city to support a near constant supply of fresh and original writing. In the absence of a literary mecca, book wyrms travel from place to place, tasting the finest poems, the most obtuse bureaucratic documents, books of lore, and historical treatises.

This wanderlust makes adventuring a relatively easy transition for them. First, traveling long distances to far off places is a gastronomic imperative. Second, subterranean ruins, where no living being has been in hundreds of years, sound like the perfect place to find a one-of-a-kind book for a special feast.

BOOK WYRM NAMES

Book wyrms are commonly given up to three names upon hatching. Unlike many other races, book wyrms have no family or clan name. Each of the names given to a book wurm is a part of their personal name. Often book wyrms name their children after famous, prolific, or remarkable but obscure authors. As a result, some book wyrms have odd combinations of other race's names.

Book Wyrms Names: Aumar, Bigby, Elminster, Geddark, Harpell, Iggwilv, Leomund, Melf, Mordenkainen, Rudolph, Shakespeare, van Richten, Volothamp

BOOK WYRM TRAITS

Your book worm character has the following racial traits.

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

Age. Book wyrms are hatched from eggs rather than born live. They hatch within a matter of months, reach maturity in 3 years, and have a lifespan of approximately 100 years.

Alignment. Book wyrms are collectivistic, putting the needs of their community above their own desires. As such, they are often lawful, and chaotic book wyrms can be treated as pariahs. Book wyrms are often neutral, sometimes good, and rarely evil.

Size. Book wyrms stand between 3 and 4 feet tall, with a wingspan of the same length, and weigh up to 100 pounds. Your size is Small.

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

Bibliovorous. Books, scrolls, and other written documents count as food for you. When you eat a written document, you learn the entirety of the text as if you had read it.

Well Read. You are proficient with calligrapher's supplies and in your choice of two of the following skills: Arcana, History, Investigation, Nature, and Religion.

Languages. You can speak, read, and write Common. You can read all written languages.

DHAMPIR

WE THOUGHT SHE WAS TROUBLE FROM DAY ONE. SHE crept out all the other patrons and only ate meat so rare it was practically raw. We were just about to kick her out one night when an uppity gang came round to collect a protection fee. She made quick work of them and when she said something about putting them on a spit-roast we weren't quite sure she was joking. I was happy to have her here that night, but happier to see her leave the next morning.

— Heela, barkeep

Born of the union of living humanoid and vampire, dhampirs enter the world tainted by undead influence, but mortal. As a dhampir reaches pubescence its aversion to sunlight and unnatural talents betray its vampiric heritage if it wasn't already aware. By the time it reaches maturity, most dhampirs have made a decision to openly embrace, or completely reject, any connection to vampires or vampirism. Many dhampirs become vampire hunters, but just as many choose to become necromancers or seek to become vampires themselves.

HALF-MORTAL HERITAGE

A dhampir's appearance depends largely on the stock from which its mortal parent hails, most commonly dwarf, elf, or human. Unless inspected with suspicion, a dhampir will pass for a normal member of its mortal heritage. When subjected to closer scrutiny, a dhampir's relatively pale complexion, enlarged canine teeth, and slow pulse all hint at its true nature.

Despite myths to the contrary, dhampirs must eat, breathe, and sleep as all flesh and blood creatures

do. Though dhampirs are intrinsically enhanced by necromantic magics, they are still living beings. Most, but not all, dhampirs are sterile and cannot sire or bear children of their own. Those rare dhampirs who can produce children rarely pass down their vampiric influence to the next generation. These children are more commonly members of whatever mortal lineage their parents share.

ONE FOOT IN THE GRAVE

Dhampirs are most often raised without the presence of their vampiric parent. In some instances their vampiric parent was destroyed prior to their birth but, in most cases, the mortal parent fled with the child for their safety. As a dhampir matures, they often become curious about why they are different from other children. Whether their parent reveals the truth to the child, or the dhampir deduces its parentage on its own, most dhampirs are well aware of their true nature by the time they reach adulthood.

Awareness of a blood relation to an immortal creature can cause a fascination with mortality in dhampirs. This can cause some dhampirs to pursue means of immortality, most often becoming vampires, while others seek to make peace with and accept their mortality, turning to religion or spiritual studies. Although they have no need to consume blood, many dhampirs experience unbidden violent thoughts and dark appetites. Every dhampir chooses for themselves whether to indulge in these impulses or spend a lifetime exercising restraint and self-discipline.

ACCURSED BLOODLINES

When a vampire sires a dhampir child, it passes along the curse that runs through its veins as well. Although more obscure curses exist, the three prevailing curses that afflict vampires are the Curse of Dread, the Curse of the Feral, and the Curse of Nobility. These curses manifest in dhampirs as three subraces: dreadblood, feralblood, and nobleblood.

Dreadblood dhampirs inspire melancholy and creeping terror in those around them, leading many to take up lives of study where they can hide away from others. Feralblood dhampirs exhibit an unnerving affinity for predatory beasts and a greater bloodlust than other dhampirs. Nobleblood dhampirs possess an unnatural charisma and hypnotic presence that they sometimes employ to build small communities or cults to their name.

AGAINST THE DARK

Many dhampirs take up adventuring for at least some portion of their life. Dhampirs tend to view the world in stark black and white and this thinking extends to their motivations for adventuring. Some dhampirs might take up adventuring to fight against the evil force of the world or to right the wrongs of their vampiric parent. Other dhampirs choose to adventure as a means of quickly amassing a personal fortune, or a collection of mystical artifacts, in pursuit of personal power or vampiric apotheosis.

DHAMPIR NAMES

Most dhampirs are named by their mortal parent in whatever naming tradition that parent uses. When a

dhampir realizes their true nature they sometimes abandon their birth name as a lie and choose a new name for themselves. A chosen name often reflect the dhampir's concept of its relationship to vampirism, to good and evil, or to life and death.

Chosen Names: Amaranth, Atone, Avarice, Beast, Crimson, Everyday, Evernight, Fear, Gore, Grave, King, Light, Lord, Misery, Penance, Red, Redemption, Scarlet, Voracity

DHAMPIR TRAITS

Your dhampir character has inherited a common set of features from its vampiric ancestry.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dhampirs mature at the same rate as humans but can live up to 300 years.

Alignment. Dhampirs are given to dark appetites by their nature, pushing many dhampirs towards evil or neutral alignments. Dhampirs are as likely to be lawful as chaotic.

Size. Dhampirs stand between 5 and 6 feet tall and weigh, on average, 140 pounds. Your size is Medium.

Speed. Your base walking speed is 30.

Darkvision. Thanks to your vampiric heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Daywalker. You can use an action to ignore your Sunlight Sensitivity feature for 1 hour. You can use this trait again after you complete a long rest.

Hard to Kill. While you are not in direct sunlight, you have advantage on death saving throws.

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.

Languages. You begin with Common and one extra language of your choice.

Subraces. Dhampirs are influenced by the specific nature of their vampiric parent's curse, manifesting in dhampirs as the subraces: dreadblood, feralblood, and nobleblood. Choose one of these subraces.

DREADBLOOD TRAITS

Dreadblood dhampirs inherit a lesser version of the curse that drove their vampiric parent to the edge of madness and gave them a palpable aura of fear. Whether they like it or not, dreadblood dhampirs inherit that ability to inspire terror and unnerve others by their mere presence. Due to their difficulty establishing and maintaining relationships with others, many dreadblood dhampirs become bookish and withdrawn.

Ability Score Increase. Your Intelligence score increases by 1.

Creeping Terror. After you make an Intimidation, Perception, or Stealth ability check, but before the DM declares whether or not you were successful, you can spend and roll a Hit Die to add the result to your ability check.

Dread Legacy. You can cast the *tasha's hideous laughter* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *crown of madness* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

FERALBLOOD TRAITS

Feralblood dhampirs inherit a lesser version of the curse that turned their vampiric parent into a raging bestial predator in humanoid skin. Feralblood dhampirs possess an unnatural strength which they are prone to use as a solution to all their problems. Known primarily for their inhuman ferocity, feralblood dhampirs also have a rapport with wild beasts.

Ability Score Increase. Your Strength score increases by 1.

Bestial Claws. As an action, you can spend a Hit Die to transform your hands into powerful claws for 1 minute. These claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage, instead of the bludgeoning damage normal for an unarmed strike. The slashing damage dealt is equal to the Hit Die expended to activate this trait + your Strength modifier.

Feral Legacy. You can cast the *speak with animals* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *beast sense* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

NOBLEBLOOD TRAITS

Nobleblood dhampirs inherit a lesser version of the curse that made their vampiric parent an irresistible force of personality that inspired obedience and adoration in others. Nobleblood dhampirs exude this magnetism and find others easy to manipulate to their will. Because of nobleblood dhampirs' natural charisma, they often develop a bad habit of seeing others as pawns rather than companions.

Ability Score Increase. Your Charisma score increases by 1.

Charming Monster. After you make an Deception, Insight, or Persuasion ability check, but before the DM declares whether or not you were successful, you can spend and roll a Hit Die to add the result to your ability check.

Noble Legacy. You can cast the *charm person* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

DRAGONTORTLEBORN

AT FIRST IT LOOKED LIKE NOTHING MORE THAN moonlight glinting off the sea. By the time we realized our ship was surrounded, the air was filled with the hissing of steam and the sound of shells splintering the hull.

— Captain Thalion, Captain of the Prancing Pegacorn

An odd cousin of dragonborn, the dragonortleborn combine the best attributes of dragons, humanoids, and turtles. Usually mistaken for a particularly fearsome turtle or a shelled dragonborn, dragonortleborn are a rare sight in most worlds. Despite their small numbers, dragonortleborn are every bit as proud as their dragonborn cousins. While the dragonborn make their wars on land, dragonortleborn carve out territory in the sea.

BIG SNAPPERS

Like their cousins, dragontortleborn hatch from eggs. Instead of being reared by their elders, dragontortleborn form pods with their peers upon hatching. These groups travel and learn together until their adulthood, when they are considered worthy of joining larger dragontortleborn society. Many dragontortleborn do not survive through their adolescence as a result of this practice.

Those who do grow to be between 5 and 6 feet tall. While they are relatively average in terms of height amongst other humanoids, they are broad and their large armored shells add additional girth and weight. Dragontortleborn weigh no less than 500 pounds and often more. While their turtle-like shape may not make them graceful, the dragontortleborn's physique is capable of carrying an enormous amount of additional weight.

A CULTURE OF HONOR

Due to the way infant dragontortleborn are raised, their culture is disjointed and changes dramatically as new pods age into adults. While there are few traditions that bind dragontortleborn together as a whole, they do share an emphasis on personal honor. Although the specifics of what actions and behaviors are honorable vary between pods, dragontortleborn broadly understand honor as exhibiting military strength, stoicism, patience, and conviction.

Like dragon turtles, dragontortleborn highly prize wealth. While most dragontortleborn prefer to live as warriors who plunder their treasure from fallen adversaries, some become merchants specializing in arranging trade between sea and land-based peoples. A vault of gold and jeweled ornaments may be the only thing dragontortleborn respect as much as personal honor.

BY FIN OR SAIL

Dragontortleborn are covetous of wealth, keen to test themselves in battle, and fiercely protective of their personal honor. For all these reasons, dragontortleborn are as likely to stick with their own kind as they are to adventure with others. Dragontortleborn form underwater conclaves defeating other underwater races like sahuagin and tritons or, more rarely, form pirate companies, stealing all they can from seafaring, landborn peoples. When their clans are at peace, or there is little maritime traffic to harass, dragontortleborn may turn to adventuring to pursue their love of honor, conflict, and money. Some dragontortleborn become adventurers to nurture these appetites in a positive direction.

DRAGONTORTLEBORN NAMES

Throughout a dragontortleborn's childhood and adolescence, they use a series of nicknames given to them by their podmates. Upon reaching adulthood, a dragontortleborn is either given or decides a name for themselves that will be used for the remainder of their life. Adult dragontortleborn take offense to being called anything other than their adult name, except in the case of podmates who may continue to use childhood nicknames.

Male Names: Dangame, Midori, Gawappa, Hyosube, Kaiyo, Kame, Kappa, Kawappa, Kawataro, Kogo, Tono
Female Names: Ao, Enko, Miroda, Kema, Kappa, Kawatora, Kawaso, Komahiki, Mizuchi, Suitengu, Umi

Childhood Names: Beach Strider, Eel Chaser, Land Lover, Reef Stalker, Shark Heart, Soft Shell, Wave Rider, Whale Belly

DRAGONTORTLEBORN TRAITS

Your dragontortleborn character has the following racial traits.

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

Age. Like their dragonborn cousins, dragontortleborn develop quickly. They are capable of surviving on their own within hours of hatching and reach adulthood by the age of 10. They live to be around 70.

Alignment. Dragontortleborn are motivated primarily, though not entirely, by self-interest. Most dragontortleborn are neutral with some being evil and a few being good. They have no natural inclination towards law or chaos.

Size. Dragontortleborn are stout creatures relative to their height. You stand between 5 to 6 feet tall and weigh around 500 pounds. Your size is Medium.

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

Amphibious. You can breathe air and water.

Breath Weapon. You can use your action to exhale scalding hot steam in a 15 foot cone. When you use your breath weapon, each creature within the cone must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 fire damage on a failed save, and half as much on a successful one. Being underwater doesn't grant resistance to this damage. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Natural Armor. Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier does not affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

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

GIF

THE FIGHT WAS OVER IN A FLASH. A LITERAL FLASH, *mind you, and a very loud boom. They had rigged an entire ship with barrels of gunpowder and fired on it themselves when pirates tried to board the vessel. As payment all they wanted was more barrels of gunpowder.*

— Captain Thalion, frequent employer of giff mercenaries

Long ago the giff, a race of hippopotamus-headed humanoids, lost their home world. Since that time, they have been traveling the multiverse operating as mercenaries. Despite their itinerant society, their culture is highly structured. Every giff has a rank in a military hierarchy that includes all giff, with strict rules and guidelines for interacting with superiors, inferiors, and peers.

WEAPONS Name	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Grenade	10 gp	2d6 piercing	3 lb.	Special, thrown (15/30)
Musket	150 gp	1d12 piercing	12 lb.	Ammunition (40/120), heavy, loading, two-handed
Pistol	100 gp	1d10 piercing	5 lb.	Ammunition (30/90), loading

UNGENTLE GIANTS

Even in crowded places, a giff stands out. Giff stand between 6 and 7 feet tall and weigh over 300 pounds. If that wasn't enough to attract attention, they are rarely seen wearing anything but garish military regalia. If the giff is particularly wealthy, it will also smell of gunpowder, which serves as both a currency and an aphrodisiac for the giff.

Asking a giff about their outfit, particularly a military medal, is likely to lead to a long monologue about the rarity of the award and the courage the giff displayed in earning it. Pipe smoking and wearing items such as glasses or monocles are popular affectations among giff.

WEAPONS OF WAR

The only thing that giff love more than military hierarchy is gunpowder and the weapons that use it. Young giff are taught to use pistols shortly after they learn to walk and muskets when they are capable of firing one without falling down from the recoil. It is tradition for a giff to be welcomed to adulthood by receiving a grenade from all close personal and professional associates. The giff is expected to use these gifts as soon as possible.

Despite their love of loud bangs and bright flashes of light, giff are ambivalent about magic. Exact attitudes vary depending on the giff, but it is very rare for giff to become spellcasters. Those giff that do learn to cast spells are assigned ranks that prevent them from rising too high in the chain of command. Spellcasters may also endure prejudice from other giff who accuse magic-users of being too cowardly to "fight fair."

ADVENTURERS BY BIRTH

Giff are born adventurers but the structure of their society, and their fondness for that structure, means few giff are interested in adventuring with non-giff. Instead, giff move from one mercenary adventure to the next with as many other giff as required to successfully complete the mission. Although giff are a proud people, they are not shy about ensuring they have all the reinforcements necessary to accomplish a job.

When giff do adventure with others it may be because they have been exiled. Giff spellcasters are often shunned by other giff, so they might join others who show more respect for their craft. Cowardice among giff is usually rewarded with a demotion but, if an act of cowardice caused sufficient loss of giff life, the offender could be exiled. Very rarely a giff simply chafes against the structure of its society or prefers the company of other peoples.

GIFF NAMES

Every giff has a personal name and a military rank and they insist, in almost all situations, to be called by this full title and name. Military rank titles are very specific, often including variations to identify particular honors

the giff has earned. Personal names are typically short and simple. Giff take too much pride in their titles to be overly concerned with impressive names.

Female Names: Beluarr, Drena, Hrusta, Jala, Pomo, Sirla, Ulyrn, Undra, Weelso, Yuralsha

Male Names: Brost, Dromb, Hurst, Lewmur, Krak, Pomj, Romd, Tug, Ularn, Undar

Military Titles: Cadet, Officer Cadet, Officer, Third Lieutenant, Second Lieutenant, Lieutenant, Captain, Lieutenant-Major, Major

GUNPOWDER WEAPONS

There are few things giff love more than grenades, muskets, and pistols. Even if such weapons are not broadly available in your campaign setting, the giff know how to manufacture such weapons (and will keep that knowledge to themselves if others don't know already). Muskets and pistols both require bullets as ammunition, which can be purchased in bundles of 10 for 1 gold piece.

SPECIAL WEAPONS

Weapons with special rules are described below:

Grenade. When you hit a creature with a grenade, each creature within 5 feet of the target must make a Dexterity saving throw (DC 12). A creature takes 2d6 piercing damage on a failed save, or half as much damage on a successful one.

GIFF TRAITS

Your giff character has the following racial traits.

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

Age. Giff reach adulthood in their early teens and can live to be 80 years old. Giff who survive past their 50th birthday are often looked down upon by other giff as being insufficiently adventurous.

Alignment. Giff live in a highly structured society that emphasizes the value of hierarchy but places no special importance on issues of moral consideration. Most giff are lawful neutral.

Size. Giff typically stand about 7 feet tall and weigh in excess of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30.

Firearms Knowledge. You ignore the loading property of muskets and pistols.

Giff Weapon Training. You have proficiency with the grenade, musket, and pistol.

Headfirst Charge. When you take the Dash action, you can choose to make one melee weapon attack as part of the same action. If you deal damage with this attack, that creature must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this trait again after you finish a short or long rest.

Intimidating Size. When you make an Intimidation ability check against a creature your size or smaller, you gain advantage.

Tool Proficiencies. You are proficient with alchemist's supplies and tinker's tools

Languages. You can speak, read, and write Common and one extra language of your choice. Giff often pick up the languages of their long term employers.

GIFFS WITHOUT GUNPOWDER

If you are a DM and wish to include the giff race in your campaign but don't want to include gunpowder weapons, use the following changes.

- Remove **Firearms Knowledge**, **Giff Weapon Training**, and **Tool Proficiency** from Giff traits and add **Giff Feat**.
- **Giff Feat.** You gain one of the following feats of your choice: Headstrong or Spell Suppression.

GODBLOODED

OH, HE'S PROBABLY JUST SCARING THE BOYS WITH A BIT of thunder because they didn't invite him to play earlier. He'll be hurling lightning to impress girls any day now. He gets that from his father, you know.

— Brianne, mother of a godblooded adolescent

Godblooded are the literal children of the gods. Most are conceived during a brief dalliance between a mortal and a god but a few are the result of a committed relationship. Whatever the nature of their parents' relationship, godblooded inherit qualities from both. From their humanoid parent they get mortality and a mortal's perspective. From their immortal parent they get superlative health and a portion of divine power.

GODLIKE PHYSIQUE

By physical standards most godblooded appear as members of their mortal parent's race, albeit typically exceptionally attractive and fit. They tend to stand on the taller side of the scale for members of their mortal heritage. Godblooded may exhibit the typical skin tones, hair, and eye colors of their mortal race, or these traits may be influenced by their divine parent. For example, godblooded whose divine parent claimed light as one of its domains might have golden eyes, white hair, or both.

HEAVY IS THE HEAD

A godblooded's identity is shaped by its divine parents. First and foremost in the blessings and gifts such rare parentage bestows, but secondarily by the expectations of the godblooded's parents and those around the godblooded. Most godblooded are raised by their mortal parent in their deific parent's absence. The god may occasionally visit his or her child in the flesh but more commonly in visions. This can lead to godblooded being eager to please their divine parent so they visit more frequently. Or, it can lead to godblooded resenting their divine parent and intentionally choosing a life that drives the divine parent away.

Even when not navigating the complex relationship with their divine parent, a godblooded must contend with society's expectations. Although godblooded are not immediately physically obvious, only the most restrained are able to hide their nature as they go through adolescence and become adults. Once a community knows a godblooded is in its midst, the godblooded is likely to have all kinds of attention, positive and otherwise. Most people have never met a godblooded in person and are likely to believe that godblooded are capable of performing miracles and blessings. How

those people react when their expectations aren't met can cause a lot of trouble for a godblooded.

THE DANGERS OF HALF-DIVINITY

Some godblooded hide their divine nature as long as they can, using their gifts for the good of their communities or their own personal gain while attempting to keep a low profile. Other godblooded are proud of their heritage and use their access to divine magic to show off their prowess and build a reputation. In either case, enemies of a god that go looking for a weak point to strike at may discover the offspring and decide that the godblooded is a decent proxy for the god itself. These godblooded find themselves the target of cultists, monster attacks, and strange curses as their divine parent's enemies draw the godblooded into their plots against the deity.

With an inheritance that attracts the attention of the ambitious and supernatural, godblooded turn to adventuring as a life of relative safety. The enemies of their divine parent can't very well find the godblooded to kidnap if the godblooded is lost in some far flung tomb plundering treasure. Adventuring also has the benefits of keeping anyone the godblooded might care about from their childhood out of harm's way, as well as introducing the godblooded to worthy heroes and warriors who might agree to help the godblooded in times of need.

GODBLOODED NAMES

Godblooded use the naming traditions of the mortal culture they are born into. In some cases this means that their personal name will be a common or typical name for that race. In other cases, a godblooded's name is an oblique reference to the identify of their diving heritage.

GODBLOODED TRAITS

Your godblooded character has the following racial traits.

Ability Score Increase. Your Constitution score and one other ability score of your choice increases by 1.

Age. Godblooded mature slightly faster than humans until adulthood when their aging process slows greatly. Godblooded live to around 300 years old.

Alignment. Godblooded do not tend towards any specific alignment as a group. An individual godblooded's alignment will be influenced by, and possibly a rebellion against, its divine parent's temperament.

Size. Godblooded weigh about as much as the average member of their mortal parent's race and often stand slightly taller than the race of their mortal parent. Your size is Medium or Small, depending on the size of your mortal parent's race.

Speed. Your base walking speed is 30 if you are Medium, or 25 if you are Small.

Ageless. You cannot be magically aged and never suffer any penalties or disadvantages as a result of advanced age.

Semi-Divine Health. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, you have advantage on saving throws against disease.

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

Subraces. The godblooded are possessed of incredible talents and abilities based on their divine parentage. Choose one of the following domains your

divine parent held sway over and gain its corresponding traits: arcana, death, forge, grave, knowledge, life, light, love, nature, tempest, trickery, or war.

UNCOMMON DOMAINS

Included with the Godblooded race are rules to play the children of gods of obscure domains. The death domain is detailed in the *Dungeon Master's Guide*, the arcana domain is described in the *Sword Coast Adventurer's Guide*, and the forge and grave domains are both found in *Xanathar's Guide to Everything*. The Love Domain will be featured in an upcoming book available exclusively on the DM's Guild, *The Complete Devout Handbook*.

ARCANA DOMAIN TRAITS

Your heritage gifts you with an intuitive grasp on the intricate laws that govern arcane magic. Your divine parent could be Azuth, Deneir, Mystra, Savras, or some other god of magic.

Bonus Proficiency. You have proficiency in the Arcana skill.

Divine Legacy. You can cast the *detect magic* or *magic missile* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *magic weapon* or *nystul's magic aura* spell as a 2nd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *dispel magic* or *magic circle* spell as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

DEATH DOMAIN TRAITS

You have an innate connection not just to death but also the negative energy that creates undead. Your divine parent could be Chemosh, Myrkul, Wee Jas, or some other god of death.

Bonus Cantrip. You learn the *chill touch* cantrip. Constitution is your spellcasting ability for this spell.

Divine Legacy. You can cast the *false life* or *ray of sickness* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *blindness/deafness* or *ray of enfeeblement* spell as a 2nd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *animate dead* or *vampiric touch* spell as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

FORGE DOMAIN TRAITS

Your mind naturally turns to the act of creation and your hands are calloused from your love of building and crafting. Your divine parent could be Gond, Reorx, Onatar, Moradin, or some other god of the forge.

Bonus Proficiencies. You have proficiency with warhammers, shields, smith's tools and tinker's tools.

Divine Legacy. You can cast the *identify* or *searing smite* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *heat metal* or *magic weapon* spell as a 2nd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When

you reach 5th level, you can cast the *elemental weapon* or *protection from energy* spell as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

GRAVE DOMAIN TRAITS

You are keenly attuned to the cycle of life, its ending in particular, and have an innate distaste for magic that creates undead. Your divine parent could be Kelemvor, Wes Jas, Hades, Osiris, or some other god of the dead.

Bonus Cantrip. You learn the spare the dying cantrip. Constitution is your spellcasting ability for this spell.

Divine Legacy. You can cast the *bane* or *false life* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *gentle repose* or *ray of enfeeblement* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *revivify* or *vampiric touch* spells as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

KNOWLEDGE DOMAIN TRAITS

Your heavenly heritage has bestowed upon you a keen intellect and mind for retaining lore. Your divine parent could be Oghma, Boccob, Gilean, Aureon, Thoth, or some other god of knowledge.

Bonus Proficiency. You have proficiency in one of the following skills of your choice: Arcana, History, or Investigation. Alternatively, you can choose to learn to speak, read, and write two languages of your choice instead.

Divine Legacy. You can cast the *command* or *identify* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *augury* or *suggestion* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *nondetection* or *speak with dead* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

LIFE DOMAIN TRAITS

The vibrant energy of life swells within your spirit. Your divine parent could be Chauntea, Lathander, Ilmater, Hestia, or some other god of life.

Bonus Cantrip. You learn the *give life* cantrip. Constitution is your spellcasting ability for this spell.

Divine Legacy. You can cast the *bless* or *cure wounds* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *lesser restoration* or *spiritual weapon* spell as a 2nd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *beacon of hope* or *revivify* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

NEW SPELL**GIVE LIFE***Transmutation cantrip***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

When placing your hand on another creature, you can transfer your own life force to them. You spend and roll one of your Hit Dice, add your spellcasting modifier, and the creature regains that many hit points.

LIGHT DOMAIN TRAITS

You have a deep connection to the metaphorical and literal light that illuminates the multiverse. Your divine parent could be Helm, Pholtus, Branchala, the Silver Flame, Belenus, Apollo, or some other god of light.

Bonus Cantrip. You learn the *light* cantrip.

Divine Legacy. You can cast the *burning hands* or *faerie fire* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *flaming sphere* or *scorching ray* spell as a 2nd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *daylight* or *fireball* spell as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

LOVE DOMAIN TRAITS

Your heart is full of passion and romance, an obsession you enjoy sharing. Your divine parent could be Sheela Peryroyl, Sune, Kiltz, or some other god of love.

Bonus Proficiencies. You have proficiency in the Insight and Persuasion skills.

Divine Legacy. You can cast the *charm person* or *cure wounds* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *calm emotions* or *enthrall* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *sending* or *tongues* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

NATURE DOMAIN TRAITS

The verdant power of nature flows through you and you call plants and animals alike your allies. Your divine parent could be Silvanus, Obad-Hai, Chislev, Balinor, or some other god of nature.

Bonus Proficiency. You have proficiency in the Nature skill.

Divine Legacy. You can cast the *animal friendship* or *speak with animals* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *barkskin* or *spike growth* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *plant growth* or *wind wall* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

TEMPEST DOMAIN TRAITS

Your soul is a storm that flashes and booms with unrestrained passion. Your divine parent could be Talos, Umberlee, Kord, Zeboim, Thor, or some other god of storms.

Bonus Cantrip. You learn your one of the following cantrips of your choice: *shocking hands* or *thunderclap*. Constitution is your spellcasting ability for this spell.

Divine Legacy. You can cast the *fog cloud* or *thunderwave* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *gust of wind* or *shatter* spell as a 2nd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *call lightning* or *sleet storm* spell as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

TRICKERY DOMAIN TRAITS

You have a cunning mind and a habit of playing tricks, either out of a desire to be endearing or cruel. Your divine parent could be Tymora, Beshaba, Olidammara, Garl Glittergold, or some other god of trickery.

Bonus Proficiency. You have proficiency in one of the following skills of your choice: Acrobatics, Deception, Sleight of Hand, or Stealth.

Divine Legacy. You can cast the *charm person* or *disguise self* spell as a 1st-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *mirror image* or *pass without trace* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *blink* or *dispel magic* spell as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

WAR DOMAIN TRAITS

Your temper is short, your memory long, and your sword arm always ready for use. Your divine parent could be Torm, Erythnul, Gruumsh, Bane, or some other god of war.

Bonus Proficiency. You have proficiency in one of the following skills of your choice: Acrobatics, Athletics, or Intimidation. Alternatively, you gain proficiency with martial weapons and shields.

Divine Legacy. You can cast the *divine favor* or *shield of faith* spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 3rd level, you can cast the *magic weapon* or *spiritual weapon* spell as a 2nd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. When you reach 5th level, you can cast the *crusader's mantle* or *spirit guardians* spell as a 3rd-level spell with this trait. Once you cast either spell, you can't cast either spell again until you finish a long rest. Constitution is your spellcasting ability for these spells.

GRIMALKIN

WHENEVER THE GRIMALKIN CARAVANS COME TO TOWN, *all the casinos hire extra muscle to keep a special eye on those tricky fey cats. Their good fortune seems an awful lot like cheating. Or maybe it's their cheating that looks an awful lot like good fortune?*

— Victor, *thief*

The grimalkin were once a people divided. There were grimalkin native to the Feywild and grimalkin native to the Shadowfell. The two sides were locked in a war which, for grimalkin, meant an endless parade of usually harmless, often elaborate, and occasionally cruel pranks. As the war dragged on from decades to millennia, denizens of the Shadowfell and the Feywild conspired with one another for a way to be rid of these nuisances for good. Eventually an agreement was struck and the grimalkin were driven from the Shadowfell and the Feywild and a curse was laid over their race that only so many could gather in each of those realms at a time. Although annoyed at having to endure the consequences of forced relocation, the grimalkin were quite pleased with the dramatic extent of the reaction their warring had elicited in others.

FANCY FELINES

In appearance, grimalkin are nearly indistinguishable from a large, bipedal house cat. They usually stand slightly below 3 feet tall and weigh no more than 30 pounds and have a tail about a third again of their size in length. When they lived in other realms, their coats were more uniform but today, breeding between the two groups has caused any number of fur patterns to manifest. A grimalkin's eyes are usually green, purple, or golden.

Despite how easily they can pass themselves off as house cats, grimalkin rarely do so unless it's part of a prank or gambit. When dealing with members of other races, grimalkin tend to wear an excessive amount of clothing and accessories, as if that were the proof necessary to show they are indeed a race of people and not an animal. Grimalkin fashion is considered garish and mismatched by most other races.

CAT CARAVANS

Grimalkin are widely mistrusted by other peoples and thus often live in their own itinerant communities. These communities can be as small as a couple of families in a few wagons to dozens of families in nearly a hundred wagons. Traveling from settlement to settlement, grimalkin take work as couriers, entertainers, and farmhands. They also make money grifting and practicing hedge magic.

When the grimalkin were exiled from the Feywild and Shadowfell, they brought with them the many strange customs they had developed in those alien places. Although they came together as one people, they had two distinct cultures based on their prior plane of origin. After a few generations, these customs mingled and now would seem out of place even if they were to return to their distant homes. Most of these idiosyncratic customs are based around death or self-expression. For example, during card games, they always deal a hand for the most recently deceased mutual acquaintance they all share and they believe it is bad luck to dance and play a musical instrument simultaneously.

CURIOUSER AND CURIOUSER

The grimalkin have a legend that a particularly clever member of their own kind will one day discover a way to lift the curse limiting the number of their kind that can enter the Feywild and Shadowfell. This legend inspires some grimalkin to split away from their caravans to search for sources of magical power or curry favors from powerful wizards or interplanar beings.

Grimalkin are a curious people as a rule. They travel the world in caravans with their families, but occasionally find something in the world that captures their attention and decide that they can't leave it until they've discovered everything there is to know about it. Some grimalkin may even inadvertently become adventurers as they wander too far from their traveling caravans and never find their way back again.

GRIMALKIN NAMES

A grimalkin's name consists of as many as four parts, depending on their parentage and family history. Those grimalkin with ancestors from the Feywild use their personal name, their mother's personal name, their father's personal name, and "...of the Shine." Grimalkin with ancestors from the Shadowfell use their personal name, their father's personal name, their mother's personal name, and "...of the Gloom." Grimalkin who do not know their parents do not include their parent's personal names as part of their full name but may still choose to associate themselves with a historical conclave of grimalkin if they wish. There is a movement among younger grimalkin to abandon references to the old war altogether and drop both epithets from their names.

Female Names: Blythe, Cady, Corliss, Demelza, Godiva, Idina, Matilda, Nara, Radella, Rowena, Sabella, Zelda.

Male Names: Alder, Arundel, Beldon, Colbert, Dayton, Digby, Erskine, Kenelm, Nedes, Oswin, Seabert, Tostig.

GRIMALKIN TRAITS

Your grimalkin character has the following racial traits.

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

Age. Grimalkin are considered adults at age 6, elders by age 28, and rarely live past 50 years of age.

Alignment. Grimalkin are fiercely independent and willful. They are almost always chaotic. Grimalkin tend to be self-serving but not to the extent that they are cruel. Most are neutral.

Size. Grimalkin are usually just shy of 3 feet tall and weigh about 30 pounds. Your size is Small.

Speed. Your base walking speed is 25.

Catlike. You have advantage on ability checks made to trick others into believing you are just a house cat.

Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Mischiefous Talents. You gain proficiency with two of the following skills of your choice: Acrobatics, Deception, Insight, Perception, or Stealth.

Steal Fortune. When a creature you can see within 30 feet makes an ability check, attack roll, or saving throw, you can use your reaction to give that roll disadvantage. When you do, one ability check, attack roll, or saving throw of your choice that you make within the next

minute gains advantage. Once you use this trait, you can't use it again until you finish a short or long rest.

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

HALF-DWARF

WE SPENT ALL DAY AND ALL NIGHT TRYING TO DIG THOSE villagers out of the collapsed mine. When the rest of us passed out from exhaustion she just kept at it. By the time I woke up, they were all free and she hadn't broken a sweat.

— Chando, half-orc retired adventurer

Half-dwarves, known as muls on some worlds, are the rare offspring between human and dwarven parents. Dwarven culture is conservative and implicitly forbids relationships between dwarves and other races, so most half-dwarves are born in times of social upheaval or as the result of a secret romance. Half-dwarves raised among dwarves are social pariahs, seen by their community as a living embodiment of the consequences of breaking with tradition. Raised among humans, half-dwarves experience prejudice and stereotypes related to their dwarven heritage.

BORN OUTSIDERS

To humans, half-dwarves look like dwarves. To dwarves, half-dwarves look like humans. Half-dwarves stand between 4 and a half to 5 and a half feet tall and weigh around 200 pounds. They aren't as stocky as dwarves but have a broader stature and more muscular physique than humans. Half-dwarves exhibit a range of skin tones and hair colors, but have notably thick and full hair.

Half-dwarves have experimental senses of fashion, taking dwarven and human traditions and blending them. Novel hairstyles and colors, or ways of wearing facial hair and jewelry are things that half-dwarves do to create their own identity. These styles are rarely subdued and cause half-dwarves to stand out in a crowd.

MULS?

On some worlds half-dwarves are more commonly known as muls, an epithet which is believed to have been derived from the dwarven word for "strength", *mul-zhennedar*. The word mul can be pronounced MULL or MOOL but is sometimes pronounced in an intentionally inflammatory fashion as MULE. On one desert world where half-dwarves are an enslaved race the name mul and the MULE pronunciation are the default name for the half-dwarves.

ICONOCLASTS AND INNOVATORS

Routinely reminded by humans and dwarves alike that they have no unique culture of their own, half-dwarves are often rebels and revolutionaries. This manifests in a variety of ways, from forsaking the local religious customs to experimenting in new forms of art to advocating for vast and dramatic political changes. If proponents of the status quo suggest they shouldn't even exist, half-dwarves have no reason to embrace the cultural institutions that stand against them. This tendency to align against tradition means half-dwarves often participate in countercultural movements and befriend other social misfits.

HALF-DWARF NAMES

Half-dwarves tend to use either human or dwarf names. Those raised in human communities are usually given dwarven names and those raised in dwarven communities usually given human names.

HALF-DWARF TRAITS

Your half-dwarf has some of the natural fortitude and traits dwarves possess but also shares qualities with other half-dwarves that set them apart from their stockier kin.

Ability Score Increase. Your Constitution score increases by 2, and one ability score of your choice increases by 1.

Age. Half-dwarves mature at the same rate as humans reaching adulthood around their second decade of life. They tend to live to around 200 years old.

Alignment. Half-dwarves can be of any alignment. Half-dwarves raised in dwarven communities tend to be chaotic as they are perceived as outsiders and identify closely with defying social customs and expectations.

Size. Half-dwarves are slightly smaller than humans, ranging from four and a half to five and a half feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dwarf heritage, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Tireless. When you finish a short rest you may remove a level of exhaustion and regain half your maximum hit points. You can't use this feature again until you finish a long rest.

Tool Proficiency. You gain proficiency with a tool set of your choice. Half-dwarves have all the raw talent of their dwarven kin without being bound by tradition to apply it to only a handful of endeavors.

Languages. You can speak, read, and write Common and Dwarvish. Half-dwarves speak common and other languages without the harsh accent of the dwarves.

LEMURIAN

"THE MEMORY OF THE LEMURIAN RACE WAS NOT AS YET fully evolved, and they were without language, although they could communicate with each other by a species of thought transference. Lemurian man had 'imbibed the physical and chemical forces inherent in lifeless things,' and had but to look at objects to judge their weight-bearing capacity. Thus he could build and erect without recourse to the arts of engineering, and could lift enormous weights by the exercise of will-power alone. Will-power, was, indeed, the particular quality in which the Lemurians were transcendent."

Lewis Spence, *The Problem of Lemuria: The Sunken Continent of the Pacific*

Once upon a time, Lemuria was the envy of all its neighbors. With advanced theories of magic and the resources to turn those sophisticated concepts into practical applications, the people of Lemuria were free from the mundane business of making a living to pursue personal interests and relationships. Raiders came to their shores and crashed uselessly against the walls of their great cities, eager to access the network of interconnected magical items that ensured Lemuria's ongoing prosperity. After hundreds of years of

increasing isolation, the people of Lemuria grew weary of the world and decided to leave it.

A WHITER SHADE OF PALE

There are two physical features that set lemurians apart from many of the other races in the worlds of D&D: their skin is devoid of pigment and they have a third eye above the center of their brow. Lemurian hair is silver, gray, or white. Their eyes can be nearly any color. In lemurian culture there is a belief that eye color says a lot about one's personality similar to the astrology practiced by other races.

Perhaps owing to the relative scarcity of food stuffs in the ethereal realm, lemurians have slight builds. They stand between 4 feet and 5 feet tall and weigh 65 to 85 pounds. Lemurians who pass their adolescence in the material realm stand a bit taller and broader than those raised in the ethereal.

INTANGIBLE EXODUS

When lemurians left the Material Plane, they took the land they lived on with them. The ritual they performed shifted their entire continent into the Border Ethereal. For a time they continued to travel between their new home and their old. When they desired greater isolation they worked new rituals to push their home into the Deep Ethereal.

The story of Lemuria ends there. Surviving lemurian records state that as their people continued to advance in arcane lore and its practical uses they began to fade out of existence. This phenomena became known as "Ascension" and the majority of lemurians pursued it until only a fraction of the people remained that once made up the great civilization. Some still haunt the forgotten ruins of Lemuria but others have wandered back into the Border Ethereal or even crossed over into the Material Plane.

HAUNTING THE BORDER

Since the fall of Lemuria, lemurians have formed tribes and migrated back from the Deep Ethereal to the Border Ethereal. Each tribe has developed its own customs to honor their ancestors and placate the odd denizens of the Ethereal Plane. Lemurian tribes treasure artifacts from Lemuria and hold them with great reverence. At times, conflicts over the possession of these artifacts escalates into war between lemurian tribes.

Much of what lemurians know about the Material Plane comes from what they have observed by looking through the border or have talked about with ghosts or other creatures who can pass between the planes easily. Lemurians are curious, observant, and can be obsessive about their interests and uncovering secrets. Lemurians prefer to watch situations unfold from a distance and only get involved once they feel confident they have all the information they need to make an informed decision or take decisive action.

OUT OF THE ETHEREAL

Lemurians share some of the reasons members of other races become adventurers and are also powerfully motivated by curiosity. Those who have only recently made their way to the material plane are eager to see as much of this vibrant world as they can. Lemurians who've been in the material plane for some time might

be interested in finding ancient artifacts that connect them to the history of Lemuria and its people.

LEMURIAN NAMES

In Lemuria it was common practice to name newborns after mystic principles and theories that were relevant to the parents' hopes for the child. Although few lemurians know the full significance of these words today, by tradition this naming convention has continued on. Lemurians use the name of their tribe as their surname with most tribes being named after the cities of Lemuria.

Male Names: Ananke, Asha, Barbelo, Eveko, Gnostikos, Kensho, Kismet, Luminatio, Ma'at, Revelate, Wyrd

Female Names: Abjarua, Barbelo, Laima, Moirai, Ousia, Orgone, Pleroma, Prajna, Punya, Samsara, Satori, Wuwei

Tribe Names: Gondwana, Kerguelen, Laurasia, Pannotia, Rodinia, Kenor, Nena, Vaalbara, Zeaia

LEMURIAN TRAITS

Your lemurian character has the following racial traits.

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

Age. Lemurians reach maturity slower than humans, not reaching adulthood until the age of 30. If they remain in the Ethereal Plane they live to nearly 300 years old but lemurians who venture out of the Border Ethereal into the Material Plane typically do not live longer than 200 years.

Alignment. Lemurians are reserved by nature and rarely interfere in the struggles of others. Most lemurians are lawful neutral or neutral.

Size. Lemurians are slightly shorter and significantly sligher than humans. They stand between 4 and 5 feet tall and weight between 65 to 85 pounds. Your size is Medium.

Speed. Your base walking speed is 30.

Ethereal Step. As a bonus action, you become partially ethereal until the start of your next turn. While partially ethereal, you have resistance to nonmagical damage, you have a fly speed equal to your base walking speed, and you can move through occupied spaces. If you end your turn in an occupied space, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved. Once you use this trait, you must finish a short or long rest before you can use it again.

Third Eye. You have a third eye above the middle of your brow. You have advantage on saving throws against being blinded.

Vision Beyond Sight. You can take an action on your turn to open your third eye to vision beyond sight for one minute. While your third eye is open, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. You are immune to being blinded while this ability is in use. If you were blinded before engaging this ability, that condition ends immediately. Once you use this trait, you must finish a long rest until you can use it again.

Languages. You can speak, read, and write Common. When lemurians left the Material Plane hundreds or thousands of years ago, an earlier form of Common was spoken. Today lemurians continue to use many of the words, phrases, and linguistic rules of that older version of the language which sounds distinctly odd to those who speak the Common of modernity.

LUPIN

WHO'S A GOOD ADVENTURER? YOU'RE A GOOD
adventurer! *That's right, you! You're a good adventurer!*
— Gart, a well-intentioned companion of a lupin just
before being bitten

In bustling cities and dangerous wilds, lupin thrive. In the wild, hutaakan lupin form tribes akin to wolf packs and take what they need from those too weak to avoid them. In cities, the social nature of the renardy lupin helps them make allies and easily collaborate with other races. Despite all their similarities, these two groups of lupin hate each other with unmatched passion.

FUR AND FANG

Lupin stand between 5 and 7 feet tall and weigh from as little as 150 pounds to as much as 300 pounds. Renardy lupin tend towards the smaller side of that spectrum while hutaakan are on the larger side. All lupin are covered in fur and boast a mouth of sharpened teeth, a snout, and hocks rather than ankles.

Renardy lupin come in a huge variety of skin tones and features, similar to domesticated dogs. Black, brown, gray, tan, white, spotted, and patterned are all within the realm of possibility. Renardy lupin tend to dress in the style of other nearby races, preferably emulating members of the upper classes if they can afford to do so. Hutaakan lupin more closely resemble wolves and are most often a blend of gray, tan, and white. Hutaakan lupin dress to exhibit their prowess. Hunters will wear pelts of various animals they have killed, raiders will wear keepsakes from defeated foes, and skilled artisans will wear the tools of their trade.

FAITHFUL FOLLOWERS

Unless they are raised in another culture or convert, the majority of lupin are monotheistic. They worship an all powerful creator and see all other gods as lesser divinities worthy of respect but not worship. In addition to their god, lupin pray to specific saints depending on their needs. Most saints revered by the lupin are historical figures from their own society that represent a particular virtue.

The huge cultural differences between the renardy and hutaakan lupin mean that the creator god and lupin saints are interpreted very differently between the two groups. Hutaakan admire saints that exhibit strength, dominance, and leadership. Renardy pray to saints that exhibit mercy, collaboration, and ingenuity. These same qualities are also respectively seen as the defining and critical elements of their creator god.

LOYALTY AND AMBITION

Renardy lupin are focused on the health and wellbeing of their communities and social networks. If the people they care about are threatened, they will not hesitate to take up arms to protect them. Usually renardy lupin will retire after dealing with the immediate threat but some find fulfillment in being of greater service and will seek out other opportunities to help others.

Hutaakan lupin adventure for their own personal glory or because they are separated or cast out of their tribe. Most often a hutaakan adventurer travels to amass a great enough reputation that when the adventurer returns they can make a claim to leadership in the tribe. If they happen to find magical arms and armor in their

journey, that makes their attempt at becoming the tribal alpha all the more likely to succeed.

LUPIN NAMES

Every lupin has a personal name and a profession name. A lupin's personal name is given by their parents upon their birth. A lupin's profession name is claimed by the lupin when it chooses to pursue a particular craft. Personal naming conventions vary between the hutaakan and renardy. A lupin's profession name may change over the course of its life if it changes profession or exhibits expertise (in which case its profession name may be preceded by Good, Well, or Master) or ineptitude (in which case its profession name may be preceded by Little, Poor, or Minor) at its career choice.

Female Hutaakan Names: Amelia, Bernadette, Brunhilde, Hilda, Liesel, Mischa, Trudy, Ursula, Wanda, Zelda

Male Hutaakan Names: Albern, Bernard, Dedrick, Dieter, Gunther, Rolf, Sigmund, Stein, Waldo, Ulf

Female Renardy Names: Allette, Brigitte, Dominique, Eloise, Fantine, Giselle, Lyonette, Ninon, Soleil, Therese

Male Renardy Names: Armand, Beauregard, Beldoin, Chanceux, Danton, Emile, Lafayette, Marceau, Quennel, Reynard

Lupin Profession Names: Baker, Brewer, Fisher, Fletcher, Gardener, Hunter, Mason, Tanner, Weaver

LUPIN TRAITS

Your lupin character has the following racial traits.

Ability Score Increase. Your Strength and Constitution scores increase by 1.

Age. Lupin reach maturity at about 8 years old and can live to be as old as 80.

Alignment. Lupin have a pack mentality which leads them to consider the impact of their actions on their community so are most often lawful. Hutaakan lupin live in marauding tribes where leadership is a matter of capacity for violence and are typically evil or neutral. Renardy lupin value cooperation and loyalty and are typically neutral or good.

Size. Lupin are between 5 and 7 feet tall and weigh anywhere from 150 to 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30.

Bite. You have powerful jaws lined with sharp teeth, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. Used to nocturnal hunts with nothing but the stars to light your way, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Keen Sense of Smell. When you make an Investigation, Perception, or Survival ability check that could benefit from having a heightened sense of smell, you gain advantage on that ability check.

Pack Tactics. When a friendly creature makes an attack against a creature within 5 feet of you, you can use your reaction to give that attack advantage.

Languages. You can speak, read, and write Common and one extra language of your choice. Renardy often learn Dwarven, Elven, Halfling, or Gnomish depending on

what other races they live closest to. Hutaakan are more likely to learn Giant, Gnoll, Goblin, or Orc as they live in areas where those creatures are more common neighbors.

Subraces. Lupin are divided into two subraces: Hutaakan and Renardy. These subraces exhibit physical differences but their cultural differences are even greater.

HUTAAKAN TRAITS

Hutaakan lupin live in the wild and untamed places of the world in tribes lead by the strongest, fiercest, or most cunning among them. Wolf-like in appearance, hutaakan raid other communities for resources when possible and otherwise subsist on hunting and gathering. Renardy lupin claim that hutaakan are the unfortunate and disgusting result of lupin and gnoll interbreeding.

Ability Score Increase. Your Wisdom score increases by 1.

Free & Fearless. You have advantage on saving throws against being charmed and frightened.

RENARDY TRAITS

Renardy lupin take their name after a legendary nation of lupin they believe existed long ago. Renardy believe that this mythical nation was undone by a lack of cooperation and loyalty among the lupin. As a result, these qualities are seen as the pinnacle of virtue and civilized society. Hutaakan lupin believe that renardy are the docile and domesticated outcasts of their fiercer and more individualistic culture.

Ability Score Increase. Your Charisma score increases by 1.

Social Animal. You have proficiency in your choice of one of the following skills: Intimidation, Persuasion, or Performance. Additionally, you can speak, read, and write one additional language of your choice.

SAURIAN

DID NOT LEARNED MEN, TOO, HOLD, TILL WITHIN THE last twenty-five years, that a flying dragon was an impossible monster? And do we not now know that there are hundreds of them found fossil up and down the world? People call them Pterodactyls; but that is only because they are ashamed to call them flying dragons, after denying so long that flying dragons could exist.

— Charles Kingsley, *The Water Babies*

Like their behemoth kin, the saurians are relics of an ancient time and unknown to nearly all inhabitants of the worlds of D&D. As a people, saurians struggle to uphold time honored traditions while they maintain the ruins of their once opulent city states. Individually, each saurian must decide for themselves if they will maintain their culture in its long decline or leave their ancestral home to find a new life.

KIN TO BEHEMOTHS

Saurians tower over other humanoid races. The size of the saurian race is proof, saurians say, of their mandate of rulership over the younger races and their connection to the primordial origins of the world. When their foot falls shake the earth and echo off the hills, even the skeptical are inclined to give their point consideration.

Their appearance is further evidence of their ancient and titanic origins. All saurians resemble the behemoths commonly believed by scholars to have ruled the world in prehistoric times. Different saurian subraces

resemble different species of behemoths but all are covered with a scaled or feathered hide, possess large black eyes, and have a tail.

THE END OF AN ERA

The reign of the saurians was long but so far in the distant past that none but their own scholars even recall the details of it. In the modern age, saurians remain in ancient, gilded cities deep in the forgotten places of the world. Hidden away in these lands lost to time, saurians remain committed to the culture and traditions of their ancestors. Even as their numbers grow fewer with each passing decade, saurians still look to the past rather than embrace the future.

In that bygone age, the saurian people ruled sprawling empires from capitols littered with gold and precious gems, enlightened by the doctrine of their religious philosophy, and pioneered a great number of the mundane and mystical arts practiced today. At least, that's what the saurians claim. With their numbers shrinking since before recorded time, some saurians embrace a fatalistic stance that their race was born dying.

BREAKING WITH TRADITION

Saurians are an isolationist and monocultural people and have been for the length of recorded history. When a saurian becomes an adventurer, they leave the highly structured society they come from and embrace a world of dizzying freedom. A saurian might take this dramatic leap because they reject the caste they've been born into, they've committed a great crime, or they're the last survivor of a once great city-state. Whatever the reason, saurians typically know little of the customs of other people and often struggle to adopt new ways of thinking.

Saurians serve adventuring parties well as historians. Saurians are long lived as individuals and, collectively, look to the past for answers to present challenges. A saurian might recall the details of how a great force of evil was contained or defeated long ago, or remember the solution to an ancient riddle.

SAURIAN NAMES

Every saurian is given a personal name at birth. In adolescence the saurian is taught the personal names of all of its ancestors and these form the saurian's extended name. Saurians traditionally greet others by announcing their personal name and as much of their extended name as they can remember. Between saurians it is considered rude to list a longer extended name than someone older or in a higher social status.

Ankylos Names: Bhatha, Bhima, Charma, Gada, Gadadhar, Khethah, Laguda, Sainya

Deinony Names: Babila, Javana, Pathika, Rajaduta, Rewa, Turanya, Vanik, Yathu

Plesios Names: Aayaata, Annapura, Karshakka, Maalaakaara, Ogha, Puura, Riddhi, Samudra

Pteradas Names: Aakaash, Aksha, Daksha, Pataga, Silpa, Vihaga, Yantram, Yukti

Sarchos Names: Dawati, Hantaram, Makara, Nakra, Raja, Peck, Tanupa, Udadhi, Urmi

Triceras Names: Acharya, Agamyia, Aparavid, Chanaakya, Gyana, Itihaasa, Katha, Vidvat

Tyrannos Names: Abhiraj, Adhip, Bhayan, Mahesh, Mahiipat, Rajaan, Upadravin, Virochan

SAURIAN TRAITS

Your saurian shares an inheritance of traits and abilities with other saurians, passed down by your ancestors since time immemorial.

Age. Saurians mature slower than humans do, reaching maturity at the age of 100, and can live up to a thousand years.

Alignment. Saurians are creatures of habit and custom and are almost always lawful. Saurians have an even temperament and a dislike for trouble, making them disinclined toward good or evil.

Size. Saurians are between 6 to 8 feet tall and weigh between 350 and 450 lbs. A saurian's size varies by subrace with Pteradas being the smallest and lightest, Plesios being the tallest, and Ankylos being the heaviest. Your size is Medium.

Speed. Your base walking speed is 30.

Intimidating Size. When you make an Intimidation ability check against a creature your size or smaller you gain advantage.

Long Memory. You have proficiency in the History skill.

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

Languages. You can speak, read, and write Common and Draconic. The saurian dialect of Draconic is obvious to other speakers of the language and unless you learn Draconic again from another source, your speech in Draconic will always be notable for its saurian idiosyncrasies.

Subrace. Saurian society is divided into castes primarily determined by a saurian's subraces. Ankylos are expected to become a member of the military or city guard. Deinony serve their people as ambassadors and traveling merchants. Plesios are depended on as farmers and explorers of saurian society. Pteradas are known for their creativity and expertise as artisans. Sarchos are found almost exclusively in coastal cities and often make up whatever naval forces a saurian city-state has. Tricerats are encouraged to become scholars and bureaucrats. Tyrannos are the leaders of saurian society, as likely to be feared as they are admired.

ANKYLOS

By tradition, the ankylos are the military caste of saurian society. Ankylos are introduced to fighting in small groups as a competitive team sport for the entertainment of other saurians. As ankylos age, they take on roles in the city guard, in militaries, or as bodyguards and warriors.

These combat roles well suit the ankylos, who are the heaviest among saurian kind and possess both natural weapons and defense. Along their back the ankylos have contiguous bone plates that create a shell and their tail ends in a club formed from a dense nodule of the same bone plates.

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

Club Tail. You have a club tail which you can use to make unarmed strikes. If you hit with them, you deal 1d6 + your Strength modifier bludgeoning damage.

Heavy. You have advantage on saving throws against being moved and knocked prone.

Natural Armor. You have a bone plated back you can use to intercept attacks when you have no better shield on hand. While you are not using a shield you gain +1 to your AC.

Slow. Your base movement speed decreases to 25 feet.

DEINONY

With their heightened speed and relatively smaller frame, the deinony serve saurian society as ambassadors, merchants, and rangers. In ancient eras the deinony would travel from one saurian city-state to another delivering their ruler's lists of demands, requests, or peace offerings. It has been centuries since two great saurian city-states have been close enough for such a relationship so deinony today serve as the primary face of saurian society to the outside world, if the outside world knows of saurians at all.

To the uneducated eye, a deinony might look like a particularly feral lizardfolk. To those who are familiar with both races the deinony's size, protruding nose, and dagger-sized talons on their feet make the two impossible to confuse.

Ability Score Increase. Your Strength, Dexterity, and Charisma scores increase by 1.

Clawed Toe. You have dagger like claws at the end of your feet that you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Clever. You have a natural talent for providing openings and advantages for others. On your turn, you can use a bonus action to take the Help action. You can use this feature again after you complete a short or long rest.

Raptor Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

PLESIOS

Plesios form the bulk of the agricultural caste of saurian society. Plesios are naturally gifted at tending the land and the sea and are taught horticulture and herbalism at a young age. Many plesios become farmers but some rare few serve their communities as druids or rangers instead.

Plesios are the tallest of the saurian owing in no small part to their sizeable neck. Plesios stand nearly 8 feet tall on average with their neck comprising about 2 feet of that height. Despite lacking any external gills, plesios are equally at home above and below water. Their skin produces an oily sheen when they remain out of water for extended periods of time.

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

Darkvision. Accustomed to darkened waters, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Aquatic. You have a swimming speed equivalent to your base walking speed and you can breathe air and water.

Catch of the Day. When you are near a body of water you can spend 10 minutes fishing. You catch 10 fish which function identically to the berries created by the spell, goodberry. You can use this feature again after you complete a long rest.

PTERADAS

In saurian society, pteradas make up the artisan caste. In a culture that changes as slowly as saurian society does, pteradas are given a limited freedom to innovate and experiment with new forms of art and thinking. In practical roles, pteradas become artists, philosophers, and inventors.

Physically the pteradas are the smallest and lightest of all saurians. Their relatively spry stature allows them to use their wings, a membrane between the bottom of their palms and their top of their hips, to fly. Their heads are long and angular, due to their pronounced beaks.

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

Flight. You have a fly speed of 30 feet. You cannot fly using this feature when you are carrying more than half of your encumbrance rating in weight. While flying in this way you cannot make attack rolls, cast spells, or maintain concentration on spells you had previously cast.

Tool Proficiency. Choose and gain proficiency with any one tool kit.

SARCHOS

Sarchos occupy a precarious position in saurian society. It's an accepted fact that sarchos were one of the youngest of the saurian races and their unique gifts leave them ill-suited for landlocked settlements. While historically the sarchos made up the bulk of saurian city-state's navies, today few such city-states exist and those that do are hard pressed to muster enough members to call it a "navy." As a result, sarchos are largely forgotten by other saurians or sometimes even viewed as suspicious outsiders. In the rare saurian city-states that have long and proud naval traditions, the sarchos are still accepted as members of society, but often take roles that keep them at sea.

Sarchos have long snouts, a thick scaled hide, short powerful legs, and long tails. While their gait on land could be described as awkward, they swim with the grace of a sea serpent, using their tails to propel themselves forward. Sarchos are sometimes mistaken for large crocodiles by humanoids unfamiliar with saurians.

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

At Home in Water. Your base movement speed decreases to 25 feet, but you have a swimming speed of 30 feet.

Hold Breath. You can hold your breath for up to your Constitution modifier in hours (minimum 1).

Powerful Jaws. Sarchos have powerful jaws they can use to grapple and control enemies with in combat. When you make a grapple attempt you may use your mouth instead of a free hand. If you do, and you successfully grapple a creature, that creature takes your strength modifier in damage.

Scaley Hide. Whenever you complete a short or a long rest you gain temporary hit points equal to your Constitution modifier (minimum 1).

TRICERAS

Triceras are regarded as gifted scribes and ritualists and make up the majority of the scholar caste in saurian society. As such, triceras are called on to remember the customs and traditions of the past as well as interpret and implement the application of historical laws. Triceras fulfill their function as members of the scholar caste by serving as judges, priests, and lorekeepers.

The most striking physical characteristic of the triceras is their forehead which forms an elevated ridge that separates the front of their skull from the back. Three horns protrude from the front facing side of that ridge. A shorter horn sits directly above the triceras' beak and two longer horns grow on either side of central horn.

Ability Score Increase. Your Strength and Intelligence scores increase by 2.

Living Fossil. Your proficiency bonus is doubled when you make Intelligence (History) ability checks.

Tricorn Headbutt. You have three horns on your head that you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Ritualist. Choose any 1st-level spell with the ritual tag. You can cast this spell as a ritual. Intelligence is your spellcasting ability for this spell.

TYRANNOS

Along with the blood of the mythical Tyrant King, the tyrannos inherit the birthright of leadership and form the ruling caste of saurian society. Historically, the tyrannos proved their worth as rulers by launching extended military campaigns against one another. As the numbers of their subjects dwindled, the efficacy of such campaigns became unsustainable. Traditional tyrannos do little today but rule over the decaying ruins of their once great society while enterprising tyrannos may attempt to start trade with the wider world. Tyrannos are given a wide berth in terms of the functional roles they play in society but most often act as politicians, rulers, and merchants.

The tyrannos are easily identified by their large heads, which they claim are a result of their superior intellect and political prowess, and their short arms, which everyone else should be careful never to call to attention.

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

Carnivorous Bite. You have rows on rows of sharp teeth which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 2d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Small Arms. You have disadvantage on attack rolls with heavy weapons.

Tyrant King. You have proficiency in the Intimidation skill.

Terrifying Roar. You can use your action to roar with rage, shocking your inferiors into submission. When you do, all creatures within 30 feet must pass a Wisdom saving throw or be frightened until the end of your next turn. The DC for this saving throw is equivalent to 8 + your Charisma modifier + your proficiency modifier. After you use your terrifying roar, you can't use it again until you complete a short or long rest.

SHARDMIND

IT WAS THE MOST EXQUISITE STATUE I'D EVER SEEN.

Then it ordered a drink!

— Gringilligus Grogoggnog, *gnome tavernkeeper*

All shardminds were once physically and psychically united in the Living Gate, a metaphysical seal that locked the Far Realm away from the rest of existence. When the Living Gate was destroyed it sent crystalline shards across the multiverse. Some of these shards became sentient, formed humanoid bodies, and became shardminds. Almost all shardminds agree their purpose in existence is to rebuild the Living Gate, but how to accomplish that goal and what's worth sacrificing to accomplish it are highly debated.

CRYSTALLINE BODIES

Although each shardmind's appearance is unique, other races often have difficulty telling two shardminds apart unless they have obvious differences in height, features, or coloration. Shardminds stand between 5 and a half feet to a little over 6 feet tall and weigh anywhere from 180 to 240 pounds. Their body is composed of hundreds of crystalline shards vibrating silently against one another. These crystals are amber, green, red, or white in color. Shardminds are luminescent with particularly bright crystals where other humanoids might associate with eyes.

Shardminds have no reproductive organs or any other sex characteristics. When a shardmind first awakens, it determines what shape it will take and maintains that shape for the duration of its existence. The psionic energy that animates a shardmind requires their shape to be humanoid although they can break down into a cloud of crystal shards for a brief moment. Despite being a non-biological race, the psionic energy of a shardmind responds to poisons as if they were made of flesh and blood.

CRYSTALLINE MINDS

Shardminds believe there is only so much psionic energy leftover from the Living Gate and that a new shardmind is only created when an old one dies. When this occurs, a deposit of crystals, left when the Living Gate was destroyed, stir to life and fly to a central point, forming a dense sphere of shards that quickly coalesces into a humanoid form. Many shardminds have never seen another of their kind but know they exist because they all retain some memories of the time they existed as a singular being in the Living Gate.

Beings of pure thought given form, shardminds are emotionally distant and logical. Although shardminds are not often moved to acts of emotion, when they are the emotion is often extreme. A shardmind will patiently tolerate a companion's practical jokes until the day they don't — and then they will make their rage known. These emotional outbursts are rare and often pass quickly, but are proof that the shardminds are not as dispassionate as they might appear.

SINGULAR PURPOSE, MULTIPLE METHODS

A shardmind's first thoughts when they come to exist are of the Living Gate. All shardminds share a drive to seal away the Far Realms from the multiverse but vary in their idea of how that should be accomplished. Some shardminds believe that they must learn to construct a new Living Gate. Others believe that each shardmind should defend its own existence before anything else, believing that a large enough population of elder and powerful shardminds will spontaneously unite into the collective being they once were. Finally, some shardminds come to the dark conclusion that their own race is wasted energy. They believe the psionic energy that animates shardminds would naturally reform the Living Gate if it wasn't tied up creating and maintaining shardminds. These believers hunt down and kill other shardminds, believing that with each death they come closer to protecting the multiverse.

REBUILDING THE LIVING GATE

All living shardminds are adventurers for some part of their lives. Shardminds come into existence with a sense that the multiverse is out of sorts and needs their intervention to correct itself. This urge to correct a defect in the cosmos drives shardminds to seek out any way they can of rebuilding the Living Gate to once again seal the Far Realms off from the rest of existence. In the pursuit of that knowledge, they often take up with adventurers of other races, predicting they are more likely to find ancient lore and powerful artifacts with the aid of others.

SHARDMIND NAMES

Shardminds take the names of runes that were incorporated into the Living Gate as personal names. Because shardminds have no sex their names are not differentiated by gender.

Shardmind Names: Amata, Arshaka, Arwia, Balashi, Bashanu, Belessunu, Dpiana, Erishti, Eshunu, Hunzu, Iltani, Ishmea, Kuaya, Kubaba, Kuri, Manishtu, Naram, Nuraya, Seluku, Tabni, Ubashu, Utua, Zakiti

SHARDMIND TRAITS

Your shardmind character has the following racial traits.

Ability Score Increase. Your Intelligence, Wisdom, and Charisma scores each increase by 1.

Age. Shardminds are effectively ageless. They awaken from dormancy fully mature and have no natural lifespan.

Alignment. Shardminds are people of custom and habit making most of them lawful. A shardmind is as likely to be good as it is evil but much more likely to be neutral.

Size. Shardminds are between 5 and 6 feet tall and weigh around 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30.

Crystalline Mind. You have resistance to psychic damage.

Inner Light. You emit light out to a distance of 30 feet and dim light to a distance of 30 feet beyond that. You can choose to darken your light as an action. When you do, it remains darkened for one minute.

Living Construct. Even though you are a construct, you are also a living creature. You are immune to disease. You do not need to eat, breathe, drink, or sleep.

Shard Swarm. As an action on your turn, you can burst into your composite crystal shards then reassemble in a new location. When you do, each creature within 5 feet of you when you use this action must succeed on a Dexterity saving throw (DC 8 + your Intelligence modifier + your proficiency bonus) or it takes 1d6 piercing damage. A creature who succeeds on its saving throw takes half damage. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

As part of the same action, you teleport to an unoccupied space you can see within 30 feet.

You can use this trait again when you finish a short or long rest.

Telepathy. You can telepathically speak to any creature you can see within 120 feet of you. You must share a language with the creature for it to understand your telepathic utterances.

Languages. You can speak, read, and write Common and Deep Speech. Although shardminds are physically capable of producing speech, they prefer not to when

possible. Most shardminds use their telepathy as their primary means of communicating with other humanoids.

THRI-KREEN

ALTHOUGH WE HAD TRAVELED TOGETHER FOR OVER A year by then, I never knew where I stood with Tak-tha. Then one day, after a particularly ferocious battle, I laid there bleeding and helpless on the ground and she approached. When she didn't eat me, that's when I knew we were friends after all.

— Aranarei, urchin by birth, adventurer by trade

Dwelling in the hottest parts of the world, thri-kreen stalk the savannas and deserts they call home. These insect-like humanoids must fend for themselves from the moment they are born and continue to do so until the day they die. Not prone to emotion or social impulses, thri-kreen are happy to spend the entirety of their lives hunting and foraging for everything they need to survive.

MANTIS WARRIORS

Thri-kreen are insectoid humanoids covered in chitinous armor with four arms, powerful mandibles, and two antennae at the top of their head. For non-thri-kreen, they are practically impossible to tell apart except by whatever weapons or hunting trophies they might be carrying. A thri-kreen's lower set of arms are just below the upper arms, which connect to their shoulders, and are just as capable of lifting and carrying as the upper arms. Their antennae move about unconsciously unless they are being used to communicate with other thri-kreen.

The shortest thri-kreen are 5 feet tall and the tallest thri-kreen stand nearly 7 feet. They weigh an average of 200 pounds but can weigh significantly more depending on the thickness of their exoskeleton. The natural armor that covers their faces obscures any facial features that might provide insight into a thri-kreen's thoughts or feelings. Thri-kreen rarely wear clothes unless they are attempting to fit into humanoid society but some do carry a keepsake or two from particularly challenging hunts.

SURVIVAL OF THE FITTEST

Adult thri-kreen feel an impulse to seek one another out and mate just before the hottest season of the year. Female thri-kreen then work together to dig underground chambers for their eggs where they will collectively lay dozens of eggs. By the time the eggs hatch a few months later, the parents have left the chamber and will likely never meet their offspring. The vast majority of thri-kreen die within the first three years.

Those that survive mature quickly. Thri-kreen do not need to sleep and age rapidly compared to many other humanoid races. Over the course of its first 5 years, a thri-kreen will molt over a dozen times. After that time, a thri-kreen is fully mature and will only molt once a year. Many thri-kreen are the only members of their brood to make it to this age but some survive with a handful of others. When this happens, broodmates will likely remain together for the duration of their lives. Whether thri-kreen learn how to use tools and speak their shared language by instinct or a latent psionic connection is a point of debate among scholars.

SOLITARY HUNTERS

Thri-kreen spend their days and nights on the hunt. As a rule, thri-kreen are not interested in wealth and rarely hunt or forage for more than is required to meet their immediate needs. Thri-kreen have a deep respect for the natural order of the world and never kill for pleasure or entertainment. Despite having no laws or society to speak of, many thri-kreen have taken it upon themselves to put an end to hunters who take more than they need from thri-kreen territory.

Most thri-kreen live alone or with the few broodmates that they survived adolescence with. In rare instances, however, thri-kreen will form small tribes if the natural threats in the region are too great for individual thri-kreen. In very rare cases, a thri-kreen will experience a psionic awakening that gives rise to intense emotions and the desire to communicate with non-thri-kreen. These thri-kreen are the most likely to enter a society of other humanoid races.

TERRITORIAL ADVENTURERS

Given that they spend most of their lives alone, content to live a simple life of hunting, and rarely swayed by appeals to emotion, thri-kreen are not likely to become adventurers. When they do it is most often temporary, with the realization that there is an existential threat to their hunting territory, forcing them to take extraordinary measures. Although rare, it is possible a thri-kreen will discover that they prefer the company of others to a life of solitary hunting and decide to continue adventuring after they have resolved the threat to their home.

THRI-KREEN NAMES

Thri-kreen choose a personal name for themselves only if necessary upon encountering other humanoids. Since thri-kreen almost never know their parents, they do not have family names. Thri-kreen names are not gendered.

Thri-kreen Names: Chak-tha, Chit'al, Drik-chkit, Gulnik, Kacht-ta, Kat'chka, Kiktul, Klaktuk, Krik, Pak'cha, Pik-ik-cha, Pok, Ptekwe, Tak-tha, Tal'tich, Tilnak, Tik-tik

THRI-KREEN TRAITS

Your thri-kreen character has the following racial traits.

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

Age. A thri-kreen reaches adulthood by 6 and are considered elders by 25. No thri-kreen has ever naturally lived past 35 years of age.

Alignment. Most thri-kreen are chaotic neutral. Thri-kreen are not swayed by sentiment or greed so they rarely seek to obtain more resources than necessary, but likewise rarely provide charity for those in need. Thri-kreen grow up in isolation, or with only their broodmates, so the intricacies of law and custom are lost on them.

Size. Adult thri-kreen stand about 6 feet tall and weigh around 200 pounds. Your size is Medium.

Speed. Your base walking speed is 35.

Bite. You have powerful mandibles that you can use to bite creatures in place of an unarmed strike. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Cythka	15 gp	1d8 slashing	5 lb.	Defensive, thrown (10/30), two-handed
<i>Martial Ranged Weapons</i>				
Chatkcha	8 gp	1d6 piercing	5 lb.	Light, thrown (30/120)

Darkvision. Accustomed to long nights under the desert sky, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Extra Arms. You have four arms.

Leaper. Your jump distances are tripled and you make standing jumps as if you had a running start.

Limited Emotions. You have advantage on saving throws against being charmed or frightened.

Sleepless. You do not need to sleep and magic can't put you to sleep. You can rest as normal by doing only light activities during rests.

Thri-kreen Weapon Training. You have proficiency with the gythka and chatkcha.

Languages. You can speak, read, and write Common and can speak Thri-kreen. Thri-kreen is a language composed entirely of whistles, mandible clicks, and antennae gestures making it impossible for other races to speak. Thri-kreen has no alphabet or written language.

THRI-KREEN WEAPONS

As they reach maturity, thri-kreen instinctively learn how to craft and use the following weapons. The gythka introduces a new weapon property, which is detailed after the weapons table.

WEAPON PROPERTIES

The defensive property presented here supplements those found in the *Player's Handbook*.

Defensive. While you wield one or more weapons with this property, you gain a +1 bonus to AC if you are proficient with the weapon and not using a shield.

CHAPTER 2: FEATS

Feats are an optional rule in chapter 6, “Customization Options,” of the *Player’s Handbook*. The DM decides whether they’re used and may also decide that some feats are available to choose and others aren’t.

This section introduces a collection of special feats that allow you to explore your character’s race further. These feats are each associated with a race from this book or *Volo’s Guide to Monsters*, as summarized in the Racial Feats table. A racial feat represents either a deepening connection to your race’s culture or a physical transformation that brings you closer to an aspect of your race’s lineage.

RACIAL FEATS

Race	Feat
Aasimar	Divine Conduit
Aasimar	Supernal Touch
Book Wyrms	Glossolalic Cacophony
Book Wyrms	Scribe of Secrets
Dhampir	Ferocious Bite
Dhampir	Protean Magic
Dragon-turtleborn	Dragon Fear
Dragon-turtleborn	Dragon-turtle Champion
Firbolg	Hidden Stride
Firbolg	Silver Speaker
Giff	Headstrong
Giff	Spell Suppression
Godblooded	Channel Divinity
Godblooded	Resurgent Divinity
Goliath	Blood of Giants
Goliath	Mountain’s Endurance
Grimalkin	Nine Lives
Grimalkin	Otherworldly Ancestry
Half-Dwarf	Dwarven Fortitude
Half-Dwarf	Prodigy
Kenku	Magic Mimic
Kenku	Master Mimic
Lemurian	Not of This World
Lemurian	Sufficiently Advanced
Lizardfolk	Cold-Blooded
Lizardfolk	Ravenous Appetite
Lupin	Wild Howl
Lupin	Wolfsbane
Saurian	Intimidating Size
Saurian	Primordial Resilience
Shardmind	Disciplined Mind
Shardmind	Inquisitive Mind
Tabaxi	Catlike Reflexes
Tabaxi	Sharpened Claws
Thri-kreen	Predator’s Gifts
Thri-kreen	Psionic Awakening
Triton	Abyssal Sight
Triton	Triton Weapon Training

The feats are presented below in alphabetical order.

ABYSSAL SIGHT

Prerequisite: Triton

Used to long excursions in the deep sea where the sunlight never reaches, you have superior vision in the dark. You can see in dim light within 120 feet of you as if

it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Additionally, as an action you can open your awareness to the presence of your ancient foes. Until the end of your next turn, you know the location of any elemental, monstrosity, or undead that has a swim speed and is within 300 feet of you. You know the type (elemental, monstrosity, or undead) of any being whose presence you sense, but not its identity (the elemental Leviathan, for example). Within the same radius, you can also detect the presence of any portals to or from an elemental plane. You can use this ability a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

BLOOD OF GIANTS

Prerequisite: Goliath

You are stronger still than your goliath kin. Worryingly, you have discovered a way to tap into your ancient heritage and unleash an inner power that causes you to resemble a giant yourself. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You can cast the *enlarge/reduce* spell on yourself once with this trait, using only the spell’s enlarge option. You don’t need material components for this spell and cannot lose concentration on this spell as a result of taking damage. You regain the ability to cast this spell with this trait when you finish a long rest. Strength is your spellcasting ability for this spell.

CATLIKE REFLEXES

Prerequisite: Tabaxi

You walk with swift speed and a watchful eye for danger. You gain the following benefits:

- Your base walking speed increases to 35.
- After you roll a Dexterity saving throw, but before the DM declares it a success or failure, you can use your reaction to roll the saving throw again. You must use the second result.
- You do not drop prone when you take damage from falling.

CHANNEL DIVINITY

Prerequisite: Godblooded

You gain the ability to channel divine energy directly from your blood, using that energy to fuel magical effects. You can use your channel divinity to access the 2nd level Channel Divinity effect of the Cleric Domain you chose as your subrace. You must finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this trait, the DC equals 8 + your proficiency bonus + your Constitution modifier.

COLD-BLOODED

Prerequisite: Lizardfolk

You are not easily moved to affection and find fear nearly as effective as violence for getting what you want. You gain the following benefits:

- You have advantage on saving throws against being charmed.
- You can use an action to expend a use of your Hungry Jaws racial trait to instead make direct eye contact with a creature who can see you within 30 feet and hiss loudly. When you do, that creature must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or be frightened of you for the next minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

DISCIPLINED MIND

Prerequisite: Shardmind

You are stoic and clear-eyed. You have advantage on saving throws against illusions and being charmed or frightened.

DIVINE CONDUIT

Prerequisite: Aasimar

You are a living conduit between the divine and material realms. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- You have the ability to strike fear in the hearts of fiends. You can Channel Divinity to use the Turn Fiend effect. If you already have an ability that grants you Channel Divinity, you gain an additional use of it before needing to take a short or long rest to regain expended uses.

CHANNEL DIVINITY: TURN FIEND

As an action, you present your holy symbol and speak holy words condemning fiends. Each fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Wisdom or Charisma modifier). If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

DRAGON FEAR

Prerequisite: Dragonborn or dragonturtleborn

When angered, you can radiate menace. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- Instead of exhaling destructive energy, you can expend a use of your Breath Weapon trait to roar, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it

can repeat the saving throw, ending the effect on itself on a success.

DRAGONTURTLE CHAMPION

Prerequisite: Dragonturtleborn

As you've matured, many of your natural defenses and aptitudes mutated, making you even more dangerous than your peers. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- You have retractable claws at the ends of your fingers that you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- The AC granted by your Natural Armor racial trait increases to 18.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

DWARVEN FORTITUDE

Prerequisite: Dwarf or half-dwarf

You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

FEROCIOUS BITE

Prerequisite: Dhampir

You can reflexively extend your canines, giving you a vicious bite that you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

When you deal damage to a creature with your bite attack, you can use your reaction to absorb a measure of their lost vitality. When you do, you gain temporary hit points equal to the damage dealt. You cannot use this reaction ability again until you finish a short or long rest.

GLOSSOLALIC CACOPHONY

Prerequisite: Book Wyrm

You learn to exhale a stream of consciousness gibberish picked up from your diverse studies that maddens those around you. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- As an action, you can exhale a cacophony of incoherent babble. Each creature in a 15 ft. cone must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 psychic damage on a failed save, and half as much damage

on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d7 at 16th level. After using this ability, you can't use it again until you complete a short or long rest.

HEADSTRONG

Prerequisite: Giff

Your head is particularly hard, something you have learned to rely on in a fight. You gain the following benefits:

- Your head is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d8 + your Strength modifier, instead of the damage normal for an unarmed strike.
- You regain the use of your Headfirst Charge racial trait whenever you end a turn without using it.

HIDDEN STRIDE

Prerequisite: Firbolg

You have mastered the secrets that let your people walk the woods unseen for years. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When you remain motionless for 1 minute, you turn invisible. This invisibility lasts for 1 hour but ends early if you attack, cast a spell, make a damage roll, or force a creature to make a saving throw. Once you use this trait, you can't use it again until you finish a long rest.

INQUISITIVE MIND

Prerequisite: Shardmind

You can cast the detect thoughts spell without providing the material components. When you gain this trait you choose one of the following as your spellcasting ability for this spell: Intelligence, Wisdom, or Charisma. Once you cast this spell with this trait, you can't cast it again until you finish a short or long rest.

INTIMIDATING SIZE

Prerequisite: Saurian

Your towering stature is unsettling to others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you use threats of violence or demonstrate your physical power to frighten another, you can add your Strength modifier instead of your Charisma modifier to your Intimidation ability check.
- When you make an Intimidation ability check against a creature your size or smaller you gain advantage.

MAGIC MIMIC

Prerequisite: Kenku

When a creature you can see and hear within 30 feet casts a spell, you can use your reaction to memorize their words and gestures. When you do, make a Wisdom (Perception) ability check with a DC of the spellcaster's spell save DC. If your ability check equals or exceeds their spell save DC and the spell was of a level you can

cast or lower (determined by the Kenku Magic Mimic table below), you can mimic that spell once in the next minute. When you mimic a spell, you cast the spell as normal but do not need to expend a spell slot or provide material components (unless there is a cost associated with the material component of the spell). Wisdom is your spellcasting ability for spells cast with this trait. Once you use this trait, you must finish a short or long rest before you can use it again.

KENKU MAGIC MIMIC

Your Level	Maximum Spell Level
1-2	1st
3-4	2nd
5-6	3rd
7-8	4th
9+	5th

MASTER MIMIC

Prerequisite: Kenku

You've taken your people's natural aptitude for mimicry and elevated it into a science. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You are proficient in your choice of one of the following skills: Deception, Insight, Perception, or Stealth.
- When you use your Mimicry racial trait, you have advantage on your Charisma (Deception) check.

MOUNTAIN'S ENDURANCE

Prerequisite: Goliath

Injuries that would rock lesser heroes fall flat on you. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you use your Stone's Endurance racial trait you gain temporary hit points equal to twice your level. You lose any remaining temporary hit points you have from this ability after one minute.

NINE LIVES

Prerequisite: Grimalkin

The tenacious luck of cats is the stuff of legend. You gain the following benefits:

- Increase your Dexterity, Intelligence, or Charisma score by 1, to a maximum of 20.
- Whenever you would die as the result of failing your third death saving throw, or by taking excessive damage, mark a life on your character sheet. If you have not marked your 9th life, you miraculously survive the trauma and stabilize at 0 hit points.
- Once you have marked your 9th life, your choice of Dexterity, Intelligence, or Charisma score increases by 1, to a maximum of 20, and you are vulnerable to excessive damage and death saving throws as normal characters.

NOT OF THIS WORLD

Prerequisite: Lemurian

Your connection to the Ethereal Plane is even stronger than most lemurians. You gain the following benefits:

- You regain the use of your Vision Beyond Sight racial trait when you finish a short or long rest.
- While you are partially ethereal as a result of using your Ethereal Step racial trait, you have resistance to all damage except force and psychic.
- As an action, you can detect the distance and direction to all portals that connect the Material Plane to the Border Ethereal within 1 mile. After you use this ability, you must finish a short or long rest before you can use it again.

OTHERWORLDLY ANCESTRY

Prerequisite: Grimalkin

You have a fine coat of purplish-black or white-silver, a remnant of your ancestors' times in the otherworldly realms. You gain the following benefits:

- Increase your Dexterity, Intelligence, or Charisma score by 1, to a maximum of 20.
- The majority of your ancestors came from the Feywild or the Shadowfell. If you choose Feywild, gain the Fey Ancestry trait. If you choose Shadowfell, gain the Darkvision trait.
 - **Darkvision.** Used to lightless skies in a world of endless grey, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.
 - **Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

PREDATOR'S GIFTS

Prerequisite: Thri-kreen

You are an unrivaled predator, both cunning and swift. You gain the following benefits:

- You have proficiency with the Survival skill.
- Your base walking speed increases to 40.
- You can spend 1 minute focusing to change the coloration of your carapace to match your surroundings. When you do, you have advantage on Dexterity (Stealth) ability checks made to hide while you remain in those surroundings.

PRIMORDIAL RESILIENCE

Prerequisite: Saurian

The reign of the saurian empire was so long because its warriors could not be broken. You have inherited a measure of your ancestors' resilience. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.

- When you complete a short rest, you gain your level in temporary hit points.
- When you complete a long rest, you gain twice your level in temporary hit points.

PRODIGY

Prerequisite: Half-dwarf, half-elf, half-orc, or human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

PROTEAN MAGIC

Prerequisite: Dhampir

When you are not in direct sunlight, you can use an action to cast the *gaseous form*, *meld into stone*, or *polymorph* spell on yourself. You do not need to provide material components to cast the spell and, if you cast *polymorph* with this trait, you can only choose to turn into a bat or a wolf. Once you have cast a spell with this trait, you must finish a long rest to cast a spell using this trait again.

PSIONIC AWAKENING

Prerequisite: Thri-kreen

An event or experience has triggered your psionic awakening. Your emotional range expands beyond other thri-kreen and you gain the following benefits:

- You can speak with creatures within 60 feet telepathically. You do not need to share a language with the creature to be able to do so but the creature must be capable of understanding at least one language.
- You can cast the *mage hand* cantrip with this trait. When you do, the hand is invisible. Once you reach 3rd level, you can cast either the *blur* or *invisibility* spell once with this trait as a 2nd-level spell, targeting yourself only. You regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

RAVENOUS APPETITE

Prerequisite: Lizardfolk

The limitations of your Hungry Jaws trait fall away as you are constantly consumed with a ravenous appetite that must be sated. You gain the following benefits:

- When you use your Hungry Jaws racial trait, you regain hit points equal to half the damage dealt by the attack.
- You can use your Hungry Jaws racial trait a number of times equal to 1 + your Constitution modifier (minimum 1). You regain all expended uses when you finish a long rest.

RESURGENT DIVINITY

Prerequisite: Godblooded

You have discovered a wellspring of divine power within yourself and can tap into it as you desire. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- As a bonus action, you regain the ability to cast spells you have already cast using your Divine Legacy trait. You can use this ability again after you finish a long rest.

SCRIBE OF SECRETS

Prerequisite: Book Wyrn

Your mastery of the written word has crossed the border into the supernatural. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- Your proficiency bonus is doubled for any ability check you make that uses your calligrapher's supplies proficiency.
- You can cast the *illusory script* spell without expending a spell slot or providing the material components.

SHARPENED CLAWS

Prerequisite: Tabaxi

Your claws are naturally sharper than most, or you spend a great deal of time on nail care. You gain the following benefits:

- The climbing speed granted by your Cat's Claws trait increases to 30 feet.
- You can add your Dexterity modifier instead of your Strength modifier to the attack and damage rolls of unarmed strikes you make using your claws.
- The damage die of your claws increases to d6.
- While you are grappled, you have advantage on attacks made with your claws against the creature grappling you.

SILVER SPEAKER

Prerequisite: Firbolg

You have learned to soothe the tempers of flora and fauna and have a rudimentary grasp of their attempts at communication. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you communicate with beasts and plants using your Speech of Beast and Leaf racial trait, you can understand their crude attempts at communicating back to you.
- You can cast the *animal friendship* spell as a 1st-level spell. You can target plants as well as beasts when you cast this spell with this trait. You do not need to provide the material component to cast this spell and use Charisma as your spellcasting ability for this spell. Once you have cast this spell using this trait, you

cannot do so again until you have finished a short or long rest.

SPELL SUPPRESSION

Prerequisite: Giff

The giff despise magic because they have no natural aptitude for it and it sometimes goes awry in their presence. You gain the following benefits:

- When you take damage from a spell you can use your reaction to gain resistance against the damage of the triggering spell until the start of your next turn. Once you use this ability, you can't use it again until you finish a short or long rest.
- You add your proficiency bonus to any saving throw you make against a spell that doesn't already include your proficiency bonus.

SUFFICIENTLY ADVANCED

Prerequisite: Lemurian

Although Lemuria is no more, you have acquired some of its lost secrets. You gain the following benefits:

- You gain proficiency with the Arcana skill if you are not proficient already. If you are, your proficiency bonus is doubled for any Intelligence (Arcana) ability check you make.
- You learn any two cantrips of your choice. Intelligence is your spellcasting ability for these cantrips.

SUPERNAL TOUCH

Prerequisite: Aasimar

You are a gifted healer, even among aasimar. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can use your Healing Hands racial trait twice and regain any expended uses when you finish a long rest.
- When you use your Healing Hands racial trait, you gain a number of temporary hit points equal to your level. You lose any remaining temporary hit points after 1 minute.

TRITON WEAPON TRAINING

Prerequisite: Triton

The tritons use weapons of war that are equally functional above and below the waves, favoring the trident and net in particular. You gain the following benefits:

- When you use a net or a trident its normal and maximum ranges are doubled.
- When a creature provokes an opportunity attack from you, you can use your reaction to make a ranged weapon attack against that creature with a net.
- When you make a ranged attack with a net, you do not have disadvantage for being within 5 feet of a hostile creature or creatures.
- When you wield a trident with one hand, its damage die changes from 1d6 to 1d8. When you wield a

trident with two hands, its damage die changes from 1d8 to 1d10.

- Tridents count as having the reach property for you.

WILD HOWL

Prerequisite: Lupin

You have discovered a feral voice within you that frightens others and marks you as kin to canines. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You can speak to and understand the speech of dogs and wolves.
- You can let out a wild howl, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Wisdom or Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. Once you use this ability, you must finish a short or long rest before you can use it again.

WOLFSBANE

Prerequisite: Lupin

Lupin have never gotten along with werewolves. You have trained in the methods your ancestors learned to detect and counter lycanthropes. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Investigation, Perception, or Survival.
- You can use an action to smell a creature within 30 feet of you. You learn whether or not they are a shapechanger and, if they are, whether or not they are a lycanthrope. Once you use this ability, you can't use it again until you finish a short or long rest.
- Your bite counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CHAPTER 3: MAGIC ITEMS

Adventurers in the worlds of D&D have been known to acquire magical items in their travels. Presented in this chapter are a variety of magical items that can be used by any character but may be of particular interest to the races detailed in the *Book of Uncommon Ancestry*.

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ADAMOVICH'S FLYING DAGGER

Weapon (dagger), uncommon

This dagger's normal and long thrown ranges are tripled. You have advantage on all ranged attack rolls against inanimate objects and disadvantage on all ranged attack rolls against creatures with this weapon.

AMBROSIA

Potion, legendary

This golden-hued effervescent beverage is the legendary nectar of the gods. Mortals are rarely lucky enough to discover a supply of the divine drink but a generous celestial might gift it to an adventurer for completing a quest. The first time you consume ambrosia, you gain the following benefits:

- You gain all the benefits of completing a long rest.
- You age slower than others. For every 2 years that pass, your body ages only 1 year.
- Roll 1d6 twice and consult the chart below. Each time the ability score indicated increases by 1, to a maximum of 22.

d6	Ability Score
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

AUTO-ILLUSTRATING DEVICE

Wondrous item, rare

This small, black box-like contraption has a large bulb, with a coil inside, sticking out the top and a transparent, circular lens sticking out the front. You can use an action to point the device and push a button, located on the top of the box, causing the bulb to flash with intense light. When it does, all creatures in a 15 foot cone in front of you must succeed on a Constitution saving throw (DC 13) or be blinded until the end of their next turn. Once it has been used in this way, it cannot be used again for 1 minute. At the end of that minute, the device excretes a paper illustration in the likeness of the scene it was pointed in the direction of.

BEDROLL OF DIRT NAPPING

Wondrous item, rare

This used bedroll is stained with grass and dirt. As an action, when you are inside the bedroll, you can cause the bedroll and everything it contains to sink ten feet into the earth over the course of a minute. While in the earth, you do not need to breathe. As an action while you are inside the bedroll under the earth, you can cause the bedroll and everything it contains to rise out of the earth over the course of a minute.

BIG BOOMER

Weapon (musket), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you can use an action to put the muzzle of this weapon against the ground and fire. When you do, each creature within 10 feet must succeed on a Constitution saving throw (DC 14) or take 1d12 thunder damage and be deafened for 1 minute. In addition, the force of the blast causes you to jump 30 feet in a direction of your choice.

BLESSED HOLY SYMBOL
Wondrous item, very rare

This holy symbol emanates an invisible but palpable aura of divine radiance. You gain a +1 to your spell save DC and spell attack modifier while using this holy symbol as your spellcasting focus.

In addition, this magic item holds 7 charges. Whenever you use a feature that would allow you to expend a use of your Channel Divinity, you can expend a charge from this magic item instead. On the last day of each week, the holy symbol regains 1d6 + 1 charge.

BOOK OF ORIGAMI SHIPS
Wondrous item, rare

This book contains pages of firm paper with illustrations of a variety of sailing vessels and pages that are blank except for folding instructions. When a page with instructions is torn out and folded following the instructions, it transforms into a vessel over the course of 1 minute. The vessel exists for a single voyage (to a maximum of 1 year), after which time it deteriorates into wet paper. The book contains a random number of vessels: 2d6 rowboats, 1d8 keelboats, 2d4 sailing ships, and 1d4 war ships. Rules for these vessels can be found on page 119 of the *Dungeon Master's Guide*.

BOOTS OF EXCESSIVE ACTION
Wondrous item, rare (requires attunement)

These well worn brown leather boots are emblazoned with wings on the outside ankle. While you wear these shoes and are attuned to them, you can use a bonus action on each of your turns to take the Dash, Disengage, or Dodge action.

Curse. While you are attuned to the boots of excessive action, you cannot take the Dash, Disengage, or Dodge action unless you are wearing the boots. While you are wearing the boots, whenever you take the Dash, Disengage, or Dodge action you have a 50% chance of falling prone instead of taking that action. If you fall prone as a result of taking the action, you cannot rise from prone before the end of the turn.

You can break the curse in all the usual ways.

BOTTLE OF SPIRITS
Wondrous item, rare

This pale white, translucent bottle is filled with a thin milky liquid. When the crystal stopper is removed, mist billows out the top of the bottle. If the stopper remains removed for a minute, a ghost rises from the bottle. The ghost disappears when it is reduced to 0 hit points or 1 hour passes, whichever happens sooner.

The ghost is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the ghost, it defends itself from hostile creatures but otherwise takes no actions.

Once you have released a ghost from the bottle it remains empty and unusable until 1 week passes. The same ghost is never summoned more than once by this magic item.

CANNIBAL COIN
Wondrous item, rare

This gold coin appears like any other piece of regional currency where it is found. When stored with other gold, it eats 1 gold piece a day. It will only eat this gold piece when it is not being observed by a creature with an Intelligence score of 4 or higher.

CAT'S BOOTS
Wondrous item, uncommon

You are resistant to damage from falling and you are not knocked prone by taking damage from falling.

CIRCLET OF MANY TONGUES
Wondrous item, rare

This silver circlet has jewels dangling from metallic cords that curl around the ears of the wearer. As an action you can cast the comprehend languages, speak with animals, speak with plants, or speak with dead spell. Once you cast a spell with this circlet, it can't be used to cast another spell until after dawn of the next day.

EVERFULL STEIN
Wondrous item, uncommon

This large ceramic stein is decorated with dwarven glyphs and topped with a brass metal lid that can be opened by thumb lever. While the lid is closed and the stein is empty, you need only name a non-magical ale, beer, or mead you have had before and the stein fills with that brew.

GOGGLES OF BRIGHTVISION
Wondrous item, rare

These dark tinted goggles give you advantage on saving throws against being blinded and allow you to ignore the Sunlight Sensitivity trait if you have it.

HELM OF HEROISM
Wondrous item, rare

This regal looking helm is polished and without scuffs or dents. While you wear this helm, you are immune to being frightened.

INVIGORATING POTION
Potion, uncommon

This pale green effervescent potion sparkles on the tongue. When you consume this potion, you lose a level of exhaustion.

IOUN GAUNTLET
Wondrous item, legendary (requires attunement)

This gold, ostentatious gauntlet has a dozen sockets on the back of the hand, each capable of holding an ioun stone. This magic item changes sizes to fit its attuner perfectly and the sockets flex to hold an ioun stone of any shape. When discovered, the ioun gauntlet already has 2d6 - 1 random ioun stones set into it.

When you wear the gauntlet, you gain the benefits of each ioun stone. Additionally, you gain a bonus to your attack rolls, AC, and saving throws depending on the number of ioun stones in the gauntlet: 6 or fewer ioun

stones grants a +1 bonus, 7 to 11 ioun stones grant a +2 bonus, and 12 ioun stones grant a +3 bonus.

If the ioun gauntlet holds 12 ioun stones, you can use an action on your turn to snap your fingers and make a wish, as if you had cast the *wish* spell. Once you do, your attunement to the gauntlet ends, all of the ioun stones in the gauntlet are destroyed, and the gauntlet teleports to a distant corner of the multiverse.

IRONBLOOM

Weapon (pistol), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Ammunition fired from this weapon punctures any non-magical material up to 1 foot in thickness. A target gains no benefit from cover behind such material when you make an attack with this weapon. When you reduce a creature to 0 hit points with this magic weapon, the creature is petrified but turns to iron rather than stone.

LIGHTENED WEAPON

Weapon (varies), uncommon

If a weapon of this type normally has the heavy property, this magical weapon doesn't. If a weapon of this type doesn't normally have the heavy or light property, this magical weapon gains the light property.

LOVE'S BOW

Weapon (any bow), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As an action, you can fire a physical manifestation of love from this bow targeting a creature you can see within the bow's long range. When you do, that creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be charmed by a creature of your choice that they can see within 120 feet. This charmed condition lasts for 24 hours, ending early if the charmed creature takes damage from the creature it is charmed by, or one of that creature's allies. While charmed, the charmed creature considers the creature it is charmed by a close personal friend or a love interest (as determined by the player of the charmed creature or the DM for NPCs).

Once you have used this bow to fire a charmed arrow, you cannot do so again until after dawn of the next day. One day a year, during a holiday celebrating a god or goddess of love, this ability can be used an unlimited number of times that day.

MANTLE OF THE MITHRIL KNIGHT

Armor (plate), legendary (requires attunement)

While wearing this armor, you gain a +3 bonus to AC and have resistance to non-magical bludgeoning, piercing, and slashing damage. This magical plate armor is decorated in the ostentatious style of the fabled Mithril Knight and grants its wearer a fly speed of 60 feet. In addition, you can cast each of the following spells once: *chromatic orb* (as a 5th-level spell), *counterspell* (as a 5th-level spell), *darkvision* (can only target yourself), *detect magic*, *fireball* (as a 5th-level spell), *magic missile* (as a 9th-level spell), *scorching ray* (as a 5th-level spell), *shield*, and *thunderwave* (as a 5th-level spell). You use Intelligence as your spellcasting

ability for these spells and regain the ability to cast each spell using this armor after dawn of the next day.

MANUAL OF MITOSIS

Wondrous item, rare

This magical book is completely blank. While the pages are blank, and this manual is placed on any nonmagical book, it copies the complete written contents and any illustrations onto its own pages over the course of 8 hours. The pages of the manual can be cleared of all writing and illustrations with one minute of vigorous shaking.

MANUAL OF ANCESTRAL EXCELLENCE

Wondrous item, very rare

Each manual of ancestral excellence is full of the history and major figures of one race. If you spend 48 hours, over a period of 6 days or fewer, studying the book's contents and practicing its advice, and you are a member of the race described in the manual, you gain one feat of your choice that has your race as a prerequisite. The manual then loses its magic, but regains it after a century.

MASK OF THE OUTSIDER

Wondrous item, very rare (requires attunement)

Each of these stylized masks exhibit features commonly associated with one of the following creature types: celestial, fey, or fiend. While you are wearing the mask, you can speak with any creature of that type as long as you can both speak at least one language. Additionally, creatures of that type will perceive you as being one of them rather than a humanoid.

As an action, you can cast the *polymorph* spell on yourself. When you do, instead of choosing a beast, you must choose a creature of the mask's type whose CR is no more than half your level. After you cast this spell using the mask, you cannot do so again until the next sunrise.

MECHANICAL MOUNT

Wondrous item, uncommon (mastiff, warhorse), rare (elephant, giant eagle, giant shark, giant spider) (requires attunement)

This construct shares the statistics with one animal associated with its rarity. The construct generally looks like the animal as well, although it is created from sheets of metal, gears, and pistons rather than flesh and blood. While the creature is not attuned to anyone, it behaves as if it were a normal beast.

Once you attune to the creature, it is friendly and obedient to you. The mechanical mount has its own initiative and acts on its own turn, obeying verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

The mechanical mount has no way to heal its own injuries and must be repaired manually. When you spend 1 hour working on the creature with tinker's tools, you can make a tinker's tools (Intelligence) ability check. The mechanical mount regains a number of hit points equal to the result, up to its maximum hit points.

MENACING WEAPON

Weapon (any), rare

While you have this weapon drawn, when you threaten violence to intimidate a creature, you have advantage on the Charisma (Intimidation) ability check.

MIND SPIKE

Weapon (chatkcha), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you deal damage to a creature with this weapon, that creature takes additional psychic damage equal to 6 - its Intelligence modifier. While this weapon remains within 300 feet of you, you can call it to your hand as a bonus action on your turn.

MIRROR OF MANY SELVES

Wondrous item, legendary

When you gaze upon this mirror, you see yourself reflected as if you were another race. If you continue to gaze into the mirror, you discover that every few seconds the race reflected by the mirror changes. After you have gazed into the mirror for 1 minute, you permanently transform into a new race, determined randomly on the chart below.

After being transformed by the mirror, its magic will never work on you again. In addition, roll a d20 when you are transformed. If the result is a 1, the mirror shatters into dozens of pieces.

d100	Race
1-2	Aasimar, protector
3-4	Aasimar, scourge
5	Aasimar, fallen
6-7	Book wyrm
8	Dhampir, dreadblood
9	Dhampir, feralblood
10	Dhampir, nobleblood
11-13	Dragonborn
14-15	Dragonortleborn
16-18	Dwarf, hill
19-21	Dwarf, mountain
22-23	Elf, dark
24-26	Elf, high
27-29	Elf, wood
30-31	Firbolg
32-33	Giff
34-35	Gnome, forest
36-37	Gnome, rock
38-39	Godblooded (roll 1d12 & go down alphabetically to randomly determine subrace)
40-41	Goliath
42-43	Grimalkin
44-46	Half-dwarf
47-51	Half-elf
52-54	Half-orc
55-57	Halfling, lightfoot
58-60	Halfling, stout
61-71	Human
72-73	Kenku
74-75	Lemurian
76-77	Lizardfolk
78-79	Lupin, hutaakan
80-81	Lupin, renardy

82	Saurian, ankylos
83	Saurian, deinony
84	Saurian, plesios
85	Saurian, pteradas
86	Saurian, sarchos
87	Saurian, tricerat
88	Saurian, tyrannos
89-90	Shardmind
91-93	Tabaxi
94-96	Tiefling
97-98	Thri-kreen
99-100	Triton

PEACE BONDING OF DIPLOMACY

Wondrous item, rare

This bit of silken rope can be used to peace bond any melee or ranged weapon. When you have a weapon tied up with the peace bond, it takes an action to untie the rope and draw the weapon. If the only weapon you have is peace-bonded with this item, you can use an action to cast the calm emotions spell (DC 14). Once you use this ability, a minute must pass before you can use it again.

PEN OF THE UNKNOWN TONGUE

Wondrous item, rare

When you write with this pen you can choose to write in any language you don't know, although doing so does not give you the ability to read what you have written. In addition, you can use this pen to copy writing from a document written in a language you don't speak, read, or write into a language you do.

PLANAR KEY

Wondrous item, very rare

Each planar key is linked to one plane in the multiverse. When the key is placed into a lock on a door and turned, the doorway becomes a portal to that plane for 1 minute. Planar keys are made of a black iridescent metal and often decorated in motifs related to the plane they are attuned to.

POTION OF BELITTLING

Potion, very rare

This light blue liquid is notable for producing no bubbles even when shaken vigorously. When you consume this potion, your size decreases by one step (Medium creatures become Small, Small creatures become Tiny, etc.). This change does not end until a *dispel magic*, *remove curse*, or *wish* spell is cast upon you.

POTION OF THE BROKEN TONGUE

Potion, very rare

This pink liquid produces a murmuring sound when poured out. When you consume this potion, you forget all languages you know and learn an equal number of random languages, determined by rolling on the chart below.

d20	Language
1	Abyssal
2	Celestial
3-7	Common
8	Deep Speech

9	Draconic
10	Dwarvish
11	Elvish
12	Giant
13	Gnomish
14	Goblin
15	Halfling
16	Infernal
17	Orc
18	Primordial
19	Sylvan
20	Undercommon

POTION OF EMBIGGENING

Potion, very rare

This dark red potion constantly seems to be bubbling and frothing, even when corked. When you consume this potion, your size increases by one step (Small creatures become Medium, Medium creatures become Large, etc.). This change does not end until a *dispel magic*, *remove curse*, or *wish* spell is cast upon you.

POTION OF DRACONIC TRANSFORMATION

Potion, very rare

When you consume this thick black liquid, your skin sloughs off over the course of a round. At the start of your next turn, your transformation into a draconic shape is complete. Certain abilities and the appearance of your draconic shape depend on the potion's draconic type, which you determine by rolling on the chart below. While in this draconic shape, you gain the following benefits:

Your AC increases to 16 + your Dexterity modifier, unless your AC is already higher.
 You gain wings and a flying speed of 60 feet.
 You have resistance to the damage type associated with the draconic type of this potion.
 You can use an action on your turn to exhale destructive energy. When you use this breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by the draconic type of the potion. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 5d6 on a failed save, and half as much damage on a successful one. After you use this breath weapon, you can't use it again for 1 minute.

After one hour, you are stunned for 1 minute. During this minute you return to your normal shape and lose all of the abilities of this potion.

d10	Dragon	Damage Type	Breath Weapon
1	Black	Acid	5 by 30 ft. line (Dex. save)
2	Blue	Lightning	5 by 30 ft. line (Dex. save)
3	Brass	Fire	5 by 30 ft. line (Dex. save)
4	Bronze	Lightning	5 by 30 ft. line (Dex. save)
5	Copper	Acid	5 by 30 ft. line (Dex. save)
6	Gold	Fire	15 ft. cone (Dex. save)
7	Green	Poison	15 ft. cone (Con. save)
8	Red	Fire	15 ft. cone (Dex. save)
9	Silver	Cold	15 ft. cone (Con. save)
10	White	Cold	15 ft. cone (Con. save)

POTION OF SILVERING

Potion, uncommon

This thin, silvery potion can be poured over a weapon or up to 20 pieces of ammunition to silver that object. If the potion is consumed, you must succeed on a Constitution saving throw (DC 14) or take 5d8 force damage. Lycanthropes have disadvantage on this saving throw.

RING OF THE ANT'S HAUL

Ring, uncommon

This ring is made out of a ruddy metal and depicts a line of ants, forming a circle. While wearing the ring, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

RING OF REFLECTION

Ring, rare

This gold ring is covered in runes that glow softly when a spell is cast within 30 feet. When a creature makes a spell attack against you, you can use your reaction to choose another creature you can see within 60 feet of you. That creature becomes the target of the spell attack. After you use this ability, you cannot use it again until after dawn of the next day.

RING OF SWIFT DRINKING

Ring, uncommon

This simple iron ring has several arms that can be unfolded to function as corkscrews or bottle openers. While worn, the wearer can use a bonus action on each of their turns to consume a potion or other beverage.

ROSEPRICK

Weapon (rapier), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Additionally, your Charisma increases by 2, to a maximum of 20, while you are attuned to this weapon.

As an action, you can transform this magical weapon into a single rose or back to its original shape again. While you are attuned to this magic weapon, you can use an action to cast the *entangle*, *spike growth*, or *speak with plants* spells (DC 16). Once you cast a spell with this magic weapon, you cannot cast another spell with it for one hour.

Curse. While you are attuned to this weapon, you have disadvantage on all attacks against creatures with a Charisma of 16 or higher. You can break the curse in all the usual ways.

SATCHEL OF MIRACULOUS MERCANTILISM

Wondrous item, very rare

This satchel is made from sturdy cloth and is three feet long, one foot wide, and two feet deep. It is decorated with stitching to look like a sign that might hang from a general merchant's store.

Gold pieces and other items placed into the satchel disappear as soon as the satchel is closed. The satchel keeps a ledger of the gold pieces and items placed into the bag. Items placed in the bag add half their gold pieces in value to the ledger. At any time, you can name a non-magical item, reach into the satchel, and find the item inside, provided you could afford to buy the item

based on the credit on the ledger. The ledger is then reduced by the value of the item.

SHAPECHANGER'S SCOURGE

Weapon (any), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon glows when a shapechanger or creature who is not in its natural shape is within 60 feet. When you deal damage to a shapechanger, or a creature who is not in its natural shape with this weapon, the attack deals an additional 2d6 damage. Finally, you have advantage on saving throws made against a spell or other effect that would cause you to change shape.

Curse. While you are attuned to this weapon you may not willingly take a shape other than your natural shape. If you attune to this weapon and you are a shapechanger, your maximum hit points is reduced by 1d8 hit points each day. If your maximum hit points reaches 0, you die. You can break the curse in all the usual ways.

SKILLFUL TOME

Wondrous item, rare or very rare

Each skillful tome contains practical advice and extensive theoretical applications for one skill or tool. If you spend 48 hours, over a period of 6 days or fewer, studying the book's contents and practicing its advice, you gain proficiency with that skill or tool. If the skillful tome is very rare, your proficiency bonus is doubled for any ability check you make that uses this proficiency. The manual then loses its magic, but regains it after a century.

SOFT-SKINS STALKER

Weapon (gythka), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While you are attuned to and carrying this weapon, you can cast the *disguise self* spell. When you do, its duration becomes indefinite and does not end until you use an action to end the spell or you cast the spell again. While you are disguised as a humanoid of a different race, attacks with this weapon deal 1d6 additional damage against humanoids of that race.

SPHERE OF SUBJUGATION

Wondrous item, uncommon (6d8), rare (12d8), and very rare (18d8) (requires attunement)

This three inch diameter colorful sphere is bisected with a hinge but only opens when thrown.

When the sphere of subjugation is empty and you are attuned to it, you can use an action to throw the sphere at a creature within 30 feet. When you do, roll a number of dice determined by the rarity of this magic item. If the result of those dice is equal to or greater than the remaining hit points of the creature you threw the sphere at, the creature disappears in a flash of light and is trapped inside the sphere. While inside the sphere, the creature is unable to take actions and is unaware of its surroundings. The creature gains the benefit of a long rest after it has been captured for 8 hours or more.

When the sphere of subjugation has a trapped creature inside it and you are attuned to it, you can use an action to throw the sphere at an unoccupied space within 30 feet. When you do, the captured creature appears in that unoccupied space and must obey

your commands (no action required by you to issue commands). It has its own initiative and follows the intent of your commands. After 1 minute, your control over the creature ends and it is teleported to a random location it is familiar with.

A sphere of subjugation is destroyed in a burst of light when a creature trapped inside it is released.

TWINNED TOMES

Wondrous item, uncommon

This magical item is a pair of books, plainly bound and each with the same rune on the cover. Each pair of these tomes has a unique rune which can be used to identify its partner. Anything that is written in one of the paired books magically appears in the other, so long as both tomes are on the same plane of existence.

WHISTLE OF DOG CALLING

Wondrous item, rare

You can use an action to blow this unassuming whistle that's inaudible to all creatures except canines. When you do, you cast the *conjure animals* spell, but can only choose to summon two dire wolves or eight wolves. You do not need to maintain concentration, but the duration is 10 minutes instead of 1 hour. Once you do, this magic cannot be used again until dawn of the next day.

WILHELMINA'S WHIMSICAL WIND-UP KEY

Wondrous item, uncommon

This small wind-up key magically adheres to the surface of any Tiny, nonmagical object. When the key is turned for 1 minute, the object animates as if the creature who had turned the key had cast the *tiny servant* spell on the object. After this magical item is used, it remains adhered to the object it was placed on and becomes nonmagical.

VAMPIRIC WEAPON

Weapon (any that deals piercing damage), very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Whenever you deal damage to a beast or humanoid creature with this weapon, you gain 1d12 temporary hit points. If you die within 24 hours of killing a creature with this weapon, you rise again in 1 minute as a vampire.