

GRAZILAXX'S GUIDE TO ANCESTRY



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Greetings! If you are reading this guide you must be interested in the ancestry of the many peoples of our world. I am Grazilaxx, renowned bio-archeologist and lover of all creatures. In this collection of notes, you will find my reflections on the various sentient creatures of our world.

They are as different as they are the same. I hope you can see that. No matter what, I hope my notes, reflections, and data can help you better understand yourself, those around you, and the common ancestry from which we've all come.

RACE IN D&D

In the past, the way in which race was used in D&D was mostly swept under the rug. As the game becomes increasingly open to minority and marginalized groups, however, these problems will hopefully be increasingly recognized.

The fact that drow are evil and dark-skinned is problematic and offensive. We know it is because persons of color tell us it is. The fact that certain playable races—drow, tieflings, goblins, orcs—are typically of “evil alignments” is lazy, at best. At worst, it promotes the idea that entire races are evil.

The fact that ability score increases are tied to race is similarly problematic. Though all races are more or less balanced, the assertion that certain races are smarter, faster, or stronger than others leads only to increasing bias. It ignores the fact that we are more alike than we are different.

With *Grazilaxx's Guide to Ancestry* we hope to provide a way you can play the game you love without these concerns.

FROM RACE TO ANCESTRY

Language is power. It carries with it both seen and unseen influences. Just ask a bard!

Race, arguably, doesn't even exist. Rather, it's a word invented to place division rather than unity. It imposes hierarchy where none should be. It is an empty word, yet it is full of world-shattering power.

Ancestry, on the other hand, is a word of deep meaning and richness. It harkens to the past, the very depths from which we have come, both collectively and individually, and brings it through the present and into the future.

So, in a world where words carry magical power, where individuals and species can be descended from gods, and where disparate species can come together to create something more than the sum of their parts, why are we still talking about race?

What we need is an appreciation of that from which we have come. What we need is to acknowledge our common roots and unique “fruits.” What we need...is ancestry.

ANCESTRY, REGIONS, AND BRANCHES

For the sake of clarity, mechanics, and narrative, *Grazilaxx's Guide to Ancestry* replaces the language of race and subrace with other terms.

Ancestry. Ancestry is one replacement for the term race and signifies a group of people descended from a common ancestor. Goblinoids, avians, draconics, and even elves and dwarves, are all examples of groups that share ancestry. Narratively, they have descended from an ancient being.

Regions. Regions refer to primarily cultural differences that arise based on where a group developed. It can also refer to particular affinities to tools, vehicles, etc. because of where one grew up. Ancestries whose differences are primarily based on geographical differences (humans, elves, dwarfs, halflings, etc.) are split functionally by regions.

Branches. Branches refer to different peoples who are members of the same ancestry.

BEHIND THE MECHANICS

This system was built to make races more varied and modular. It has a large amount of customization at the expense of a redistribution of power.

REMOVING ABILITY SCORE INCREASES

Ability Score Increases from race have been removed, both for reasons of balance and because intrinsic ability score increases pose a problematic narrative. See “Dealing with Ability Scores” for some alternate methods. Removing ability score increases opens up the possibilities of viable race-class combinations.

INHERITANCES

The core of this system revolves around a feature called “inheritances.” Inheritances are similar to fifth edition's racial features and are separated into two categories.

Major Inheritances. Major inheritances are common, widely applicable traits an ancestry has regardless of region or people. They are traits that were formerly part of the “race” as a whole (rather than subraces). They are typically on the more powerful side.

Minor Inheritances. Minor inheritances are traits a creature has by being a member of a certain people or growing up in a certain region. They are traits formerly part of “subraces” and are typically less powerful.

Inheritance Points. For the most part, each ancestry has six inheritance points they can spend. Major inheritances are worth two points each, minor inheritances are one point each. Some ancestries, like humans, have restrictions about how these inheritances can be distributed.

CREATING YOUR OWN RACE

You can easily make your own race, or modify an existing race using this system, by following these steps:

- 1) Convert the two most powerful racial traits into major inheritances (2 points, each).
- 2) Convert the rest of the racial traits into minor inheritances (1 point, each).
- 3) Provide at least 2 skills and 1 tool or instrument that the character could be proficient in (1 point, each).

In general, races should have two major inheritances and one feat option, and two minor inheritance options plus proficiencies. If a race is over or underbalanced, you may have to add or remove inheritances from the options.

CREATING “SHARED ANCESTRY”

Under this system, a creature who identifies as two different “races” [ancestries] is said to have “shared ancestry.” While these mechanics allow for more variation than “half-elf” or “half-orc,” it is up to the DM to decide which races could procreate this way.

BUILDING SHARED ANCESTRY

When you build a character of shared ancestry, you pick one major inheritance from the first race and one major inheritance from the second. You may then pick any combination of two minor inheritances from those races.

USING ANCESTRY IN YOUR CAMPAIGN

The modular design, setting, and removal of ability score increases may change up how you use ancestries in your campaigns.

SETTING

While much of the narrative and descriptive elements in this guide are based on Forgotten Realms’s lore, these “racial” ancestries are easy to adapt into an agnostic setting. Because the lore, alignments, and interactions between different ancestries are all fluff (and not intrinsic to their identities as a species), feel free to ignore any non-mechanical aspect of this product and adapt it to your own setting. Some of the mechanics (like having an elf without Trance), could actually facilitate this adaptation.

ANCESTRAL LORE

Work with your DM to decide why your character is unique among their ancestry. Maybe you’re an aarakocra who can’t fly because you grew up with humans and weren’t taught to fly.

Maybe you’re a drow without darkvision because you come from a long line of surface dwellers.

Maybe you’re an elf who doesn’t Trance. Whether your mechanical choices inform your roleplay, or vice versa, this system works best when they’re given equal importance.

ALIGNMENTS

Not only are alignments problematic from a narrative standpoint, when used improperly, they can be lazy, boring, and restrictive. They have fallen out of general favor for good reason. Alignment has no mechanical impact in this supplement.

REDISTRIBUTING ABILITY SCORES

While having lower overall ability scores may be appealing to some tables and settings, for those who wish to keep them, ability score increases can now come as Modified Distribution, Class Based, Changing Backgrounds, and Optional Feats.

MODIFIED DISTRIBUTION

If you are using point buy, increase the number of points your players can spend by 4.

If you are using standard array, add three points at any point in the array, at the DM’s discretion. You may have 16, 15, 14, 12, 10, 8, or 16, 14, 13, 12, 11, 9, or some other variation.

Finally, you may give your players +3 ability score increases to distribute in a +2, +1 way, or +1, +1, +1.

CLASS-BASED ASIs

You may decide to give ability score increases depending on the class, rather than ancestry, that the character chooses. The Class ASI table details ability score increase options for each class.

CLASS ASI TABLE

Class	Option 1	Option 2
Artificer	+2 Int, +1 Dex	+2 Int, +1 Con
Barbarian	+2 Str, +1 Con	+2 Dex, +1 Con
Bard	+2 Cha, +1 Dex	+2 Cha, +1 Int
Cleric	+2 Wis, +1 Str	+2 Con, +1 Wis
Druid	+2 Wis, +1 Dex	+2 Wis, +1 Con
Fighter	+2 Str, +1 Con	+2 Dex, +1 Int
Monk	+2 Wis, +1 Dex	+2 Dex, +1 Wis
Paladin	+2 Str, +1 Cha	+2 Con, +1 Wis
Ranger	+2 Dex, +1 Wis	+2 Wis, +1 Dex
Rogue	+2 Dex, +1 Cha	+2 Dex, +1 Int
Sorcerer	+2 Cha, +1 Dex	+2 Cha, +1 Con
Warlock	+2 Cha, +1 Con	+2 Cha, +1 Dex
Wizard	+2 Int, +1 Dex	+2 Int, +1 Con

CHANGING BACKGROUNDS

Instead of backgrounds granting skill proficiencies, backgrounds can grant ability score increases related to that background. This prevents the characters from having upwards of six skill proficiencies should they choose them as minor inheritances. Use the following table as suggestion on how to distribute ability score increases based on backgrounds.

BACKGROUND ASI TABLE

Background	Ability Score Increase
Acolyte	+2 Wis, +1 Int
Anthropologist	+2 Int, +1 Wis
Archeologist	+2 Int, +1 Dex
Charlatan	+2 Cha, +1 Dex
City Watch	+2 Wis, +1 Str
Courtier	+2 Cha, +1 Wis
Criminal/Spy	+2 Cha, +1 Dex
Entertainer	+2 Cha, +1 Dex
Far Traveler	+2 Wis, +1 Con
Fisher	+2 Con, +1 Wis
Folk Hero	+2 Wis, +1 Cha
Gladiator	+2 Dex, +1 Cha
Guild Artisan/ Merchant	+2 Cha, +1 Wis
Haunted One	+2 Wis, +1 Con
Hermit	+2 Wis, +1 Int
House Agent (Any)	+2 Cha, +1 Int
Inheritor	+2 Int, +1 Wis
Knight	+2 Str, +1 Cha
Marine	+2 Str, +1 Cha
Noble	+2 Cha, +1 Int
Outlander	+2 Con, +1 Wis
Pirate	+2 Str, +1 Wis
Sage	+2 Int, +1 Wis
Sailor	+2 Str, +1 Wis
Shipwright	+2 Wis, +1 Int
Smuggler	+2 Str, +1 Cha
Soldier	+2 Str, +1 Cha
Urchin	+2 Dex, +1 Cha

FEATS

Dungeon Masters are encouraged to use the optional feat rules. If feats are available in your campaign, you may allow a character to take a reasonable feat option in place of one major inheritance.

Alternatively, you can allow a free racial starting feat to augment the lack of ability score increases under this system.

OTHER RESOURCES

There are plenty of great resources you can use to augment or slightly change this system:

Eastman Dunn Press: [Mordenkainen's Musings: Nature & Nurture in the Multiverse](#) has great suggestions for adapting all "races" to a "non-ASI" formula.

Jeremy Forbing: [Unearthed Archetypes: Heroes for the Ages](#) has excellent suggestions for racial human variants.

Bryan Holmes: [The Backgrounds of Faerun](#) series has excellent lore, information, and backgrounds on nearly every "race." They're easily adaptable to this system, and give additional options for inheritances the DM could adapt.



CORE AND EXPANDED ANCESTRIES

AMPHIBIAN

A grung's poisonous skin makes them dangerous pets and unappetizing snacks. They are an interesting study in evolutionary adaptation, however. They may look cute, but don't let that disarm you—they are fierce, intelligent, and industrious creatures.

Tree-dwelling, aggressive, and territorial, grungs live in a rigid caste system according to their color. Are you different? Maybe you wish to open your borders to outsiders or are shirking the caste system. Maybe you are a staunch traditionalist, sent by your tribe on an important mission that will change your view of the world, and subsequently your people.

Age	Mature: 1, Max: 50
Size	Small
Speed	25 ft., climb 25 ft.
Language	Grunge

As a grung, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

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

Poisonous Skin. Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a **DC 12 Constitution saving throw** or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a **DC 12 Constitution saving throw** or take 5 (2d4) poison damage.

MINOR INHERITANCES

If a grung takes the Amphibious Inheritance, they must also take Water Dependency. Doing so counts as only a single minor inheritance.

Amphibious. You can breathe air and water.

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

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion by magic or by immersing yourself in water for at least 1 hour.

Agile Lurker. You are proficient in your choice of either the Acrobatics skill or the Stealth skill.

Keen Awareness. You are proficient in the Perception skill.

Forestcraft. You are proficient with your choice of either woodcarver's tools or carpenter's tools.

AVIAN

Those who know kenku realize they are capable and remarkably adaptable. Their brain matter is actually quite... substantial. Interesting creatures. I've interacted with quite a few of them in my time—while they aren't the most flavorful beings, they aren't as bland as most would have you think.

Personally I've never been a fan of aarocokra. Sure they're great, majestic creatures, but the feathers always got caught in my tentacles.



AARAKOCRA BRANCH

The aarakocra descends from the same creator race as the kenku: the aearee. While not common on the Material Plane (and typically not popular as player options), their inherited ability to fly make them capable and valuable allies.

Age	Mature: 12, Max: 30
Size	Medium
Speed	25 ft.
Languages	Common, Aarakocra, and Auran

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Flight. You have a flying speed of 50 feet. To fly, you can't be wearing medium or heavy armor.

Talons. Your talons 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.

MINOR INHERITANCES

Keen Sight. You have advantage on Wisdom (Perception) checks that rely on sight.

Head in the Clouds. You have advantage on all Intelligence (Nature) checks to recall knowledge about any creature with a flying speed and Wisdom (Survival) checks to track them.

Agile Maneuvers. You are proficient in the Acrobatics skill.

Keen Awareness. You are proficient in the Perception skill.

Dextrous Fingers. You are proficient with your choice of either tinker's tools or calligrapher's supplies.

KENKU BRANCH

The kenku are typically thought to be evil-leaning. While they can be valuable allies, they are rarely given the chance to be so.

Truthfully, while kenku developed on a different plane, they are surprisingly similar to other avian descendants in the material realm. While they have a greedy streak, many have evolved beyond this tendency and are able to make the best of their curse (if set in the Forgotten Realms) and live as productive members of society.

Age	Mature: 12, Max: 60
Size	Medium
Speed	30 ft.
Languages	Common and Auran

As a kenku, you must take Mimicry. You may further choose one major inheritance and two minor inheritances, or four minor inheritances.

MAJOR INHERITANCES

Mimicry. You cannot speak in your own voice or language. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Expert Forgery. You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

MINOR INHERITANCES

Keen Hearing. Your reliance on mimicry has caused you to have excellent hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

Mimicry Memorization. Your proficiency bonus is doubled for any Intelligence check made to recall any information you have heard, even if you are not proficient in that skill.

Dextrous Maneuvers. You are proficient in your choice of either the Sleight of Hand skill or the Stealth skill.

Secret Keeper. You are proficient in the Deception skill.

Dextrous Fingers. You are proficient with your choice of either tinker's tools or calligrapher's supplies.

DRACONIC

How wondrous the descendants of dragons! From half-dragons to dragonborn to the tiny kobolds, how varietous and rich is their particular tree. I've always had a preference for kobolds. Back when I partook of such privileges, they were quite the delicacy. I'm afraid to say I do miss it, sometimes.

While dragonborn and kobolds are playable options for draconic descendants, half-dragons are not. Still, they are considered part of the draconic tree and thus referenced by Grazilaxx.

DRAGONBORN BRANCH

There is no real biological difference between the different colors of dragonborn, except the type of elements they have for their breath and resistance. Some dragonborn may even have lost the ability to use their breath weapons, or their resistance, depending on how far removed they are from their dragon ancestors.

Age	Mature: 15, Max: 80
Size	Medium
Speed	30 ft.
Languages	Common and Draconic

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. If you choose both Breath and Resistance, they must be of the same type.

MAJOR INHERITANCES

Breath. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation (as found in the Player's Handbook). When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals **8 + your Constitution modifier + your proficiency bonus**. A creature takes 2d6 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 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Expertise. Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

MINOR INHERITANCES

Appraiser. You automatically know the type and worth of gems you find. You have advantage on Wisdom (Insight) checks to determine if you are getting a good deal when buying or selling items of value Rare or rarer.

Resistance. You have resistance to the damage type associated with your draconic ancestry.

Athlete. You are proficient in the Athletics skill.

Imposing Figure. You are proficient in the Intimidation skill.

Artisan. You are proficient with one type of artisan's tools.



KOBOLD BRANCH

"Kobolds are often dismissed as cowardly, foolish, and weak, but these little reptilian creatures actually have a strong social structure that stresses devotion to the tribe, are clever with their hands, and viciously work together in order to overcome their physical limitations" (*Volo's Guide to Monsters*).

Age	Mature: 6, Max: 120
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Size	Small
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Speed	30 ft.
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Languages	Common and Draconic
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All kobolds have Darkvision and Sunlight Sensitivity. You may further choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Grovel, Cower, Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

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.

MINOR INHERITANCES

Tunnel Dweller. You have advantage on Wisdom (Survival) checks made to find your way underground or in natural corridors.

Agile Maneuvers. You are proficient in the Acrobatics skill.

Faithful. You are proficient in the Religion skill.

Keen Awareness. You are proficient in the Perception skill.

Technologist. You are proficient with your choice of either tinker's tools or alchemist's supplies.

DWARVEN

What can be said of the dwarves? Tough buggers, inside and out. A hearty and steadfast people, bland as stone on the outside, but unique and beautiful inside as the gems they mine. Though they are hard company to keep, they are worthy allies. I preferred their conversation over their brains... but I am rather unique among my people!

There are a few different regions in which dwarves typically dwell, and while all dwarves share the same major inheritances, their cultural and regional differences have led to different affinities for tools and skills.

Age	Mature: 50, Max: 350
Size	Medium
Speed	25 ft.
Languages	Common and Dwarvish

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. Minor inheritances must come from the same region.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

HILL REGION

"As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience" (*Player's Handbook*).

MINOR INHERITANCES

Dwarven Insight. You have advantage on Wisdom (Insight) checks made to determine people's motives.

Dwarven Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Intuitive. You are proficient in the Insight skill.

Tamer. You are proficient in the Animal Handling skill.

Artisan. You are proficient with one of the following artisan's tools: smith's tools, brewer's supplies, or mason's tools.

MOUNTAIN REGION

"As a mountain dwarf, you're strong and hardy, accustomed to a difficult life in rugged terrain. You're probably on the tall side (for a dwarf), and tend toward lighter coloration" (*Player's Handbook*).

MINOR INHERITANCES

Dwarven Endurance. You cannot become exhausted by class features that cause the exhausted condition.

Dwarven Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Athlete. You are proficient in the Athletics skill.

Keen Awareness. You are proficient in the Perception skill.

Mineralist. You are proficient with jeweler's tools.



UNDERDARK REGION

"The gray dwarves, or duergar, live deep in the Underdark. After delving deeper than any other dwarves, they were enslaved by mind flayers for eons" (*Player's Handbook*).

If you choose Improved Darkvision and Sunlight Sensitivity, you may choose an additional minor inheritance. You may take the Extra Language inheritance for free.

MINOR INHERITANCES

Improved Darkvision (*Requires Darkvision Major Inheritance*). Your darkvision has a radius of 120 feet.

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.

Duergar Resistance. You have advantage on saving throws against illusions and against being charmed or paralyzed.

Dwarven Magic. When you reach 3rd level, you can cast the *enlarge/reduce* spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the *invisibility* spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Dwarven Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Extra Language. You know, read, and write Undercommon.

Imposing Figure. You are proficient in the Intimidation skill.

Secret Keeper. You are proficient in the Deception skill.

Forger. You are proficient with smith's tools.



ELVEN

There is nothing so delicate as an elf...at least that's what they'd have you believe. Majestic, graceful, and agile outward. Buried beneath the veneer is a conniving intelligence bolstered by ancient experience. There are few things so simultaneously delectable and devastating as the death of an elf.

Elves are among the most diverse species, second only to humans. While they share the same major inheritances, their vast regional and cultural differences has led to an abundance of variety in their minor inheritances.

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. Minor inheritances must come from the same region.

Age	Mature: 100, Max: 750
Size	Medium
Speed	30 ft.
Languages	Common and Elvish

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. 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.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.



COSMOPOLITAN REGION

Cosmopolitan is simply the term for an elf that doesn't hail from a specific region—city, planes, mountains. They can be found almost anywhere and, thus, have some of the most diverse cultural affinities. High elves are included in this culture.

MINOR INHERITANCES

Elven Arcanism. You know one cantrip from the wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You speak, read, and write one extra language of your choice.

Keen Senses. You are proficient in the Perception skill.

Magical Knowledge. You are proficient in the Arcana skill.

Potion Master. You are proficient with your choice of either alchemist's supplies or the herbalism kit.

FEYWILD REGION

Also known as “eladrin,” elves from the feywild are typically associated with one of the four seasons.

If you choose a Season's Blessing, you must have Fey Step. You can have only one, but may change your Season's Blessing if you and your DM agree on a significant roleplaying reason for doing so.

MINOR INHERITANCES

Expertise. If you are proficient in the Persuasion skill, your proficiency bonus is doubled for any ability check you make that uses it.

Extra Language. You speak, read, and write one extra language of your choice.

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest.

Season's Blessing. When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the **DC equals 8 + your proficiency bonus + your Charisma modifier**:

Autumn. Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to it.

Winter. When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Spring. When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

Summer. Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1 damage).

Biologist. You are proficient in the Nature skill.

Keen Senses. You are proficient in the Perception skill.

Smooth Talker. You are proficient in the Persuasion skill.



UNDERWATER REGION

Showing an affinity for water from the earliest days of their existence, these elves prefer to make their homes in the shallows or on the Elemental Plane of Water.

MINOR INHERITANCES

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

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

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.

Keen Mind. You are proficient in your choice of either the Insight skill or the Investigation skill.

Keen Senses. You are proficient in the Perception skill.

Wave Rider. You are proficient with vehicles (water).

SHADOWFELL REGION

The shadar-kai exist somewhere between life and death. Servants of the Raven Queen, they are only occasionally found on the Material Plane, and with specific motives and orders.

MINOR INHERITANCES

Blessing of the Raven Queen. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Improved Blessing (Requires the Blessing of the Raven Queen Inheritance). Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

Necrotic Resistance. You have resistance to necrotic damage.

Dextrous Maneuvers. You are proficient in your choice of either the Stealth skill or Sleight of Hand skill.

Keen Senses. You are proficient in the Perception skill.

Assassin. You are proficient with your choice of either the poisoner's kit or the disguise kit.

UNDERDARK REGION

The drow are an enigmatic people. Because they live in darkness, their environmental sensitivities to sunlight make them a rare sight to surface-dwellers. Though the drow are undoubtedly worshippers of an evil pantheon of gods, their relative obscurity usually prevents the drow who break from the stereotypes to gain any credit for their people. Hopefully, they can be redeemed, for no one should be consigned to evil just because they live in the dark.

If you choose Improved Darkvision and Sunlight Sensitivity, you may choose an additional minor inheritance.

MINOR INHERITANCES

Drow Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* 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.

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

Improved Darkvision (Requires the Darkvision Major Inheritance).

Your darkvision has a radius of 120 feet.

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.

Sneak. You are proficient in the Stealth skill.



Esoteric Knowledge. You have proficiency in your choice of either the Arcana skill or the Religion skill.

Poisoner. You are proficient with the poisoner's kit.

FOREST REGION

"As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests. This category includes the wild elves (grugach) of Greyhawk and the Kagonesti of Dragonlance, as well as the races called wood elves in Greyhawk and the Forgotten Realms. In Faerûn, wood elves (also called wild elves, green elves, or forest elves) are reclusive and distrusting of non-elves" (*Player's Handbook*).

MINOR INHERITANCES

Expertise. Choose one of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses your chosen proficiency.

Fleet of Foot. Your movement speed increases to 35 feet.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Keen Senses. You are proficient in the Perception skill.

Sneak. You are proficient in the Stealth skill.

Forestcraft. You are proficient with your choice of either woodcarver's tools or carpenter's tools.

EXTRAPLANAR

Oh! The wondrous creators born of the various planes! How interesting they are.... Though they're technically not related, the fact that they hail from different planes make them more alike than different, if I do say so myself. They have always been some of the most interesting studies. So much so that, in most cases, I'd rather sit and talk with them than partake of their juicy encephalitic material.

The regional differences of each of these species are quite disparate—not surprising, since the descendants of both celestials and fiends are in this category. What they share in common is how radically different they are from those species most commonly at home in the Material Plane.

THE NINE HELLS(TIEFLINGS)

"Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance. Lacking a homeland, tieflings know that they have to make their own way in the world and that they have to be strong to survive. They are not quick to trust anyone who claims to be a friend, but when a tiefling's companions demonstrate that they trust him or her, the tiefling learns to extend the same trust to them. And once a tiefling gives someone loyalty, the tiefling is a firm friend or ally for life" (*Player's Handbook*).

Age	Mature: 18, Max: 105
Size	Medium
Speed	30 ft.
Languages	Common and Infernal

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. Minor inheritances must come from the same region.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Infernal Legacy. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* 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.

MINOR INHERITANCES

Hellish Resistance. You have resistance to fire damage.

Infernal Skepticism. You can choose to use your Intelligence modifier, rather than your Wisdom, when using the Insight skill.

Enlightened Study. You have proficiency in your choice of either the Arcana skill or the History skill.

Secret Keeper. You have proficiency in the Deception skill.

Artisan. You have proficiency in one set of artisan's tools your choice.

CELESTIAL (AASIMAR)

"Aasimar bear within their souls the light of the heavens. They are descended from humans with a touch of the power of Mount Celestia, the divine realm of many lawful good deities. Aasimar are born to serve as champions of the gods, their births hailed as blessed events. They are a people of otherworldly visages, with luminous features that reveal their celestial heritage" (*Volo's Guide to Monsters*).

Age	Mature: 18, Max: 160
Size	Medium
Speed	30 ft.
Languages	Common and Celestial

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. You can only choose one of the following: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

MINOR INHERITANCES

Aasimar Descendant. An aasimar may choose one of the following choices:

- **Celestial Resistance.** You have resistance to necrotic damage and radiant damage.

- **Light Bearer.** You know the *light* cantrip. Charisma is your spellcasting ability for it.

Necrotic Shroud. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a **Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier)** or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Radiant Consumption. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Radiant Soul. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage

equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Hindsight. You have proficiency in the History skill.

Relational Medicine. You have proficiency in your choice of either the Insight skill or the Medicine skill.

Triage. You have proficiency with the healer's kit.

PLANE OF AIR (GENASI)

"As an air genasi, you are descended from the djinn. As changeable as the weather, your moods shift from calm to wild and violent with little warning, but these storms rarely last long" (*Player's Guide to Elemental Evil*).

Age	Mature: 18, Max: 120
Size	Medium
Speed	30 ft.
Languages	Common and Primordial

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

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

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

MINOR INHERITANCES

Air's Affinity. You have resistance to lightning damage.

Cushion of Air. You have resistance to damage taken from falling.

Dextrous Maneuvers. You have proficiency in the Acrobatics skill.

Keen Senses. You are proficient in the Perception skill.

Airbound. You are proficient with vehicles (air).

PLANE OF EARTH (GENASI)

"As an earth genasi, you have inherited some measure of control over earth. You tend to avoid rash decisions, pausing long enough to consider your options before taking action" (*Player's Guide to Elemental Evil*).



Age	Mature: 18, Max: 120
Size	Medium
Speed	30 ft.
Languages	Common and Infernal

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

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

Merge with Stone. You can cast the *pass without trace* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

MINOR INHERITANCES

Earth's Affinity. You have resistance to poison damage.

Earth Sense. You have tremorsense out to a range of 30 feet.

Naturalist. You are proficient in the Nature skill.

Strong Build. You are proficient in your choice of either the Athletics skill or the Intimidation skill.

Stone Worker. You are proficient with mason's tools.

PLANE OF FIRE (GENASI)

"Nearly all fire genasi are feverishly hot as if burning inside, an impression reinforced by flaming red, coal-black, or ash-gray skin tones. The more human-looking have fiery red hair that writhes under extreme emotion, while more exotic specimens sport actual flames dancing on their heads" (*Player's Guide to Elemental Evil*).

Age	Mature: 18, Max: 120
Size	Medium
Speed	30 ft.
Languages	Common and Infernal

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your darkvision unusual: everything you see in darkness is in a shade of red.

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

MINOR INHERITANCES

Fire's Affinity. You have resistance to fire damage.

Fire's Glow. You have advantage on saving throws against blindness.

Imposing Figure. You are proficient in the Intimidation skill.

Smooth Talker. You are proficient in the Persuasion skill.

Firecraft. You are proficient with your choice of either smith's tools or cook's utensils.

PLANE OF WATER (GENASI)

"The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence..." (*Player's Guide to Elemental Evil*).

Age	Mature: 18, Max: 120
Size	Medium
Speed	30 ft.
Languages	Common and Infernal

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Amphibious. You can breathe air and water.

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

MINOR INHERITANCES

Swim. You have a swim speed of 30 feet.

Water's Affinity. You have resistance to acid damage.

Smooth Talker. You are proficient in the Persuasion skill.

Dextrous Maneuvers. You are proficient in the Acrobatics skill.

Underwater Merchant. You are proficient with your choice of either vehicles (water) or jeweler's tools.

ASTRAL PLANE (GITHYANKI)

Githyanki should be relatively rare in an adventuring party, but may take a break from their eternal war if they have deserted.

Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft.
Languages	Common and Gith

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Decadent Mastery. You learn one language of your choice, and you are proficient with one skill or tool of your choice.

Githyanki Psionics. You know the *mage hand* cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast the *jump* spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the *misty step* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

MINOR INHERITANCES

Astral Travellers. You are proficient with vehicles (air) and have advantage on rolls with them while in the Astral Plane.

Martial Training. You have +2 on Dexterity (Acrobatics) and Strength (Athletics) checks made to grapple or escape grapples.

Faithful. You are proficient in the Religion skill.

Kinetic Master. You are proficient in your choice of either the Acrobatics or Athletics skill.

Artisan. You are proficient with one type of artisan's tools.



LIMBO PLANE (GITHZERAI)

Githzerai are more likely to join adventuring groups than their counterparts. Tasked with protecting the Material Realm, their missions are likely to involve working with other members of the realm.

Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft.
Languages	Common and Gith

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Githzerai Psionics. You know the *mage hand* cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the *shield* spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

Mental Discipline. You have advantage on saving throws against the charmed and frightened conditions.

MINOR INHERITANCES

Astral Travellers. You are proficient with vehicles (air) and have advantage on rolls with them while in the Astral Plane.

Mental Training. You learn one wizard cantrip of your choice. If you don't have the Spellcasting feature, you may cast this a number of times equal to your Intelligence modifier for long rest. Intelligence is your spellcasting ability for this spell.

Faithful. You are proficient in the Religion skill.

Survivalist. You are proficient in your choice of either the Survival or the Medicine skill.

Artisan. You are proficient with one type of artisan's tools.

TRITON

Tritons have been isolated so long they have a limited understanding of the Material Plane. They see themselves as caretakers of the sea, and they expect other creatures to pay them deep respect, if not complete deference.

Age	Mature: 15, Max: 200
Size	Medium
Speed	30 ft., swim 30 ft.
Languages	Common and Primordial

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Amphibious. You can breathe air and water.

Control Air and Water. A child of the sea, you can call on the magic of elemental air and water. You can cast *fog cloud* with this trait. Starting at 3rd level, you can cast *gust of wind* with it, and starting at 5th level, you can also cast *wall of water* with it. Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

MINOR INHERITANCES

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardian of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Kinetic Mastery. You are proficient in your choice of either the Acrobatics or Athletics skill.

Tamer. You are proficient in the Animal Handling skill.

Jeweler. You are proficient with jeweler's tools.

FELINE (TABAXI)

I've always had a special place in my... what's the expression...heart? Yes, in my heart for those of feline ancestry. The tabaxi are a curious folk, leaving us with not only a rich index of knowledge, but rather meaty brain matter. Fascinating creatures!

"Tabaxi treasure knowledge rather than material things. A chest filled with gold coins might be useful to buy food or a coil of rope, but it's not intrinsically interesting. In the tabaxi's eyes, gathering wealth is like packing rations for a long trip. It's important to survive in the world, but not worth fussing over" (*Volo's Guide to Monsters*).



Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft..
Languages	Common, +1

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Cat's Talent. You are proficient in the Perception and Stealth skills.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

MINOR INHERITANCES

Cat's 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.

Feline 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.

Deft Maneuvers. You are proficient in the Acrobatics skill.

Inquiring Mind. You are proficient in your choice of either the Nature skill or the Investigation skill.

Artisan. You are proficient with one type of artisan's tools.

GIANTKIN

I've never had the pleasure of a firbolg's company. Elusive and secluded, I have only read extensively of them. What would I ask them if I had the chance? "Why do you hide yourselves?"

The goliath are quite mysterious. I would like to get to know one of them, but getting them to talk about themselves is like drawing water from a stone.

While both firbolg and goliath share giants as ancestors, their size is about all they have in common.

FIRBOLG

"Firbolg hold a deep respect for nature and feel that the living things of the world are as connected to it as it is to them. Almost all firbolg learn even a small amount of magic, to help preserve nature and protect it from those who would do it harm. Those who take up greater amounts of spellcasting to become druids themselves often find they become leaders of the

stronghold, if for no other reason than they're more capable of protecting it, although it usually is accompanied by a cast to ensure the rest of the clan approves of the promotion" (Bryan Holmes, *Backgrounds of Faerun: Nations of Destruction*).

Age	Mature: 30, Max: 500
Size	Medium
Speed	30 ft.
Languages	Common, Elvish, Giant

All firbolg have the Powerful Build inheritance. You may further choose two major inheritances and one minor inheritance, or one major inheritance and three minor inheritances.

MAJOR INHERITANCES

Firbolg Magic. You can cast *detect magic* and *disguise self* with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of *disguise self*, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

MINOR INHERITANCES

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.



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

Naturalist. You are proficient in the Nature skill.

Tamer. You are proficient in the Animal Handling.

Cultivator. You are proficient with one of the following: woodworking tools, farming tools, or carpentry tools.

GOLIATH

“Few folk can claim to have seen a goliath, and fewer still can claim friendship with them. Goliaths wander a bleak realm of rock, wind, and cold. Their bodies look as if they are carved from mountain stone and give them great physical power. Their spirits take after the wandering wind, making them nomads who wander from peak to peak. Their hearts are infused with the cold regard of their frigid realm, leaving each goliath with the responsibility to earn a place in the tribe or die trying” (*Volo’s Guide to Monsters*).

Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft.,
Languages	Common and Giant

All goliath have the Powerful Build minor inheritance. You may further choose two major inheritances and one minor inheritance, or one major inheritance and three minor inheritances.

MAJOR INHERITANCES

Stone’s Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can’t use it again until you finish a short or long rest.

Mountain Born. You’re acclimated to high altitude, including elevations above 20,000 feet. You’re also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master’s Guide*.

MINOR INHERITANCES

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

Imposing Figure. You are proficient in the Intimidation skill.

Natural Athlete. You have proficiency in the Athletics skill.

Naturalist. You are proficient in the Nature skill.

Stone Worker. You are proficient in mason’s tools.

GNOMISH

I’ve always been amazed by gnomes. They fit an enormous curiosity and propensity for creation in a bite-sized body. Curious creatures—they hold an immense wealth of knowledge, but can’t focus long enough on one single matter. At least the ones I’ve met...

Age	Mature: 40, Max: 500
Size	Small
Speed	25 ft.
Languages	Common and Gnomish

Gnomes are the quintessential tinkerers and mischief makers. While they are stereotypically incessant talkers, those who are focused and measured in their work and relationships often achieve some of the greatest magical and inventive work in existence.

While many gnomes can be found in cities, their basic cultural roots can be traced back to the forest, mountains, or Underdark.

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances. Minor inheritances must come from the same region.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

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

FOREST REGION

“They gather in hidden communities in sylvan forests, using illusions and trickery to conceal themselves from threats or to mask their escape should they be detected. Forest gnomes tend to be friendly with other good-spirited woodland folk, and they regard elves and good fey as their most important allies. These gnomes also befriend small forest animals and rely on them for information about threats that might prowl their lands” (*Player’s Handbook*).

MINOR INHERITANCES

Natural Illusionist. You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it.



Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Esoteric Knowledge. You are proficient in your choice of either the Arcana skill or the Nature skill

Tamer. You are proficient in the Animal Handling skill.

Potion Master. You are proficient with alchemist's supplies.

MOUNTAIN REGION

"As a rock gnome, you have a natural inventiveness and hardiness beyond that of other gnomes. Most gnomes in the worlds of D&D are rock gnomes, including the tinker gnomes of the Dragonlance setting" (*Player's Handbook*).

MINOR INHERITANCES

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Expertise. You have expertise in one tool set with which you are proficient.

Tinker. You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Deft Fingers. You have proficiency in the Sleight of Hand skill.

Keen Mind. You have proficiency in the Investigation skill.

Flexible. You have proficiency with any one artisan's tools among thieves' tools, alchemist's supplies, and mason's tools.

UNDERDARK REGION

"Guarded, and suspicious of outsiders, svirfneblin are cunning and taciturn, but can be just as kind-hearted, loyal, and compassionate as their surface cousins" (*Elemental Evil Player's Companion*). They live about half as long as other gnomes.

MINOR INHERITANCES

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

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

Sneak. You are proficient in the Stealth skill.

Keen Mind. You are proficient in your choice of either the Investigation or the Insight skill.

Artisan. You are proficient with one type of artisan's tools.

GOBLINOID

Goblinoids are opportunistic scavenging creatures not above a bit of trickery to further their goals, but they play an important role in the ecosystem. I suppose there's individuals and even clans who are wonderful creatures, but I've never met one. I do admire them for the guile and ingenuity. I'm sure they could be redeemed as a whole, but more research on the subject is needed.

Goblinoids are a group that need to be re-examined in the D&D universe. Though they're a legitimate player race, the way in which they are typically portrayed has grown stale and lazy.

While the three types of goblinoids are all related, they are different enough to have separate major inheritances.



BUGBEAR

“Since bugbears aren’t a particularly fecund race, their overall population is small and spread over a wide area. Bugbears live in family groups that operate much like gangs. The individuals in a group typically number fewer than a dozen, consisting of siblings and their mates as well as a handful of offspring and an elder or two. A gang lives in and around a small enclosure, often a natural cave or an old bear den, and it might have supplementary dens elsewhere in its territory that it uses temporarily when it goes on long forays for food” (*Volo’s Guide to Monsters*).

Age	Mature: 16, Max: 80
Size	Medium
Speed	30 ft.
Languages	Common and Goblin

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Surprise Attack. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

MINOR INHERITANCES

Long Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

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

Imposing Figure. You are proficient in the Intimidation skill.

Sneaky. You are proficient in the Stealth skill.

Camper. You are proficient with one gaming set of your choice or with cook’s utensils.



GOBLIN

“Goblins occupy an uneasy place in a dangerous world, and they react by lashing out at any creatures they believe they can bully. Cunning in battle and cruel in victory, goblins are fawning and servile in defeat, just as in their own society lower castes must scrape before those of greater status and as goblin tribes bow before other goblinoids” (*Volo’s Guide to Monsters*).

Age	Mature: 8, Max: 60
Size	Small
Speed	30 ft.
Languages	Common and Goblin

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

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

MINOR INHERITANCES

Group Courage. You have advantage on saving throws against fear if at least one other friendly creature is making the same saving throw.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Entertainer. You are proficient in the Performance skill.

Keen Mind. You are proficient in the Insight skill.

Cave Crafter. You are proficient with your choice of either jeweler’s kit or tinker’s tools.

HOBGOBLIN

“War is the lifeblood of hobgoblins. Its glories are the dreams that inspire them. Its horrors don’t feature in their nightmares. Cowardice is more terrible to hobgoblins than dying, for they carry their living acts into the afterlife. A hero in death becomes a hero eternal” (*Volo’s Guide to Monsters*).

Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft.
Languages	Common and Goblin

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Saving Face. Hobgoblins are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

MINOR INHERITANCES

Imposing Figure. You have advantage on Charisma (Intimidation) checks against creatures of a smaller size than you.

Strength of Will. Once per long rest, you may add your Strength modifier to a Wisdom saving throw.

Imposing Figure. You are proficient in the Intimidation skill.

Keen Mind. You are proficient in the Insight skill.

Gambler. You are proficient with one gaming set of your choice.



HALFLING

What wonderful, joyous creatures halflings are. They are so pleasant, it almost prevented me from sucking out their brains. I have long since given that up, however, and prefer to surround myself with halflings whenever they'll have me. Sure, you'll get a few sour ones occasionally, but no matter what region they're from, they're almost always a delight.

Age	Mature: 20, Max: 150
Size	Small
Speed	25 ft.
Languages	Common and Halfling

Halflings don't have quite the regional diversity as humans or elves, but do change their cultural practices based on where they grew up.

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances. Minor inheritances must come from the same region.

MAJOR INHERITANCES

Brave. You have advantage on saving throws against the frightened conditioned.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

COSMOPOLITAN

Cosmopolitan halflings were born and raised in large towns and cities and have developed their own culture and affinities because of it. They may also be nomads, traveling from city to city, meeting a variety of people. They have a natural affinity for people and are able to use the presence of other people to their advantage.

MINOR INHERITANCES

Blend In. You have advantage on Dexterity (Stealth) checks when you are within 5 feet of at least two Medium or larger creatures.

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

Deft Maneuvers. You are proficient in your choice of either the Stealth skill or the Acrobatics skill.

Smooth Talker. You are proficient in the Persuasion skill.

Infiltrator. You are proficient with your choice of either thieves' tools or the disguise kit.

SOUTHERN REGION

While in the Forgotten Realms "strongheart" halflings are known to hail predominantly from the southern regions, in other areas of the multiverse they are known by other names. They are among the more stout members of their ancestry.

MINOR INHERITANCES

Stalwart. You have advantage on saving throws against effects that would move you against your will.

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

Athlete. You are proficient in the Athletics skill.

Keen Mind. You are proficient in the Insight skill.

Musician. You are proficient with one instrument of your choice.

HUMAN

Humans are like the drink you order at your local tavern—nothing special but comforting in its familiarity. They're everywhere, and while they are the most well-rounded, diverse, and fecund of all species, they take their place in the center of the world as a matter of fact. I don't bear any ill-will towards humans, just like I don't bear any hard feelings against my daily coffee. They're just...there.

While humans have none of the “supernatural” features that some other species have adopted, they are among the most well-rounded and capable of any creature. While sharing a general trait of being able to do just about anything, like most species, they have developed cultural strengths and affinities based on where they've grown up.

Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft.
Languages	Common, +1

Because of their versatile nature, humans may only take one major inheritance and four minor inheritances. Minor inheritances do not need to come from the same region, as long as there is a compelling narrative reason.

MAJOR INHERITANCES

Adaptive. Once per short rest, you may add 1d4 to any ability check, saving throw, or attack roll. You may use this even after you know the results of the roll, and with other effects such as *guidance* or the Bardic Inspiration feature.

COASTAL REGION

Humans who grow up near the banks of rivers, lakes, and oceans know that water is both life and death. They have adapted natural talents to not only survive, but thrive, in such an environment.

MINOR INHERITANCES

Child of the Water. You have advantage on Strength (Athletics) checks made to swim in difficult conditions. Swimming no longer costs you extra movement.

Extra Language. You speak, read, and write Aquan.

Athlete. You are proficient in the Athletics skill.

Naturalist. You are proficient in your choice of either the Nature skill or the Animal Handling skill.

Sea Traveler. You are proficient with vehicles (water).

DESERT REGION

Humans of the desert are used to the harsh conditions of sand and heat. They are hearty humans, with rich traditions and an appreciation of simple things...like water.

MINOR INHERITANCES

Child of the Sands. You have advantage on saving throws against exhaustion caused by lack of water or high heat. You ignore the penalty to Wisdom (Perception) checks caused by areas lightly obscured by dust, fog, sand, gas, or clouds.

Oasis Diviner. You can sense the closest body of water within 12 miles and intuitively know the shortest route to it.

Athlete. You are proficient in the Athletics skill.

Survivalist. You are proficient in your choice of either the Survival skill or the Animal Handling skill.

Sand Crafter. You are proficient with any one of the artisan's tools among cartographer's tools, glassblower's tools, jeweler's tools, or potter's tools.



EXTRAPLANAR REGION

Humans who have established populations on different planes are outsiders in their own right. Whether they are welcomed or not, they have developed ways to make it through life as the minority.

MINOR INHERITANCES

Child of the Planes. You have advantage on any ability check made to recall knowledge of any creature not native to the Material Plane.

Planar Empath. Choose one language from among Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Primordial, Sylvan, or Terran. You have advantage on any Charisma (Persuasion) checks made against creatures who speak that language. You can choose this inheritance more than once, picking a different language each time. You receive no bonus against the undead and constructs.

Arm Twister. You are proficient in either the Intimidation skill or the Persuasion skill.

Magic Scholar. You are proficient in the Arcana skill.

Laying Low. You are proficient with the disguise kit.

FOREST REGION

Those humans who dwell in or on the fringes of the forest have a connection with beasts surpassed only by the fey and their descendants. Their cultural influences reflect this intimacy with nature.

MINOR INHERITANCES

Child of the Trees. You have advantage on Intelligence (Nature) checks made to identify beasts or recall information about them, and Wisdom (Animal Handling) checks to tame or control them.

Hunter. You have advantage on ranged attack rolls against any creature that you have previously made a Wisdom (Survival) check to track or find.

Naturalist. You are proficient in your choice of either the Survival skill or the Nature skill.

Tamer. You are proficient in the Animal Handling skill.

Self-Sufficient. You are proficient with any one of the artisan's tools among woodcarver's tools, carpenter's tools, or leatherworker's tools.



MOUNTAIN REGION

The mountains and hills present both protection and challenge for humans. Food can be scarce and conditions hostile, but those who thrive there do so with a close-knit community, and sometimes riches beyond their wildest dreams.

MINOR INHERITANCES

Child of the Peaks. You have advantage made on Strength (Athletics) or Dexterity (Acrobatics) checks made to climb in difficult conditions. Climbing no longer costs you extra movement. You only take 6 hours to become acclimated to high altitudes, even above 20,000 feet.

Mountain Endurance. Once per day, you can ignore one level of exhaustion caused by nonmagical effects.

Once per turn, when you regain hit points from a magical effect, you regain an extra number of hit points equal to your proficiency modifier.

Kinetic Master. You are proficient in either the Athletics skill or the Acrobatics skill.

Survivalist. You are proficient in the Survival skill.

Stonesearcher. You are proficient with your choice of either mason's tools or the jeweler's kit.

GRASSLAND REGION

Grassland is one of the most popular environments for humans to settle. Ample farmland and building space and generally temperate conditions make for ideal conditions. While they must learn to deal with weather and creatures of the area, those who make their life in the plains generally regard life as among the safest and most pleasant.

MINOR INHERITANCES

Beast Tender. You have advantage on Wisdom (Animal Handling) checks made to pacify, tame, train, or control beasts. Your proficiency bonus is doubled for Wisdom (Animal Handling) checks to attempt to control a horse or donkey on which you are mounted or steering.

Child of the Meadow. You have advantage on Intelligence (Nature) checks made to identify plants and Wisdom (Survival) checks to grow or harvest them. Whenever you find, harvest, or create food and rations, you receive double the normal amount.

Keen Observer. You are proficient in your choice of either the Perception skill or the Insight skill.

Tamer. You are proficient in the Animal Handling skill.

Trader. You are proficient with your choice of either vehicles (land) or one type of artisan's tools.

ARCTIC REGION

Only the desert dwellers can understand the difficult conditions in which those of the tundra dwell. In many ways, they are just two sides of the same coin. Ice, cold, and death are an everyday part of life, which has shaped their culture.

MINOR INHERITANCES

Child of the Snow. You have resistance to cold damage. You treat arctic environments as favored terrain as per the Natural Explorer class feature in the Player's Handbook and have advantage on Dexterity (Acrobatics) checks made to traverse ice.

Survivalist. You require only half the normal amount of food and water and can go twice as long without it. You can use your Wisdom modifier when attempting to hide or move stealthily. Each time you spend a long rest in an environment, you cannot be surprised in it until you spend a long rest in a different environment.

Deft Maneuvers. You are proficient in the Acrobatics skill.

Make Your Way. You are proficient in your choice of either the Medicine skill or the Survival skill.

Long Nights. You are proficient with one musical instrument or one gaming set of your choice.

URBAN REGION

For urbanite humans, the city runs through their veins. They are adept at dealing with people from all walks of life and may be more suited to the hustle and bustle of the metropolis rather than the quiet solitude of nature.

MINOR INHERITANCES

Child of the Alleys. You can add your proficiency bonus to any Wisdom (Survival) check made to navigate a town or city, and you make such checks with advantage.

Crowd Mover. You can move through an opponent's space without provoking an attack of opportunity as long as there is another creature within 5 feet of them.

Arm Twister. You are proficient in your choice of either the Persuasion skill or the Intimidation skill.

Deft Maneuvers. You are proficient in your choice of either the Acrobatics skill or the Stealth skill.

Artisan. You are proficient with one type of artisan's tools.



ORCISH

Orcs are perhaps the most misunderstood of all the species. They're not as stupid, nor as innately savage, as the world would have you think. Constantly feared, no matter how they try for peace, they are unwelcome. A proud and faithful race, they struggle with appeasing savage gods in a multiverse that is ever changing and diverse. Some individuals may even forsake or reinterpret their religion in the name of peace or enlightenment. Unless they belong to a particularly progressive clan, such orcs tend to be outcast.

Orcs are one of the most iconic evil races in D&D, yet their alignments should be just as diverse as other races. Work with your DM to figure out some positive motivations for your orc character. These rules are for a full orc character. Use the "Mixed Ancestry Rules" to make a half-orc.

Age	Mature: 12, Max: 50
Size	Medium
Speed	30 ft.
Languages	Common and Orc

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

MINOR INHERITANCES

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

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Faithful. You are proficient in the Religion skill.

Imposing Figure. You are proficient in the Intimidation skill.

Warbard. You are proficient with the drum.

REPTILIAN

Those with reptilian in their blood are part of a tall tree with deep roots and diverse fruit. From the dispassionate pragmatism of the lizardfolk and the yuan-ti to the simplistic wanderlust of the turtle, the branches of this particular tree are beautiful and interesting to behold.

While playing any of these reptilian branches traditionally presents some challenges to the typical party demographic, work with your DM to find unique ways to integrate your individual character into their campaign.

LIZARDFOLK BRANCH

Lizardfolk are often thought of as evil, but other humanoids just tend to mistake their dispassion for cruelty. People would get on your nerves too if you were obsessed with food and couldn't read emotions—any child can tell you that. Most lizardfolk culture is relatively the same, regardless of region.

Age	Mature: 14, Max: 60
Size	Medium
Speed	30 ft.
Languages	Common and Draconic

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Bite. Your fanged maw is a natural weapon, 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.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine

your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

MINOR INHERITANCES

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

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

Scout. You are proficient in your choice of either the Perception skill or the Stealth skill.

Survivalist. You are proficient in your choice of either the Animal Handling skill or the Survival skill.

Artisan. You are proficient with one type of artisan's tools.

TURTLE BRANCH

Turtles tend to lead a simple life of ordered adventure. With lives rich in culture and ritual, they make the perfect, wise adventurer seeking to satiate their wanderlust.

Age	Mature: 15, Max: 50
Size	Medium
Speed	30 ft.
Languages	Common and Aquan

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Claws. 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.

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 doesn't 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.

MINOR INHERITANCES

Hold Breath. You can hold your breath for up to 1 hour at a time. Turtles aren't natural swimmers, but they can remain underwater for some time before needing to come up for air.

Shell Defense (Requires the Natural Armor Inheritance). You can withdraw into your shell as an action. Until



you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Naturalist. You are proficient in the Nature skill.

Survivalist. You are proficient in the Survival skill.

Musician. You are proficient with one musical instrument of your choice.

YUAN-TI BRANCH

Unlike their reptilian cousins, yuan-ti didn't evolve from reptiles, but rather were cursed into the tree. Dispassionate and eminently intelligent, they have difficulty adapting to life among other, more empathic species because of their curse.

Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft.
Languages	Common, Abyssal, Draconic

You may choose two major inheritances and one minor inheritance, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

MINOR INHERITANCES

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

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

Ancient Knowledge. You are proficient in your choice of either the Arcana skill or the History skill.



Smooth Talker. You are proficient in your choice of either the Persuasion skill or the Deception skill.

Cauldron Master. You are proficient with your choice of either alchemist's supplies or the poisoner's Kit.



EBERRON ANCESTRIES



CHANGELING

Changelings are one of the few species that make my kind nervous. From a purely academic perspective, I find their powers riveting. From an “I was once their predator” standpoint? I’d like to know what I’m eating....

“A changeling can shift its face and form with a thought. Many changelings use this gift as a form of artistic and emotional expression, but it’s an invaluable tool for grifters, spies, and others who wish to deceive. This leads many people to treat known changelings with fear and suspicion” (*Wayfinder’s Guide to Eberron*).

Age	Mature: 16, Max: 100
Size	Medium
Speed	30 ft.
Languages	Common, +2

All changelings must take Change Appearance. You may further choose one major inheritance and two minor inheritances, or four minor inheritances.

MAJOR INHERITANCES

Change Appearance. As an action, you can transform your appearance or revert to your natural form. You can’t duplicate the appearance of a creature you’ve never seen, and you revert to your natural form if you die.

You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics. You can make yourself appear as a member of another race, though none of your game statistics change. You also can’t appear as a creature of a different size than you, and your basic shape stays the same; if you’re bipedal, you can’t use this trait to become quadrupedal, for instance. Your clothing and other equipment don’t change in appearance, size, or shape to match your new form, requiring you to keep a few extra outfits on hand to make the most compelling disguise possible.

Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Changeling Instincts. You gain proficiency with two skills of your choice among Deception, Intimidation, Insight, and Persuasion.

MINOR INHERITANCES

Divergent Persona. You gain proficiency with one tool of your choice. Define a unique identity associated with that proficiency; establish the name, race, gender, age, and other details. While you are in the form of this persona, the related proficiency bonus is doubled for any ability check you make that uses that proficiency.

Unsettling Visage. When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses.

Using this trait reveals your shapeshifting nature to any creature within 30 feet that can see you. Once you use this trait, you can’t use it again until you finish a short or long rest.

Keen Mind. You are proficient in the Insight skill.

Smooth Talker. You are proficient in your choice of either the Deception skill or the Persuasion skill.

Gambler. You are proficient with one gaming set of your choice.

KALASHTAR

A pity it would be to dream as a kalashtar does. Did you know illithids dream? We also have psionics. Curious how similar we all can be sometimes. Kalashtar are one of the most interesting species. I hope I get to meet one someday.

“Every kalashtar has a connection to a spirit of light, shared by other members of their bloodline. Kalashtar appear human, but the spiritual connection affects them in a variety of ways. Kalashtar have symmetrical, slightly angular features. The eyes of a kalashtar often glow when it is focused on a task or feeling strong emotions” (*Wayfinder’s Guide to Eberron*).



Age	Mature: 18, Max: 100
Size	Medium
Speed	30 ft.
Languages	Common and Quori +1

All kalashtar must take Severed from Dreams and Mindlink. You may further choose one major inheritance and one minor inheritances, or three minor inheritances.

MAJOR INHERITANCES

Dual Mind. When you make a Wisdom saving throw, you can use your reaction to gain advantage on the roll. You can use this trait immediately before or after you roll, but before any of the roll's effects occur.

Mindlink. You can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

As a bonus action when you're speaking telepathically to a creature, you can give that creature the ability to speak telepathically to you until the start of your next turn. To use this ability, the creature must be within 60 feet of you and be able to see you.

MINOR INHERITANCES

Mental Discipline. You have resistance to psychic damage.

Psychic Glamour. Choose one skill from among Insight, Intimidation, Performance, or Persuasion. You have advantage on all ability checks you make with that skill.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to magical spells and effects that require you to dream, like the dream spell, but not to spells and effects that put you to sleep, like the sleep spell.

Smooth Talker. You are proficient in your choice of either the Intimidation skill or the Persuasion skill.

Keen Mind. You are proficient in the Insight skill.

Gambler. You are proficient with one gaming set of your choice.

SHIFTER

I've always been jealous of the shifter's ability. It's not quite as disquieting as the changeling's, but still extremely useful. I've never met one, but I'd be very interested in extracting whatever allows them such power. For scholarly purposes, of course.

"Early in childhood, a shifter forms a bond with a beast within: a totemic force that shapes their body and mind. Some shifters believe that these spirits are independent entities, and they may speak of Bear or Wolf as ancestors or guides. Most just see the beast within as a formidable expression of their inner nature, something that emerges over time as the shifter's personality takes shape" (*Wayfinder's Guide to Eberron*).

Age	Mature: 10, Max: 70
Size	Medium
Speed	30 ft.
Languages	Common

All shifters must take the Shifting inheritance. You may further choose one major inheritance and two minor inheritances, or four minor inheritances. Minor inheritances must come from the same bestial aspect.

MAJOR INHERITANCES

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift,



you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter aspect, described below.

Once you shift, you can't do so again until you finish a short or long rest.

BEASTHIDE ASPECT

The beasthide aspect focuses on strength. It typically takes the bear or boar as its emblem, though any hearty or enduring creature may exemplify this aspect.

MINOR INHERITANCES

Shifting Feature. Whenever you shift, you gain 1d6 additional temporary hit points, and while shifted, you have a +1 bonus to your AC.

Keen Senses. You are proficient in the Perception skill.

Tamer. You are proficient in the Animal Handling skill.

Tough. You have proficiency in the Athletics skill.

Musician. You are proficient with one musical instrument of your choice.

LONGTOOTH ASPECT

The longtooth aspect is loyal to the point of ferocity. Though they have distinctly canine looks, they may draw on the form of tigers, hyenas, or any like beast.

MINOR INHERITANCES

Canine Aspect. While shifted, you have advantage on all Wisdom (Animal Handling) rolls concerning canine and feline beasts.

Shifting Feature. While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Imposing Figure. You are proficient in the Intimidation skill.

Keen Senses. You are proficient in the Perception skill.

Gambler. You are proficient with one gaming set of your choice.

SWIFTSTRIDE ASPECT

The swiftstride aspect exemplifies the best qualities for their feline nature. Agility, speed, and grace are the hallmarks of this aspect.

MINOR INHERITANCES

Shifting Feature. While shifted, your walking speed increases by an additional 5 feet. Additionally, you can move up to 10 feet as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Swift Stride. Your walking speed increases by 5 feet.

Deft Maneuvers. You are proficient in the Acrobatics skill.

Keen Senses. You are proficient in the Perception skill.

Artisan. You are proficient with one type of artisan's tools.

WILDHUNT ASPECT

Those of the wildhunt aspect is vigilant, insightful, and intuitive. They make excellent hunters and trackers, and are often looked to as spiritual leaders.

MINOR INHERITANCES

Mark the Scent. As a bonus action, you can mark one creature you can see within 10 feet of you. Until the end of your next long rest, your proficiency bonus is doubled for any ability check you make to find the marked creature, and you always know the location of that creature if it is within 60 feet of you. You can't use this trait again until you finish a short or long rest.

Shifting Feature. While shifted, you have advantage on Wisdom checks.

Survivalist. You are proficient in the Survival skill.

Keen Senses. You are proficient in the Perception skill.

Artisan. You are proficient with one type of artisan's tools.

WARFORGED

The fact that a machine can develop sentience is something of great interest to me...of dire interest, in fact. It is perhaps the crux upon which the illithid's peaceful existence rests.

While all warforged share a few common traits, they manifest different strengths based on the "blueprint" from which they were designed. It is important to note that even warforged of the same blueprint develop their own individual personalities and habits.

Age	Mature: Creation, Max: Indefinite
Size	Medium
Speed	30 ft.
Languages	Common

All warforged must take the Sentry's Rest inheritance. You may further choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. Minor inheritances must come from the same blueprint.

MAJOR INHERITANCES

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Warforged Resilience. You were created to have remarkable fortitude, represented by the following benefits.

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Integrated Protection. Your body has built-in defensive layers, which determine your Armor Class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.

Mode	Prerequisite	Effect
Darkwood Core (Unarmored)	None	11 + your Dex mod (add PB if proficient with light armor)
Composite Plating (armor)	Medium armor proficiency	13 + your Dex mod (maximum of 2) + your PB
Heavy Plating (armor)	Heavy armor proficiency	14 + your PB ; disadvantage on Dexterity (Stealth) checks.

ENVOY BLUEPRINT

Envoys are made to be experts, built with a certain purpose in mind. They are the rarest of the warforged blueprints.

MINOR INHERITANCES

Extra Language. You can understand, read, and speak one language of your choice.

Integrated Tool. Choose one tool you're proficient with. This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

Versatile. You are proficient in one skill of your choice. You may choose this minor inheritance up to two times.

Versatile Crafter. You are proficient with one tool set of your choice.

JUGGERNAUT BLUEPRINT

Juggernauts are the war machines built for raw power and close combat. They stand between 6 and 7 feet in height and can weigh up to 450 pounds.

MINOR INHERITANCES

Iron Fists. When you make an unarmed strike, you can deal 1d4 + your Strength modifier bludgeoning damage instead of the normal damage.

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

Athletic. You are proficient in the Athletics skill.

Imposing Figure. You are proficient in the Intimidation skill.

Versatile Crafter. You are proficient with one tool set of your choice.

SKIRMISHER BLUEPRINT

Skirmishers are built for speed and scouting.

MINOR INHERITANCES

Light Step. When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace. (See chapter 8 of the Player's Handbook for more information about "Travel Pace").

Swift. Your walking speed is increased by 5 feet.

Deft Maneuvers. You are proficient in the Acrobatics skill.

Sneak. You are proficient in the Stealth skill.

Versatile Crafter. You are proficient with one tool set of your choice.



DRAGONMARKS

Because dragonmarks typically replace “subraces,” an alternative system must be used for this supplement.

Considering that each ancestry has 6 “points” to spend (2 points for each major inheritance, and 1 point for each minor inheritance), you can easily add dragonmarks to your game by having them replace the appropriate number of inheritances.

In this system, dragonmarks do not grant ability score increases. Dragonmarks that are restricted to “half races” will only require you to take an inheritance in one race—having the mark is what establishes you as having “mixed ancestry” in this case. All the other internal mechanics and flavor of dragonmarks still apply, as found in *Wayfinder’s Guide to Eberron*, including languages, intuition die, and features.

Use the list below to add dragonmarks to your game.

MARK OF DETECTION

Ancestry: One major inheritance in either human or elf.

Cost: 4 inheritance points.

MARK OF FINDING

Ancestry: One major inheritance in either human or orc.

Cost: 4 inheritance points.

MARK OF HANDLING

Ancestry: One human major inheritance.

Cost: 4 inheritance points.

MARK OF HEALING

Ancestry: One halfling major inheritance.

Cost: 4 inheritance points.

MARK OF HOSPITALITY

Ancestry: One halfling major inheritance.

Cost: 2 inheritance points.

MARK OF MAKING

Ancestry: One human major inheritance.

Cost: 4 inheritance points.

MARK OF PASSAGE

Ancestry: One human major inheritance.

Cost: 4 inheritance points.

MARK OF SCRIBING

Ancestry: One gnome major inheritance.

Cost: 4 inheritance points.

MARK OF THE SENTINEL

Ancestry: One human major inheritance.

Cost: 4 inheritance points.

MARK OF SHADOWS

Ancestry: One elf major inheritance.

Cost: 4 inheritance points.

MARK OF STORM

Ancestry: One major inheritance in either human or elf.

Cost: 4 inheritance points.

MARK OF WARDING

Ancestry: One dwarf major inheritance.

Cost: 2 inheritance points.



RAVNICA ANCESTRIES



CENTAUR

How majestic are the centaurs! The best of both man and beast. Wise and sagacious. We could all learn something about the interconnectedness with which they approach the world.

Centaurs are creatures of nature, even when among the busy life of the city. Family, history, wisdom, and nature—they value all of these. Don't let their peaceful nature fool you, they are often wild at heart and enjoy running with the animals they partially resemble.

Age	Mature: 18, Max: 100
Size	Medium
Speed	40 ft.
Languages	Common and Sylvan

All centaur must take Equine Build. You may further choose one major inheritance and two minor inheritances, or four minor inheritances.

MAJOR INHERITANCES

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Hooves. Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

MINOR INHERITANCES

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

Fey. Your creature type is fey, rather than humanoid.

Survivor. You have proficiency in one skill of your choice among Animal Handling, Medicine, Nature, or Survival.

You may choose this inheritance up to twice, choosing a different skill each time.

Musician. You are proficient in one musical instrument of your choice.

LOXODON

They say an elephant never forgets. While that may be true of loxodons, they're much better known for their calm wisdom than their shrewd intelligence. Can you find an angry loxodon? I'm sure you can, but I don't know why you'd want to. They can be terrifying creatures if you get on their bad side.

Much like centaurs, loxodons are generally peaceful creatures with a connection to nature and a deep loyalty to their group or clan. While each loxodon may have a different definition of their "group," no matter who it includes, they will be loyal even unto death.

Age	Mature: 60, Max: 450
Size	Medium
Speed	40 ft.
Languages	Common and Loxodon

All loxodon must take the Trunk inheritance. You may further choose one major inheritance and two minor inheritances, or four minor inheritances.

MAJOR INHERITANCES

Natural Armor. You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Trunk. You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options.

Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

MINOR INHERITANCES

Keen Smell. Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

Loxodon Serenity. You have advantage on saving throws against being charmed or frightened.

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

Keen Observer. You are proficient in either the Perception or the Investigation skill.

Survivalist. You are proficient in the Survival skill.

Stoneworker. You are proficient with mason's tools.

MINOTAUR

Minotaur are some of the most fearsome, most courageous, and strongest warriors you'll ever find. Sure, they tend to get a bit violent if you're foolish enough to upset them, but in general they're quite alright as far large bull-people go. Sit and talk with one for a while and I'm sure you'll hear stories of glorious victory and tragic loss.

Though minotaurs have a love of battle, they tend to have rich social lives when they're not venting their rage in battle. Dedicated to friends and family, their keen and analytical nature, combined with a passion for life, can be seen both on and off the battlefield.

Age	Mature: 17, Max: 150
Size	Medium
Speed	30 ft.
Languages	Common and Minotaur

All minotaur must take the Horns inheritance. You may further choose one major inheritance and two minor inheritances, or four minor inheritances.

MAJOR INHERITANCES

Hammering Horns. Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a **DC equal to 8 + your proficiency bonus + your Strength modifier**, you push it up to 10 feet away from you.

Horns. Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

MINOR INHERITANCES

Goring Rush. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Tale of Battle. As an action, you recount a glorious or tragic tale of battle. Make a Charisma (Performance) check. Any creature of your choice within 60 feet who heard your performance suffers disadvantage on Wisdom (Perception) checks for 1 minute unless their passive Wisdom (Perception) score exceeds your check.

Athletic. You are proficient in the Athletics skill.

Imposing Figure. You are proficient in your choice of either the Intimidation or Persuasion skill.

Musician. You are proficient with one musical instrument of your choice.

SIMIC HYBRID

The simic hybrid is one of the most interesting case studies in pushing the bounds of magic and in the ethics of doing so. Do they even count as a different species? That's a matter for philosophers and scientists. As far as this journal is concerned, their various abilities are worth noting and studying further.

Enhanced through magic to be guardians and war machines, simics are more like warforged than any other ancestry, though they are typically created from elves, humans, and vedelkan. Because of their powerful enhancements, the mechanics for building a simic are different from most other ancestries in this guide.

Age	Variable
Size	Medium
Speed	30 ft.
Languages	Common and Elvish or Vedalken

All simics must take the Animal Enhancement inheritance. You may further choose one major inheritance, or two minor inheritances.

MAJOR INHERITANCES

Animal Enhancement. Your body has been altered to incorporate certain animal characteristics. You choose one animal enhancement now and a second enhancement at 5th level.

At 1st level, choose one of the following options:

Manta Glide. You have ray-like fins that you can use as wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

Nimble Climber. You have a climbing speed equal to your walking speed.

Underwater Adaptation. You can breathe air and water, and you have a swimming speed equal to your walking speed.

At 5th level, your body evolves further, developing new characteristics. Choose one of the options you didn't take at 1st level, or one of the following options:

Grappling Appendages. You have two special appendages growing alongside your arms. Choose whether they're both claws or tentacles. As an action, you can use one of them to try to grapple a creature. Each one is also a natural weapon, which you can use to make an unarmed strike. If you hit with it, the target takes bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Immediately after hitting, you can try to grapple the target as a bonus action. These appendages can't precisely manipulate anything and can't wield weapons, magic items, or other specialized equipment.

Carapace. Your skin in places is covered by a thick shell. You gain a +1 bonus to AC when you're not wearing heavy armor.

Acid Spit. As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target takes 2d10 acid damage unless it succeeds on a **Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus**. This damage increases by 1d10 when you reach 11th level (3d10) and 17th level (4d10). You can use this trait a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

MINOR INHERITANCES

Imposing Figure. You are proficient in the Intimidation skill.

Kinetic Mastery. You are proficient in your choice of either the Acrobatics or Athletics skill.

Gambler. You are proficient in one gaming set of your choice.

VEDALKEN

In many ways, illithids and vedalken are similar. We have similar goals, but approach them in different ways and for different reasons. Above all, I admire the dispassion. Though it is worthy of one of my kind, they have resorted to far less vial practices because of it. They are what we could have been.

Dispassionate in pursuit of perfection, vedalken embody all the positive aspects of intellect—patience, reasoning, and positive debate. Unlike yuan-ti or lizardfolk, the vedalken's lack of emotions usually does not lead to a mentality of “self over others.”

Age	Mature: 40, Max: 350-500
Size	Medium
Speed	40 ft.
Languages	Common, Vedalken, +1

You may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Tireless Precision. You are proficient in one skill of your choice from among Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand.

You are also proficient with one tool of your choice. Whenever you make an ability check with the chosen skill or tool, roll a d4 and add the number rolled to the check's total.

Vedalken Dispassion. You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

MINOR INHERITANCES

Partially Amphibious. By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.

Elevated Mind. You are proficient in one Intelligence-based skill of your choice.

Enlightened. You are proficient in one Wisdom-based skill of your choice.

Tireless Pursuit. Whenever you fail an Intelligence check, you make your next Intelligence check with advantage.

Crafter. You are proficient in one tool of your choice.

