

LERA

A SECRETIVE RACE OF SUSURRANT SCHOLARS



A WALROCK HOMEBREW CREATION



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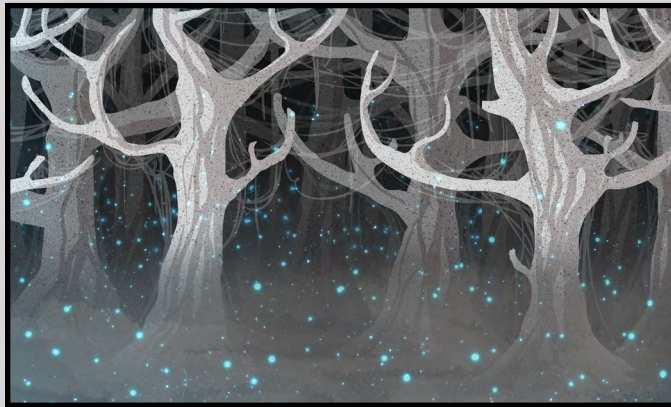
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Special Thanks: The Discord of Many Things, The DM's Guild Creative Lounge, Izzy, [/r/unearthedarcana](https://www.reddit.com/r/unearthedarcana), [/r/dndnext](https://www.reddit.com/r/dndnext), [/u/skybug12](https://www.reddit.com/user/skybug12), [/u/Smyris](https://www.reddit.com/user/Smyris), and all our backers on Patreon!

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ON THE COVER

Lluís Abadías García illustrates a mysterious and magical forest, the hidden home of a cloister of lera. The trees are woven together by strands of silk, used by larval lera to create their cocoons. Though this process has drained life from the woods, they are animated still by an endless sea of dancing faerie lights, which the lera use to decorate their homes.



ALSO ON THE COVER

Known only as Moonseeker, our archetypal lera is also illustrated by Lluís Abadías García. Simply “Moon” to her friends, she has spent the majority of her life among other races, traveling between their institutions of learning and gathering what knowledge she can. Moonseeker keeps a ready hand on her staff, pruned from the wood of the tree she grew up in, and imbued with a great magical potency derived from her many arcane learnings.

VERSION 0.2

Disclaimer: Though they may be incredibly compelling and beautiful in a way mortal minds cannot comprehend, you should not walk directly towards certain sources of light. Remember that some may be fire, which is perilous because you and most of what you own are flammable! Always be sure to check the nature of a light source before approaching and embracing it. If possible, ask the owner of the light source, or at least a trustworthy party member, if the light is safe to touch. And, in general, just keep your distance from evocation wizards. Trust us, it's better that way.

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LERA

UNSTIRRED BY COUNTLESS AGES, THE DARK and dust find their eternal silence punctuated by an errant, erratic scratching. Stifled footfalls as soft as snow make their way through the forgotten corridors, the scratching producing faint echoes as it trails alongside them.

Light splits the darkness, pouring from a small lantern on a staff, bound to the back of a tall yet delicate humanoid. Swathed in ruffs of fur, emanating a small cloud of particulate with each step, the figure's compound, insectoid eyes remain locked slightly downward, regarding a book and quill she holds in either hand.

"Tower contains only faint trace of magic," she whispers, nearly subvocally, as the quill scratches paper, "Most artifacts pilfered with fall of magocracy, little clue to causes."

Her footsteps suddenly stop, and her eyes raise forward, sparkling with the lantern light. Looking to the stonework at her side, she regards several large, knife-sized gouges raking through the crumbling edifice. Glancing then down past her writings, her eyes settle on the remains of a human skull, half-buried in the dust, adjacent to a dark stain upon the stones.

"Signs of struggle," she continues, "Magical adversary. Summoning? Territorial? Aberrant, fey, or fiend likely."

Shutting the book and placing it and the quill in a satchel at her side, she reaches for her staff, swinging

its leather strap over her long antennae and diaphanous wings as she grasps it in both of her clawed hands. Lifting it aloft, the lantern swaying above her head, she brings it down with brutal force, shattering the human skull and sending a resounding clamor sweeping through the halls.

She stands still, holding the staff directly in front of her. The only sounds to be heard are the trailing echo, and the slight groan of the lantern's cord as it sweeps aimlessly back and forth.

Somewhere unfathomably deep below, a distant roar bellows in response, trickling back upwards across the

stonework. Following it, a stream of obscene eldritch syllables, diluted into incomprehensible rage as it travels the halls. Then, footsteps: thunderous but dampened, and yet approaching.

Calmly, the figure slips her staff once more onto her back, and retrieves her book and quill.

"Fiendish," she begins reading as she writes, "Infernal. Can be reasoned with. Will have valuable knowledge of this place. Likely aggressive."

Though she continues onward, her direction takes a sharp turn, making straight for the ominous clatter in the distance.

"Barter possible, not probable. Violence expected," she pens, as her lantern light shines forward through the antediluvian passages.

Knowledge itself has value, and none know this better than the lera. Seekers of the forbidden and the forgotten, lera search after mysteries others fear, drawn inexorably by the lure of personal enlightenment.

SILENT STRANGERS

Ever-elusive, the lera are a race of silent wanderers, always looking for mysteries both mystical and mundane. Imposing yet profoundly soft-spoken, the average lera is anywhere from 6-8 feet tall, and talks only in faint whispers.

A lera is covered in a strange, soft, dusty fur that can be a wide variety of colorations, from dusky white, black and grey to vibrant orange, red, yellow, purple, blue, or pink. Lera have delicate wings, and sometimes carry striking patterns across their wings and back evoking snowfall, a sunset, enormous eyes, a death's head, or similar.

Lera also have multifaceted, insectoid eyes that come in many different hues, such as purple, black, white, green, red, or grey. Atop a lera's head are a pair of long, lightly-tasseled antennae, which range from 1 foot to 3 feet long and waver in response to stimuli. A lera has a distinctly non-humanoid mouth, consisting of mandibles and a curled, hidden proboscis, used to pull in solid food and consume liquids respectively. Lera have no nose to speak of, and instead have scent receptors distributed throughout their antennae and mouthparts, allowing them to feel smells, rather than taste them.

The strange facial anatomy of the lera makes understanding their emotions difficult for those not accustomed to their presence, complicated by the lack of intonation in a lera's speaking voice. Among those they trust, the lera will often state the emotional content of their communications outright: "This makes me feel uncomfortable," or "I am overjoyed at your presence," as examples. Among those they don't know, however, the lera are satisfied to leave them guessing.

SCHOLARS AND SPIRITUALISTS

Lera are instinctively drawn towards knowledge, secrets, and power with a compulsion that is hard to articulate to members of other races. Many lera hunger

after complex matters of arcana and artifice, while others comb the hidden dogma of forgotten gods for insights lost to time. Some lera take this compulsion as a reason to perpetually acquire that which is not theirs, though most respect the rules of ownership.

Light and flame carry a great symbolic importance in lera culture, representing the brilliance of enlightenment that all lera seek. It is usual for lera to be captivated by a great and beautiful source of radiant light, though putting this captivation into words that others will understand is next to impossible for any lera.

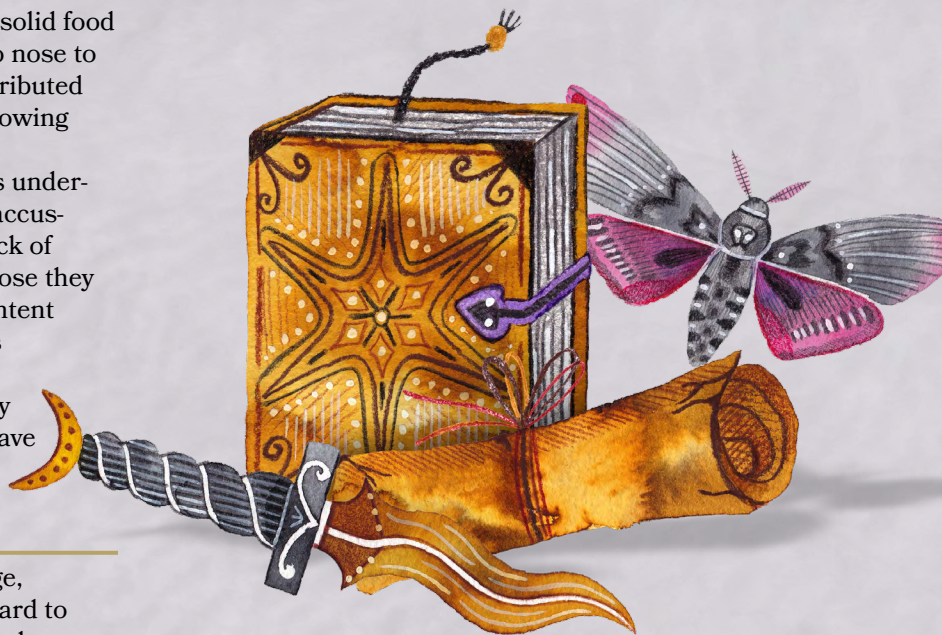
SELLERS OF SECRETS

In lera society, the secrets one collects are the truest currency, holding far more value than coin ever could. Lera meet in moonlit forests or in darkened caves to broker with one another, and occasionally outsiders. Lera usually take great pains to be truthful with their words, as their secrets only have value if they can be believed. Though they meet often, lera seldom form large cities, but occasionally live in the cities of other races, or create small cloisters of their own.

Before death, it is traditional for a lera to give all of its accumulated secrets freely to another that it trusts. Some lera keep a hidden tome full of their knowledge, locked or with instructions for it to be opened only after their demise. Still, some secrets a lera will take to the grave, especially those that would harm others the lera cares about.

LERA NAMES

All lera have a true name and a use-name, the first of which is the most guarded of secrets, the second of which is handed out as if it were the lera's true identity. In lera courtship, the exchange of true names is equivalent to a marriage vow, the trusting of another lera to hold and keep hidden something known to no other. Neither lera use-names or true names are gendered, as lera society has few cultural distinctions along gender



lines, though sometimes they pick up such distinctions from other cultures they come into contact with.

Examples of true names and use-names can be seen below:

True Names: Andar, Byx, Cinth, Eron, Fyaril, Lepi, Lossa, Nia, Phym, Reen, Rippi, Sifp, Soris, Thera, Uteth

Use-Names: Alabaster, Calling, Dawnglow, Duskember, Gossamer, Lightlinger, Memory, Moondust, Nightmusic, Sighted, Silence, Silk, Whisper

LERA TRAITS

Despite their multitude of differences from one another, all lera have the following traits in common.

Ability Score Increase. Your Dexterity score increases by 1.

Age. All lera hatch from eggs as larvae about a foot long, and undergo metamorphosis into adolescent lera at age 5. Lera reach adulthood at the age of 10. Truly ancient lera reach the age of 50, but most do not live to be 40.

Alignment. Most lera abstain from taking a strong moral stance on the world, as it clouds their ability to pursue the secrets that motivate them. As such, lera are typically neutral.

Size. Lera are taller than humans, ranging from 6 to 8 feet tall. Nevertheless, they are exceptionally light, weighing only 150 to 200 pounds. You are size Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write both Common and Lera. The Lera language is equal parts sound and motion, and the position and direction of one's wings, feelers, head, and arms are just as important as the words that are spoken. In written form, Lera is a series of vaguely runic spirals and curls that are traditionally scribed with a lightly-glowing ink, made in part from a lera's own dust.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor. When using your flying speed from this source, you cannot end your turn more than 5 feet above a solid

OPTIONAL TRAIT: PHOTOTAXIS

Lera are instinctively attracted to light. At your DM's option, you can add the following trait to illustrate this compulsion.

Phototaxis. If you start your turn in an area of dim light or darkness and there is a source of bright light you can see within 120 feet of you, you must make a Wisdom saving throw against a DC of 15 – half your total character level. Failing this saving throw means you cannot willingly move any further away from that source of light during your turn, and you repeat this saving throw at the start of each of your turns. Success on this saving throw means you are unaffected by this trait for the next hour. Light sources on your person or that you are holding do not trigger a saving throw with this trait.

surface, and gently descend down to this distance at a speed of 60 feet per round if you are any higher, taking no damage from falling.

At 5th level, this distance increases to 10 feet above a surface. At 11th level, you can end your turn at any height without limitation.

Whispering Words. You cannot naturally speak louder than a whisper. The sound of your voice normally carries no further than 30 feet.

Antennae. You know the exact location of any creature or object within 5 feet of you, even if you are blinded or the creature or object is invisible.

Superior Darkvision. You are naturally nocturnal, and have excellent vision in the darkness. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

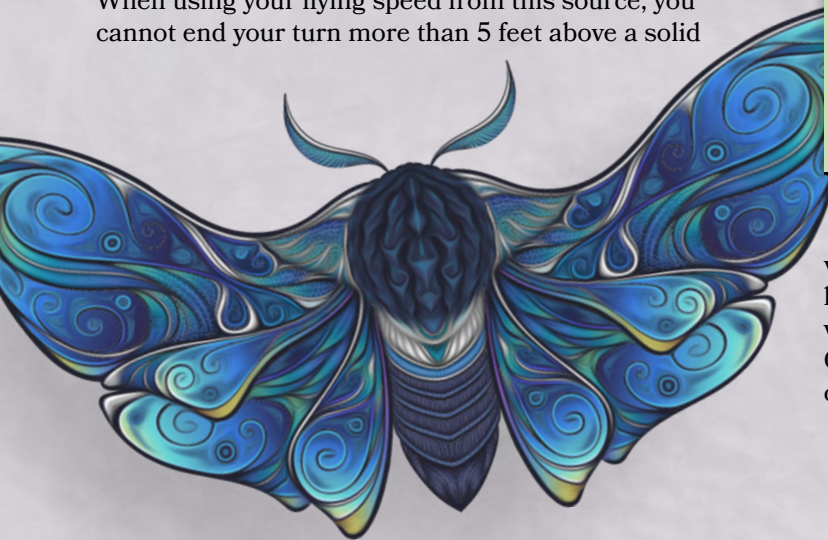
Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

OPTIONAL RULE: NO SUNLIGHT SENSITIVITY

Depending on the nature of the game being played, sunlight sensitivity can be a minor inconvenience, or a crippling flaw.

If your DM believes that the Sunlight Sensitivity trait would be too hindering for your character, they can allow you to remove it. If you do, reduce the distance of your darkvision to 60 feet. This functions similarly to the Diurnal trait on the chrysir subrace, which should also be removed if you use this option.

Subrace. There are seven known types of lera in the world, although most lera claim they come in countless varieties. Lera subraces are, in part, determined by what secrets of power their ancestors have uncovered. Choose from achrae, chrysir, curin, mori, oculo, ornatri, or tysani as your subrace.



ACHRAE

Shrouded with long, dark brown-black wings interwoven with subtle patterns and lines of gold-orange, achrae lera are especially furtive, even amongst their kin. Legend tells that achrae are descended from a line of ancient lera that made a deal with Vecna, god of secrets, exchanging service for an arcane control of whispers and an enhanced ability to find what others would keep hidden. As a sign of this bargain, each achrae has a pale skull pattern on the fur just behind its head, up against the back of its neck.

Most achrae in present day do not serve this dark god, but they still carry his mark and his dubious blessing. Some still act at Vecna's behest, however, and other lera are often careful around the achrae.

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

Silent Secrets. You gain proficiency in your choice of one skill out of Stealth or Sleight of Hand.

Sense Lore. You can use an action to sense the presence of tomes, scrolls, writings, art, or similar containing knowledge or secrets within 1,000 feet of you. You know the approximate distance and direction of anything this sense picks up, and have a vague idea of what sort of object you are sensing. Once you use this ability, you must finish a short or long rest before you can use it again.

Achrae Magic. You know the *minor illusion* cantrip. When you reach 5th level, you can also cast the *silence* spell once per day; you must finish a long rest in order to cast the spell again using this trait. Intelligence is your spellcasting ability for these spells.

CHRY SIR

Covered in ruffs of black, orange, and brilliant yellow fur, the chrysir have beautiful and ostentatious wings with stripes similar to a tiger's, lit with yellows, oranges, and deep purples reminiscent of a sunset. While other lera carry an obsession with light and fire, none feel this more strongly than the chrysir, who have forsaken the night to study luminous arcana in all its forms. These lera are brash and adventurous, prone to taking risks and ignoring consequences.

Reveling in daylight, the chrysir have gained much of its magical power as their own, capable of bending illumination to their own ends. Some lera believe the chrysir to be too far gone from their roots, but the chrysir strive to embrace what is new, and to discover things other lera would be blind to.

Ability Score Increase. Your Charisma score increases by 1, and either your Strength or Constitution score increases by 1.

Diurnal. Unlike other lera, you do not have the Sunlight Sensitivity trait. Decrease the distance of your darkvision from 120 to 60 feet.

Radiant Corona. When you are damaged by an attack made by a creature within 5 feet of you, you can use your reaction to deal an amount of radiant damage to that creature equal to your Constitution modifier + your

total character level. Once you use this ability, you must finish a short or long rest before you can use it again.

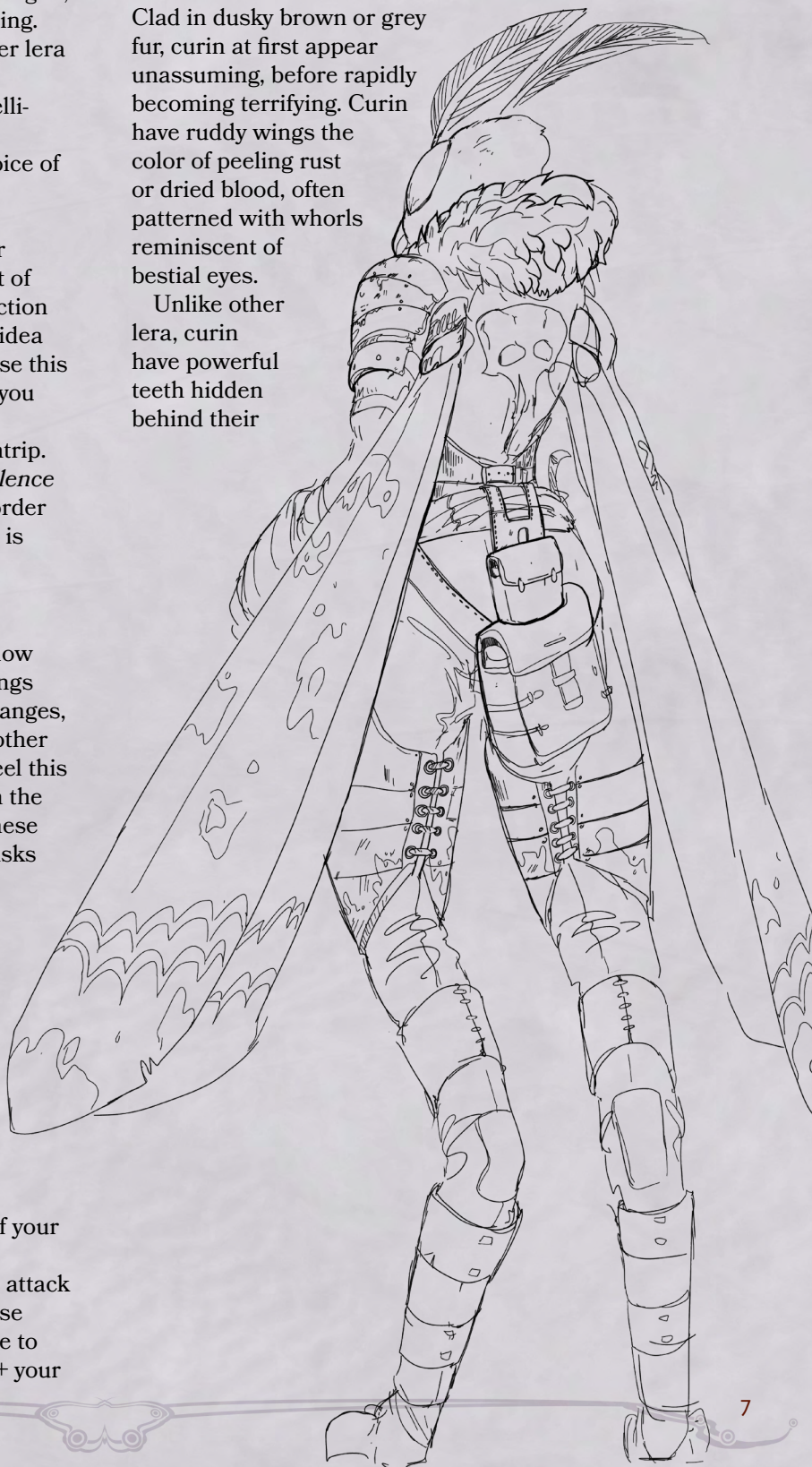
Light Suffused. You gain resistance to radiant damage, and have advantage on saving throws made against the blinded condition.

Chrysir Magic. You know the *light* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once per day; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

CURIN

Clad in dusky brown or grey fur, curin at first appear unassuming, before rapidly becoming terrifying. Curin have ruddy wings the color of peeling rust or dried blood, often patterned with whorls reminiscent of bestial eyes.

Unlike other lera, curin have powerful teeth hidden behind their



mouthparts in place of their proboscis, and a ravenous hunger for meat. Lera scholars have determined this unnatural state of being came to pass due to consorting with demonic entities, brokering for knowledge and power that should have been left well alone. Due to this influence, curin feel an irrepressible rage that often overwhelms their interest for knowledge. Some curin struggle against this influence, seeing themselves as scholars attempting to understand it, while others give into it fully, becoming nearly demonic in their own right.

Ability Score Increase. Your Constitution score increases by 1, and either your Strength or Intelligence score increases by 1.

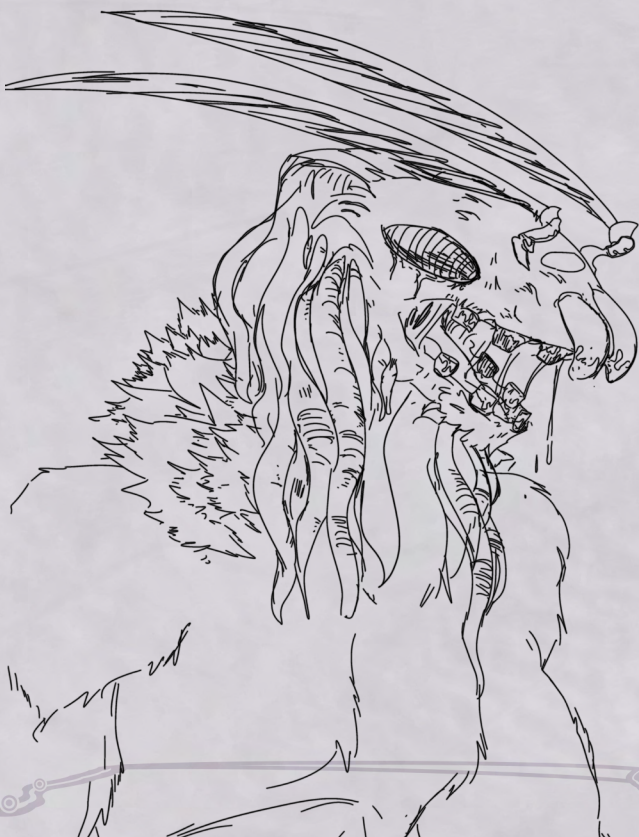
Alignment. Curin lera are not necessarily evil, but many find it easier to give in to darker urges than others of their kind.

Terrifying Presence. You have proficiency in the Intimidation skill.

Natural Weapons. You can make a bite attack as an unarmed strike, which deals piercing damage equal to 1d4 + your Strength modifier.

Feeding. When you are adjacent to a creature that has been dead no longer than 7 days and is not an aberration, construct, elemental, ooze, plant, or undead, you can render yourself prone and feed on that creature. This process takes one action for a Tiny creature, one minute for a Small creature, 10 minutes for a Medium creature, or 1 hour for a Large or Huge creature. You cannot consume a Gargantuan creature using this ability.

After this time has elapsed, you fully consume the creature, leaving only scant bones and traces of the creature behind. You then regain hit points equal to half your total character level, adding 5 hit points to this amount for each size category of the creature consumed greater than Tiny. Once use this ability, you can not use it again until you complete a long rest.



MORI

The mori lera are best distinguished by their immense ruffs of fur, like a thick coat, and have their wings and bodies colored in a multitude of hues, such as white, black, red, brown, forest green, or yellow. Mori have, at most, only one color of fur on their bodies, and three colors on their wings, which often carry a pattern of spots or crescent markings.

Mori style themselves as the craftsfolk of the lera, spinning elegant robes and dresses out of silk to wear and sell. Mori merchants are common, traveling between towns and bartering their wares for both knowledge and coin. The mori are savvy, clever, and more social than most other lera aside from the ornatri, often joking or engaging in banter in ways unheard of for the rest of their kind.

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

Bartering. You gain proficiency in your choice of one skill out of Deception or Persuasion.

Silk Creation. Over the course of a long rest, you can create your choice of one of the following items: a bedroll, a blanket, a set of fine clothes or a costume, a net, a pouch, a sack, a set of saddlebags, silk cloth (1 sq. yd.), silk rope (50 feet), a sling, or a whip. This item degrades into nothing when you next take a long rest, unless you spend that long rest maintaining the item instead of making a new item with this trait. An item created by this trait becomes permanent and does not degrade after you've spent a number of days maintaining it equal to its cost in gp. An item with a cost less than 1 gp needs only be maintained one day to become permanent.

Silk Crafting. You gain proficiency with weaver's tools. If you craft an item or magic item using these tools, it takes you half of the normal time, and it costs you half as much of the usual gold (in both materials and other costs).

Mori Magic. You know the *mending* cantrip. When you reach 5th level, you can also cast the *web* spell once per day; you must finish a long rest in order to cast the spell again using this trait. Choose either Charisma or Wisdom as your spellcasting ability for these spells.

OCULO

Though every lera wishes to learn whatever is hidden, the oculo experience this as a deep obsession even beyond what other lera feel, a craving they can never truly satisfy. Marked with large, glaring yellow and black eyespots on the back of their autumn-colored wings, oculo lera are covered with ruffs of red or wood-brown fur throughout their bodies.

Oculo consider themselves the spymasters of the lera, which other lera bristle at, given that every lera has a general inclination for spycraft. The oculo are often seen as single-minded, driven, prying, or occasionally paranoid or pompous by their peers, but the oculo believe this to be jealousy at the quality of their secrets.

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

Perceptive. You gain proficiency in your choice of one skill out of Insight or Perception. And twice your proficiency bonus to checks with this skill in place of your normal bonus.

Scrysense. You inherently know whenever you are being watched by normal or magical sight, but you do not automatically know the identity or location of whatever is watching you.

Warded Mind. You have resistance to psychic damage. You also have advantage on any saving throws made to resist or overcome the charmed condition, and your thoughts cannot be read against your will.

Watchful Slumber. Whenever you sleep, you remain fully aware of your surroundings as if you were awake.

ORNATRI

Culture is at the heart of lore, and is the clothing worn by all manner of secrets. The ornatri often style themselves as anthropologists or storytellers, delving excitedly into the practices and customs of other societies, collecting their stories and songs, and sharing them with others.

The ornatri are considered among the most beautiful of lera by their kin, and have large flowing wings decorated with colorful stripes and black dots. Ornatri wings are usually yellow, red, orange, white, and black, while the white fur on their bodies is interspersed with small black patches.

Ability Score Increase. Your Charisma score increases by 2.

Anthrophile. You gain proficiency in your choice of two skills out of History, Performance, or Persuasion.

Appraisal. If you take one minute to inspect an object of art, jewelry, or other cultural importance, you know its exact monetary value. In addition, after inspecting an object in this way, you have advantage on any History checks made to determine the cultural significance of that object.

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

Whispersong. Though your actual voice is still limited by the Whispering Words trait, you are able to project a resonant vocal sound that can be used to make ethereal and beautiful music. This sound cannot contain words, but can be heard up to 300 feet away.

TYSANI

Stark white or ebony black with dramatic contrasting monochrome ribbons winding across their wings, the tysani have cultivated an ominous reputation as the witches of the lera. Somehow more reclusive than others of their kind, few tysani live among other races, but those that do travel endlessly, always searching for magical understanding in the world around them.

Tysani are sometimes considered cold and pitiless, even amongst other lera. It isn't that tysani don't experience emotion, for they have the same breadth of feeling as most creatures, but the tysani often believe in keeping their sentiments hidden amongst their greatest secrets.

Ability Score Increase. Your Intelligence score increases by 2.

Studious. You gain proficiency in the Arcana skill.

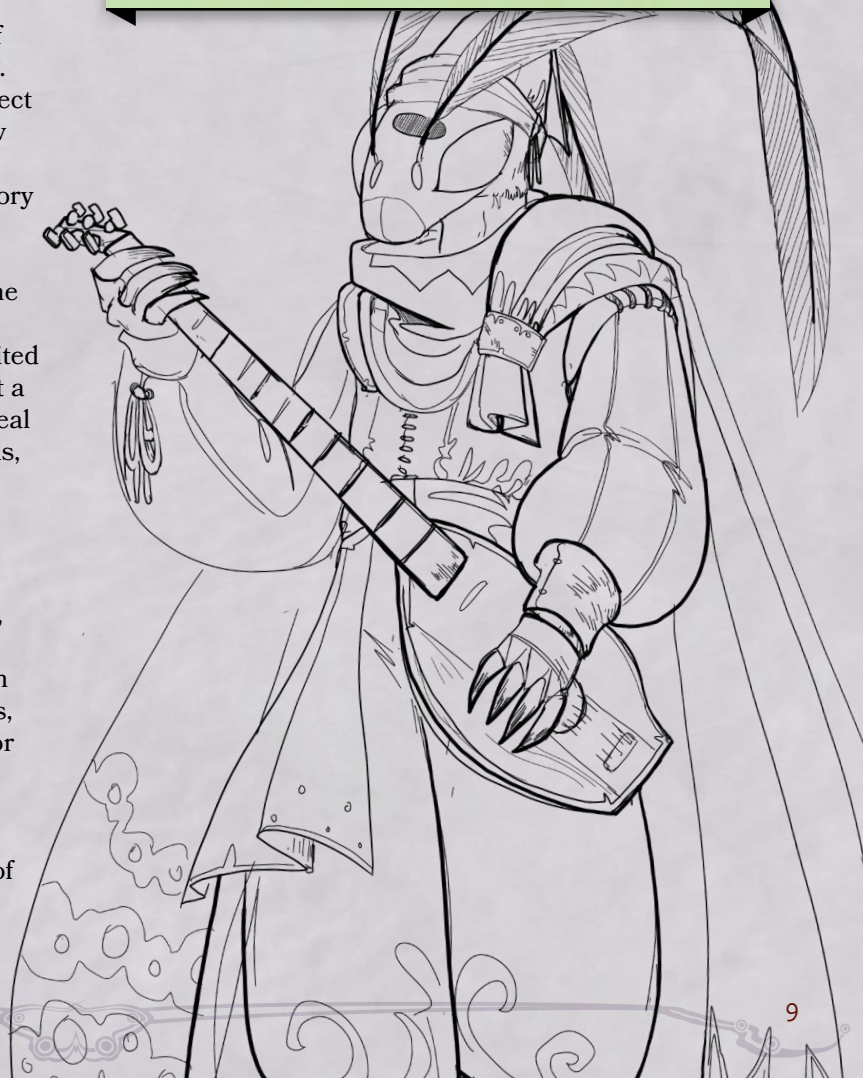
Sense Arcane. You can cast the *detect magic* spell as a ritual. Once you do so, you must finish a short or long rest before you can do so again.

Tysani Magic. You know the *prestidigitation* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once per day; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the *moonbeam* spell once per day as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence is your spellcasting ability for these spells.

TYSANI AND WITCHCRAFT

Predisposed to practicing learned magics as they are, many tysani that wander the world study deep into the arcana of wizardry or witchcraft. A witch tysani can be made with the *Witch* character class option, created by Walrock Homebrew on the DM's Guild.

Tysani that use this class option are often found in the Covens of the Half Moon, Gibbous Moon, or Lost Moon, depending on whether they are more interested in crafting illusions, spinning fate, or uncovering planar secrets. Less numerous but more feared are those tysani that join the Coven of the Dark Moon, as seldom do they take up such magics without malicious intent. A few tysani also find themselves in the Coven of the Full Moon, though their altruistic healing magics are viewed with skepticism by most other tysani.



ADDITIONAL FEATS

If your DM allows the use of feats from chapter 6 of the *Player's Handbook*, a lera character has access to the following special feats.

BLINDING DUST

Prerequisite: Lera

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

Additionally, you can use an action to sweep your wings dramatically, giving off a thick cloud of particulate. Each creature within 5 feet of you must succeed on a Constitution saving throw against a DC of 8 + your Constitution modifier + your proficiency bonus, or become blinded until the end of your next turn. You can then move up to twice your speed, as if you used the Dash action.

Once you use this ability, you must finish a short or long rest before you can use it again.

PEROMONES

Prerequisite: Lera

Though all lera use pheromones to interface with others of their kind, yours are especially potent. You learn the *friends cantrip*. You also learn the *charm person* and *calm emotions* spells, each of which you can cast once at their lowest possible spell level without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.



BESTIARY

Included in this section are additional creatures of significance to the lera, intended to be utilized in a wide variety of ways.

GOBLERA

In ages past, an unscrupulous tysani lera desired minions for their nefarious ends, which mostly involved the pilfering of spells and magical artifacts from the denizens of the Underdark. Goblins were an obvious choice, found in abundance, but the tysani believed them to be flawed and attempted to improve on their design.

These efforts culminated in the creation of the goblara, a strange race that blends goblin and lera seamlessly into miniature, long-limbed moth-like creatures with glowing red eyes and ruffs of fur in any coloration found on lera. Goblara ambush unsuspecting creatures under cover of darkness, and are driven by the worst aspects of both lera and goblin nature to collect and hoard what is not theirs in large hidden treasure troves. The greater something's perceived worth, the more a goblara must have it, throwing personal safety to the winds for the chance to acquire treasure.

Goblara often find themselves working as minions for the sinister movers and shakers of the Underdark, such as mind flayers, drow, fomorians, or even lera. Goblins view goblara as abominations and slay them on sight. Goblara occasionally live in clusterings of their own, mirroring a goblin warren or a lera cloister.

GOBLERA

Small humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 9 (2d8)

Speed 30 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	10 (+0)	8 (–1)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +5

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 13

Languages Common, Lera

Challenge 1/2 (100 XP)

Antennae. The goblara knows the exact location of any creature or object within 5 feet, even if the goblara is blinded or the creature or object is invisible.

Nimble Escape. The goblara can take the Disengage or Hide action as a bonus action on each of its turns.

Sunlight Sensitivity. While in sunlight, the goblara has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

In these societies, the goblara with the most material wealth is a nominal ruler, and usually acts as a tyrant with no motive other than continuing to increase its treasure trove.

LERA

A race of scholars and wanderers ever-searching for mysteries, lera are moth-like humanoids that exist mostly independent of one another, though sometimes they form small communities. Lera hunger for secrets, and many lera develop at least a small magical talent in pursuit of the things that fascinate them.

LERA SCHOLAR

The most common type of lera for other races to meet, lera scholars mostly keep to themselves except when endeavoring to learn something new. Aloof but not unkind, these lera will often gladly share some of their talents and knowledge, if what they provide is reciprocated in turn.

LERA SCHOLAR

Medium humanoid (lera), any alignment

Armor Class 14

Hit Points 18 (4d8)

Speed 30 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	10 (+0)	14 (+2)	15 (+2)	11 (+0)

Skills Arcana +4, History +4, Insight +4, Religion +4

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 12

Languages Common, Lera, two others

Challenge 1 (200 XP)

Antennae. The lera knows the exact location of any creature or object within 5 feet, even if the lera is blinded or the creature or object is invisible.

Sunlight Sensitivity. While in sunlight, the lera has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The lera's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The lera can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *fire bolt*, *minor illusion*

1/day each: *comprehend languages*, *dissonant whispers*, *sleep*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

LERA THIEF

Some lera are not opposed to taking what is not theirs, and stalk the empty nights looking for those that can be parted from their goods. Unlike traditional thieves, these lera still value knowledge above all else, and hold a preference for ambushing targets or stealing objects that can in some way enlighten them to mysteries or secrets that were once hidden.

LERA THIEF

Medium humanoid (lera), any alignment

Armor Class 16 (studded leather armor)

Hit Points 27 (6d8)

Speed 30 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	10 (+0)	14 (+2)	12 (+1)	12 (+1)

Skills Deception +3, Insight +3, Investigation +4, Perception +5, Sleight of Hand +6, Stealth +8

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 15

Languages Common, Lera

Challenge 2 (450 XP)

Antennae. The lera knows the exact location of any creature or object within 5 feet, even if the lera is blinded or the creature or object is invisible.

Cunning Action. On each of its turns, the lera can use a bonus action to take the Dash, Disengage, or Hide action.

Sunlight Sensitivity. While in sunlight, the lera has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The lera's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The lera can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *mage hand*, *minor illusion*

1/day each: *disguise self*, *fog cloud*, *sleep*

Sneak Attack. Once per turn, the lera can deal an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the lera that isn't incapacitated and the lera doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The lera makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage and 2 (1d4) poison damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 2 (1d4) poison damage.

LERA WITCH

The most feared of the lera, both among themselves and by other races, lera witches are terrifying spellcasters, having lived their lives accumulating troves of arcane lore and spellcraft. Usually of the tysani variety of lera, lera witches are not to be trifled with, considering any questioning of their intentions or goals to be an affront to them, personally.

LERA WITCH

Medium humanoid (lera), any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 93 (17d8 + 17)

Speed 30 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	20 (+5)	16 (+3)	14 (+2)

Skills Arcana +9, History +9, Nature +9, Insight +7, Investigation +9, Religion +7

Damage Resistances necrotic, poison

Senses darkvision 120 ft., passive Perception 15

Languages Common, Lera, four others

Challenge 10 (5,900 XP)

Antennae. The lera knows the exact location of any creature or object within 5 feet, even if the lera is blinded or the creature or object is invisible.

Magic Resistance. The lera has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the lera has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The lera is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The lera has the following witch spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *cure wounds*, *faerie fire*, *find familiar*, *mage armor*, *witch bolt*

2nd level (3 slots): *darkness*, *moonbeam*, *ray of enfeeblement*, *web*

3rd level (3 slots): *animate dead*, *bestow curse*, *counterspell*, *plant growth*

4th level (3 slots): *compulsion*, *phantasmal killer*, *polymorph*

5th level (2 slots): *dominate person*, *geas*, *modify memory*

6th level (1 slot): *eyebite*, *Otto's irresistible dance*

7th level (1 slot): *finger of death*

8th level (1 slot): *dominate monster*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

MOTHS

Light and ephemeral, moths of all sizes flutter silently, seeking light and food. All moths lay eggs that hatch into flightless larvae, which eventually spin cocoons and grow into full-sized moths of their type.

GIANT MOTH

Cloisters of lera often raise giant moths for a multitude of purposes, from livestock to mounts. Many lera prefer to ride by giant moth on long journeys, flying high into the night sky against the silhouette of the moon.

GIANT MOTH

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft. fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	10 (+0)	1 (-5)	12 (+1)	2 (-4)

Skills Stealth +5

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Antennae. The moth knows the exact location of any creature or object within 5 feet, even if the moth is blinded or the creature or object is invisible.

Sunlight Sensitivity. While in sunlight, the moth has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 1) bludgeoning damage.



MOTH

Dwelling deep in forests, certain moths are prized by merchants, or even used by spellcasters as familiars. In some areas of the world, such as Kara-Tur in the Forgotten Realms, it is common for moth cocoons to be harvested for their silk, which becomes a valuable trade good when made into string or woven into bolts. Moth larvae in these locations are also sometimes fried as a common snack or street food, and make for a protein-rich supplement to traditional trail rations.

MOTH

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 5 ft. fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	15 (+2)	8 (–1)	1 (–5)	10 (+0)	2 (–4)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Antennae. The moth knows the exact location of any creature or object within 5 feet, even if the moth is blinded or the creature or object is invisible.

Sunlight Sensitivity. While in sunlight, the moth has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

VARIANT: MOTH FAMILIAR

Some spellcasters, including many lera, choose to take a moth as a familiar. With your DM's permission, a familiar conjured by the spell *find familiar* can take the form of a moth instead of the other potential creatures listed.

