

Cossum, Human Variant ~ The “Empty,” refers not to the people but to the land from which they come: Barren, expired, stripped by hubris and greed. Such places bear toughened but world-weary souls. You may appear old for your age, worn down by the demands of your surroundings. The stress of survival may have made you hard-hearted and pragmatic. On the other hand, perhaps you are overly demonstrative, as you fight tooth and nail for survival, and pursue the fleeting pleasures of an equally fleeting life.

Cossum Traits

You begin the game with the following traits:

Ability score increase: Your Constitution score increases by 2 point. You increase one other ability score of your choice by 1.

Age: The responsibilities of adulthood are pushed on you somewhat earlier than other humans, and the stress of your surroundings decreases your life expectancy by roughly a decade.

Alignment: Tribes of the Cossum are varied in their philosophy. Some embrace stringent social laws, while others are unruly raiders and barbarians. However, staunch idealism and divisive selfishness seldom find footholds in the waste.

Size: Your size is medium.

Speed: Your base speed is 35 feet.

Languages: You know Common, and one other language.

Clan Defender: You are proficient with Light Armor, Shields, Simple Weapons, Battle Axes, Pikes, and Scimitars.

Tested Mettle: You have advantage on Constitution saves related to attacks against you.

Wastes Wanderer: You are proficient in the Survival skill.

Warlike: Once per turn, when you roll damage on a melee attack, you may reroll one damage die, but must take the second result.

Molad, Alternate Subrace ~ The fiend-folk. Humans are not the only ones who make deals with devils. Malign spirits haunt cave and glen and every other place mortals tread, and the offspring of such bittersweet dealings show their heritage as blatantly as their Tiefling cousins. Your ancestor may be a dwarf who found more than gold buried in the earth, an elf who wandered into a forest glade better left unexplored, or a gnome whose caravan camped at the wrong crossroads. While your non-fiend heritage may be apparent, it does nothing to mask your horns or tail, your mottled skin, the scent of brimstone. Perhaps you embrace your fiendish heritage, and strive to live up to your extraplanar lineage. Or maybe you try hard every moment to be as non-fiendish as possible.

Molad Traits

You begin the game with the following traits, using them in place of those granted by a traditional subrace:

Ability score increase: Your Charisma score increases by 1.

Forked Tongue: You gain proficiency in the Deception skill.

Fiendish Abilities: You know the *Produce Flame* cantrip. Once you reach level 2, you can cast *Expeditious Retreat* once per day. At 5th level, you can cast *Misty Step* once per day. Charisma is your spellcasting ability for these spells.

Ruhain, Variant Subrace ~ Blessed folk, people whose birth or ancestors were marked by benevolent spirits to live consecrated lives. But once marked by the heavens it is difficult to lead a quiet life. Throughout history, Ruhain have risen among different species to battle forces of evil, as the two are inexorably drawn together. The mark of the heavens may be as mundane as a birthmark resembling a god's symbol, or as magical as a glowing sigil that only appears when it is the Ruhain's time to reveal themselves. Perhaps the birth itself was momentous: heralded by extraplanar beings, accompanied by a natural wonder or disaster, or visited by a being of great power and benevolence.

Ruhain Traits

You begin the game with the following traits in place of the traits granted by a traditional subrace:

Ability score increase: Your Charisma increases by 1 point.

Eye of Heaven: You gain proficiency in the Insight skill.

Warded: You gain resistance to both poison and fire damage.

Designation of Product Identity:

All place names, character names, organization names, and similar proper nouns and associated lore presented in this publication are product identity, including, but not limited to: Cossum, Molad, Ruhain, and associated lore and narrative features

Designation of Open Game Content

Game statistics, attributes, conditions, and rules included in this publication are designated open game content. This includes, but may not be limited to, character attributes (e.g.: Strength), game mechanics, and spells.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing,

and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any

Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson
Mageblade, Copyright 2017 Ebethan Game Designs