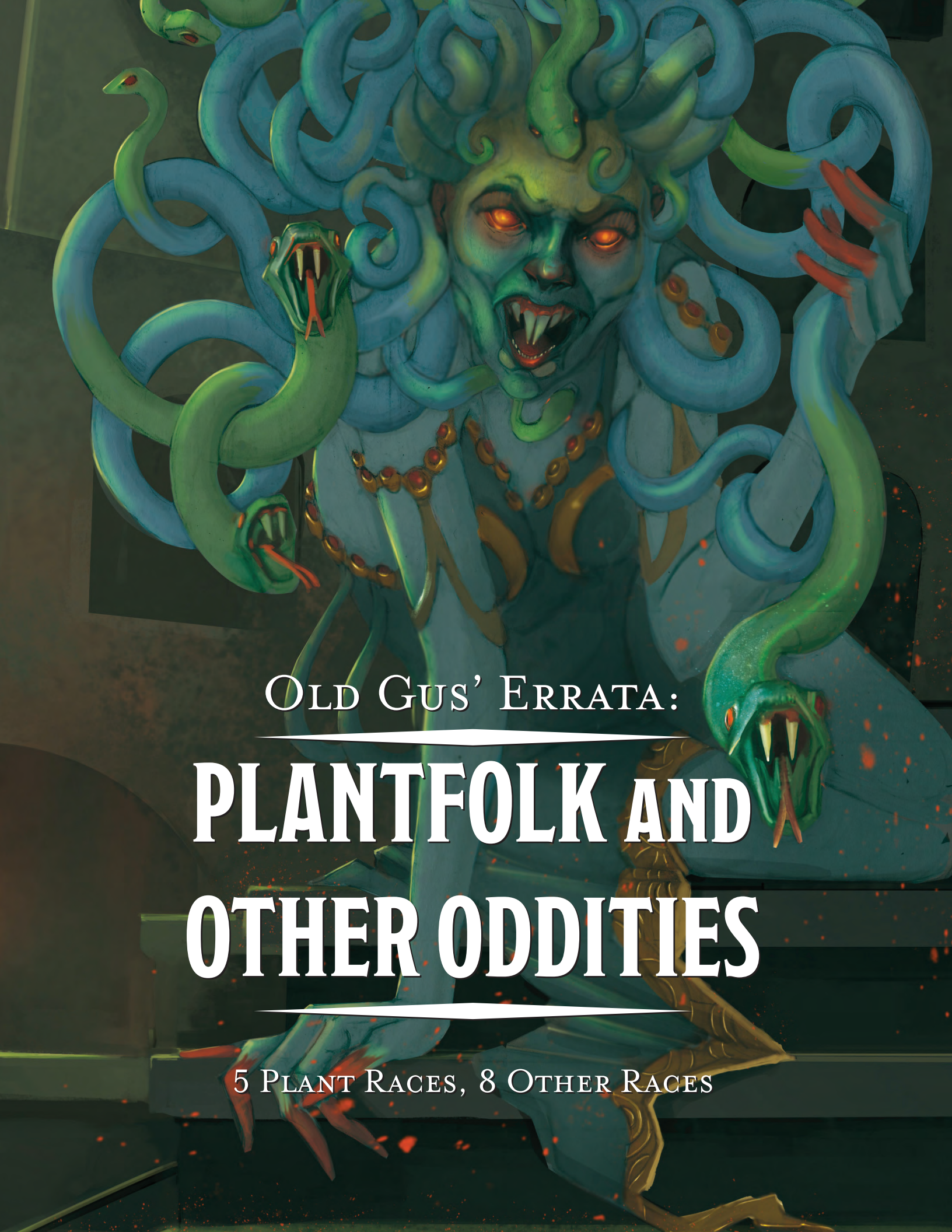




OLD GUS' ERRATA:

PLANTFOLK AND OTHER ODDITIES

5 PLANT RACES, 8 OTHER RACES

Designer's Notes

Old Gus' Errata: Plantfolk and Other Oddities, v1.04 (March 11, 2019). This document provides rules and mechanics for new races to supplement Dungeon & Dragons 5th Edition. This material is not officially part of the game and isn't permitted in Dungeons & Dragons Adventurers League events.

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Spells appear in the Player's Handbook on page 211.
^{XGE} denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.

*Find updates to this material, and
more of Old Gus' Errata online:*

**OLD GUS' ERRATA:
ADDITIONAL PLAYER OPTIONS**

*Note: Several fey plant races appear in
Old Gus' Errata: Fey and Faeries!*



Illustration by Viktor Titov

PLANT AND FUNGAL RACES

AT ONE WITH NATURE

Sentient plants are more common than most folk think, as they simply never stop to consider the possibility, and the ease with which they hide in their native terrains.

It is rare to see them on the paved streets of cities, so often built on land cleared of its forests, and most plant races avoid them, preferring to live with those who share their sylvan values.

Not all plants are benign, however, and some actively prey upon beasts, or even other kith.

Plants that integrate with other races find ways to take advantage of their talents: they make excellent groundskeepers, herbalists, and chefs. They select their living quarters based on available sunlight, and prioritize its outdoor space over the interior. They might bring a seed pouch containing their favorite varieties of plants and grow a luxurious garden at their home, a sprawling work of art that attracts insects and birds.

Their own cities take this practice to the extreme. Each house, hall or other interior is made not constructed, but as part of an enormous ecosystem that is carefully managed and kept in balance.

Most plants are especially vulnerable to necrotic Blight, and wise plants avoid offense to spellcasters capable of unleashing its deadly potential upon them. A few especially hardy specimens of plants are able to withstand this devastating magic.

Racial Feat: Blight Resilience

Prerequisite: Plant creature type

You are especially hardy, and resistant to blighting magic. You can the following benefits:

- Your Constitution score increase by 1.
- You have advantage on saving throws against and resistance to necrotic damage.



Illustration by Rich Carey

DROSERAS

TERRORS OF THE JUNGLE

At first glance, a drosera's head looks like a large, ripe melon. In truth, it is made of two (or in a few tribes, three or even four) thick, interlocked toothed plates which, when opened, expose their mouth and a pair of eyes. This under-visage can be disturbing to other races, and so most traveling Droseras keep their plates closed, wearing fanciful wooden or ceramic masks in a vague mockery of most races' facial structure. They have a set of air-holes on their necks that allow them to speak and breathe while their headplates are closed.

Droseras prefer to eat meat to the exclusion of anything else, and they train their saplings in the art of the ambush from a young age. As they age, they take on more dangerous game with their sires, passing their skills down to the next generation.

Finding work in civilized areas where their cannibalistic nature is not frowned upon is difficult, so droseras who leave their native jungles gravitate toward assassination work that allows them to take the lives (or limbs) of others.

DROSERAS RACIAL TRAITS

Ability Scores. Your Strength, Dexterity and Constitution scores increase by 1.

Age. Droseras reach adulthood at around 15 years and live up to 150 years.

Alignment. Most droseras are evil.

Size. Droseras average about 6 feet tall and weigh about 100 pounds. Your size is Medium.

Speed. You have a movement speed of 30 feet.

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

Headplate Vision. While your headplates are unhinged, you can see in darkness within 120 feet of you as if it were bright light. However, you can't discern color in darkness, only shades of gray. While your headplates are closed, they obscure your vision considerably: you require bright light to see further than 15 feet away from you, and are only able to see to a distance of 60 feet even with the aid of it.

You can hinge or unhinge the headplates that form your jaw using your bonus action. When your jaw is unhinged, your sensitive eyes and mouth are exposed. If you are subject to a critical hit while your jaw is unhinged, the attack deals an additional 1d10 damage.

Carnivorous Bite. While your headplates are unhinged, you can use your fearsome jaw to make melee attacks that deal 1d6 piercing damage plus additional acid damage equal to twice your proficiency bonus.

Mutable. When you reach 3rd level, you can cast the *Snare*^{XGE} spell once without any material components. You must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can cast the *Alter Self* spell once, and must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Ambush Hunter. You are proficient with longbows, spears, and the Stealth skill.

Hybrid Nature. You have two creature types: humanoid and plant.

Racial Feat: Sundew Glands

Prerequisite: Drosera

Your Strength or Dexterity score increase by 1.

Your body can secrete a sticky, dew-like substance from your body, which lasts for 1 hour. For the duration, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed, and have advantage on checks made to grapple other creatures.

Once you use this ability, you can't use it again until you finish a long rest.

Hybrid Natures

You can become the target of any ability, spell or effect that affects either of your creature types.



Illustration by Jan Pospisil

GWALOTH

GROWING TOGETHER

Gwaloth have the appearance of lithe, vine-covered halflings. They have growths that resemble hair and beards, and often have a nest of petals sprouting from the tops of their heads. Gwaloth never tolerate shoes, and prefer a thick coating of raw earth around their root-like feet. They prefer to live in sun-dappled forests and jungles, with a tall overhead canopy, although some tribes favor swamps or mountainous scrubland. They avoid deserts or any place without fertile soil.

Gwaloth favor their attachment to fertile earth so much that Gwaloth priests, governors and others of station in their societies literally put their roots down, never leaving their planting positions as a public sign of their dedication.

Gwaloth are especially hardy creatures for their size, and can be notoriously difficult to exterminate. Thankfully, they prefer a live-and-let-live philosophy, with

many of their tribes (which they call “gardens”) taking a vow a strict pacifism as part of adult rites.

Gwaloth love to trade favors and gifts. If a gwaloth produces fruit from their own body and offers it to you, you know you have made a friend for life.

GWALOTH RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2 and your Constitution score increases by 1.

Age. Gwaloth reach adulthood at around 30 years and live up to two centuries.

Alignment. Most gwaloth are good.

Size. Gwaloth average 4 feet tall and weigh about 45 pounds. Your size is Small.

Speed. You have a movement speed of 25 feet.

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

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day.

You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Deep Roots. If you are standing on fertile soil, you can plunge your roots into the ground using your action. Until the start of your next turn, you can't move or take reactions, and you resist all damage unless it is fire damage. If an attack, ability or spell deals lightning damage to you, you heal for the amount instead. Additionally, you have advantage on any saving throw or check you make that would result in you being knocked prone. At the start of your next turn, your roots retract from the earth, and you can choose to immediately spend one hit die, rolling it and adding your Constitution modifier to it. You regain hit points equal to the total.

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

Herbal Affinity. You are proficient in the Nature and Medicine skills.

Gwaloth Magic. You know the *Resistance* cantrip. When you reach 3rd level, you can cast the *Goodberry* spell once, and must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can cast the *Speak with Plants* spell once, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for the spell.

Hybrid Nature. You have two creature types: humanoid and plant.

Hybrid Natures

You can become the target of any ability, spell or effect that affects either of your creature types.



Illustration by Ama & Nova

ELOWARIN

FLOWER CHILDREN

Elowarin are hardy plant-like elves native to the feywild. In place of an elf's usual long ears, They have long petals that crown their heads that resemble those of flowers. Their flesh, especially their faces are adorned with bright iridescent flecks of pigment. The arrangement of their colorations creates a pattern that, to the initiated, clearly identifies their family lineage.

Elowarin have a kinship with plants that surpasses even their love for other elves. They are also especially fond of insects and worms, never consume meat and prefer to avoid even eating plants whenever possible. They dislike refined metals, and do not wear them as jewelry, preferring equipment that do not use any of the stuff in their construction. If they do clothe their bodies at all. They avoid rocky or desert terrains, and prefer to travel barefoot on soft soil.

ELOWARIN RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elowarin are taller than most elves stand between 6 and 7 feet tall. Their bodies are slightly less dense than other elves, and so they weigh roughly about the same as their cousins. Your size is Medium.

Speed. You have a movement speed of 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You are proficient in the Perception skill.

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. 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.

Photosynthetic. You do not need to eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

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

Elf Weapon Training. You have proficiency with shortbows, and longbows.

Elowarin Magic. You know the *Shillelagh* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.



Illustration by Cecelia Collette

MYCONIDS

SPORELINGS OF THE UNDERDARK

Enormous swaths of the underdark are covered in a mycelial superorganism. A single such network might contain anywhere from 50 to 5,000 myconids living in and among it. Most myconids see little reason to leave their networks, and the underdark's seemingly endless expanses of new caverns and moisture providing the perfect conditions to keep expanding. This expansion eventually makes enemies of neighbors, be they drow, gnome, dwarf, or the dreaded umber hulk, whom the myconids especially hate for its inborn resistance to their natural defense: a series of mind-affecting spores.

Myconid children are known as sproutlings, and elders are referred to as sovereigns, but in truth, most myconids do not consider themselves individuals, a feeling reinforced by their a natural ability to feel the pain of others. Crime and murder is almost unheard of in myconid society.

MYCONID RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. Myconids reach adulthood at around 5 years and live up to 40 years.

Alignment. Myconids are part of a mycelial collective, and they almost always share its alignment.

Size. Myconids stand between 4½ and 7 feet tall, and weigh 100-200 pounds. Your size is Medium.

Speed. You have a movement speed of 30 feet.

Languages. You can understand, read and write Common and Undercommon, but cannot speak.

Superior Darkvision. Accustomed to the depths of the Underdark, you have superior vision in dark and dim conditions. 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.

Sun Sickness. While in direct sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. If you remain in direct sunlight for 1 hour, you must succeed a DC 15 Constitution saving throw or take one level of exhaustion. You are gain no benefits of short or long rests made in direct sunlight.

Rapport Spores. As an action, you can extend a 30-foot radius of spores from your body. These spores can go around corners and affect creatures of your choice with an Intelligence of 2 or higher that aren't undead, constructs, or elementals for a number of hours equal to your proficiency bonus. You can communicate telepathically with these affected creatures if they are within 30 feet of you and you share at least one language. When you take damage, myconids and creatures affected by your spores within 240 feet of you can sense your pain. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks your telepathy.

Sporeling Magic. You know the *Infestation*^{XGE} cantrip. Once you reach 3rd level, you can cast the *Inflict Wounds* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *Enthrall* spell; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

Hybrid Nature. You have two creature types: humanoid and plant.

Racial Feat: Caustic Spores

Prerequisite: Myconid

As an action, you can release spores in a 15-foot cone. Each creature inside the cone must succeed on a Dexterity saving throw DC 8 + your proficiency bonus + your Constitution modifier or take a number of d6s equal to your proficiency bonus as acid damage.



Illustration by Andrew Olson

TAN'DALU

STANDING TALL

The tan'dalu are a stoic, broad shouldered tree-like people whose ancestry can be traced back to dryads, who they believe awakened their kind early in the song of creation. Their skin and limbs resemble the barkly trunks of trees. They grow their skin to suit their environmental or social needs. Those that keep to their own kind enjoy growing leaves, knots, vines or thorns from their body in abstract patterns their own kind find attractive. These trends and traits vary in consistency and coloration depending upon the tan'dalu's tribe (or "grove") or their home climates. Tan'dalu tend to be slow moving, intentional and gentle creatures, with a great love for animals, especially birds. Their low, rumbling voices are usually creaky or gravelly, but in rare cases, are as sonorous as a double-bass or cello.

Tan'dalu that assimilate into life with other races can learn to grow their skin with precision, leading to an appearance to that becomes more approximately humanoid, even imitating the growing an appearance of stylish clothing and armor that makes their station in life more apparent to others.

When an elderly tan'dalu begins to creak as they walk, they begin to get their life's affairs in order. Most prefer a solitary death in a deep wilderness, and spend their final days rooting themselves deep into the earth, and transforming their bodies into a final form of self-expression that will last for several more centuries: indeed, upon their death, their body is capable of living on as a tree for up to five additional millennia, growing tens of feet wide and hundreds more high, providing shade and shelter for the animals they loved in life for generations.

TAN'DALU RACIAL TRAITS

Ability Scores. Your Constitution score increases by 2 and your Strength score increases by 1.

Age. Tan'Dalu reach adulthood at around 50 years and live up to ten centuries.

Alignment. Their long lifespans and stoic nature lead most Tan'dalu to a life of neutrality.

Size. Tan'Dalu are between 7 and 9 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

Speed. You have a movement speed of 25 feet.

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

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.

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

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

Bark Skin. Due to your knotty bark-like skin, you are ill-suited to wearing armor. Your bark provides ample protection, however; it gives you a base Armor Class of 16 (your Dexterity modifier doesn't affect this number). If using a shield, you can apply it's bonus as normal.

Vine Tendril. You know the *Thorn Whip* cantrip. Strength is your spellcasting ability for the spell.

Hybrid Nature. You have two creature types: humanoid and plant.

Racial Feat: Knotted Growth

Prerequisite: Tan'Dalu

As a bonus action, your skin grows a thick covering of knotted wood for 1 minute. For the duration, when creature hits you with a melee attack, you can use your reaction to deal 1d10 + your Constitution modifier in bludgeoning damage to your attacker.

Additionally, if a creature attacks you with a ranged attack, you can use your reaction to expend all of your knots toward your attacker. Make a ranged attack. If it hits, you deal a number of d6s equal to your proficiency bonus as piercing damage to your attacker.

Once you use this ability, you can't use it again until you finish a long rest.

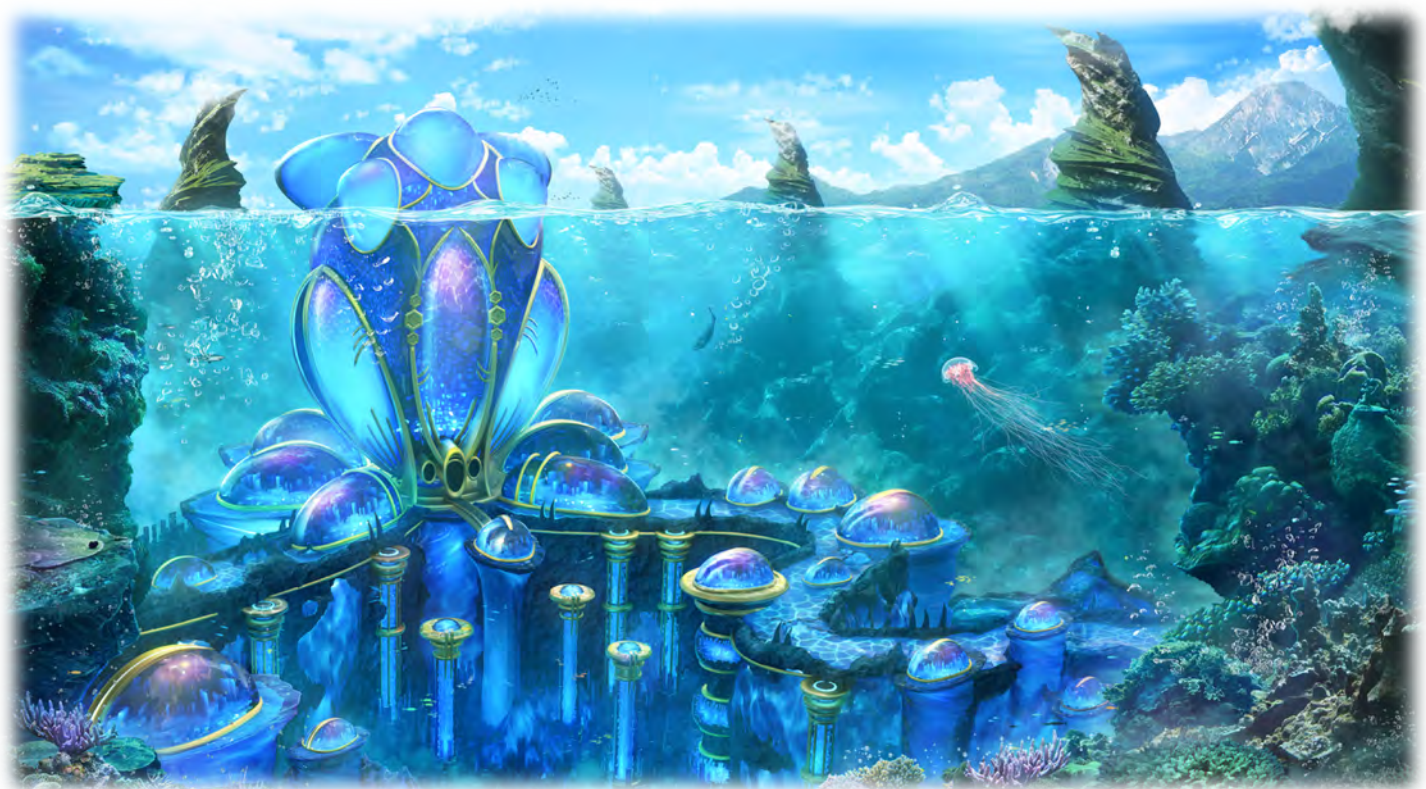


Illustration by Igor Golyuk

OTHER RACES

CURIOUSER AND CURIOUSER

The prejudices of conventional wisdom can prevail for eons without being challenged, but a single auspicious encounter can make a monster into an ally. As time passes, an ally can become a friend, and a friend can become family. A few short generations after such ties have taken hold can leave the fate of the world itself changed forever.

Some of these unusual peoples engage with other cultures readily, sharing their art, music, architecture, but others remain relatively unknown, thought to be the stuff of legend—either by virtue of their preferring environs ill-suited to most folk, a long tradition of not engaging with outsiders, or a longstanding practice of predation upon the unwary and unknowing.

When you meet new folk new to you, you've got to remember just how much you have to learn. By golly, expect them to be a bit different than you are, at the very least! Remember to bite your tongue and save that moral judgement for when you're back on your own turf.

Due to their relative rarity and wide variation of standing across the multiverse, many of the accounts of the peoples detailed in this account speak in only the most reductive of generalities. Your experiences with them will almost inevitably vary, but that just goes to show: where you go, people are people. Try to keep an open mind!

~Old Gus

Hybrid Natures

If you have more than one creature type, you can become the target of any ability, spell or effect that affects any of your creature types.



Illustration by Kristy

FEJERVAR

HARD BARGAINERS

Fejervar are a race of saltwater-dwelling amphibious people with oily green, grey, brown or blue skin with tufts of feather hair. They live in pristine coral reefs and brackish saltwater marshes, underwater dwellings that take advantage of both their air and water-breathing lifestyles. These underwater structures are most important for maintaining nurseries: fejervar reproduce by external fertilization of fragile eggs in shallow pools, which must maintain a specific temperature and salinity.

They regard bullywugs and grung as lesser species and their leaders often enslave them. Fejervar dominars indoctrinate the conquered, teaching them that they are a godhead to be worshipped. Despite these despotic tendencies, they have little interest in expanding their amphibious empires inland, and consider most land dwelling species to be an uncivilized nuisance, but maintain regular diplomatic relations with them.

Fejervar, and especially their dominars, infamously do no favors as a matter of pride, preferring an equitable and agreed upon exchange. They are pompous and officious in negotiations, and most will swear revenge on someone if they feel a contract has been breached. Dominars employ the use of spies or assassins to ensure the safety and future prosperity of their kind.

FEJERVAR RACIAL TRAITS

Ability Score Increase. Your Wisdom score increases by 1.

Age. Fejervar reach adulthood at 40 years, and live up to five centuries.

Alignment. Fejervar live in strict, officious, often closed societies that are organized around a monarch called a dominar, who usually keeps several spouses and concubines. Most fejervar are lawful.

Size. Fejervar stand between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your flippers are not ideal for moving on land. You have a movement speed of 20 feet.

Swim Speed. You have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Slippery. You have advantage on ability checks and saving throws made to escape grapples or restraints.

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.

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

Caste. Choose from one of the following castes: *Noble* or *Common*.

NOBLE

Nobles serve as courtiers, attendants, diplomats or provincial rulers, all at the pleasure of the dominar. However, some dominars' rules are short, and attempted coups are not uncommon.

Ability Scores. Your Intelligence score increases by 2.

Dominar's Authority. You can cast the *Charm Person* spell once; you must finish a long rest in order to cast the spell again using this trait. Once you reach 3rd level, you can also cast the *Command* spell once 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.

COMMON

Commoners are commonly soldiers, hunters, or craftspeople who design, maintain and improve a dominar's complex of underground structures.

Ability Scores. Your Dexterity and Constitution scores increase by 1.

Crafts Training. You are proficient with one artisan's tool of your choice.

Weapon Training. You are proficient with tridents, nets, hand crossbows and blowguns.



Illustration by Son Trinh

IKWIKWII

INSTINCT, EVOLVED

Ikwikwii resemble bipedal owls with no wings and short, talon-fingered hands. Some suspect they are descendants of the first owlbears, or part of the same set of experiments that created them. They are short, stocky and share the enhanced musculature of their larger cousins.

Ikwikwii prefer to live in mountains and boreal forests, and are capable hunters. A few even live in the most barren of deserts. Rarely farmers, ikwikwii consider it a point of pride to hunt their own dinner.

Ikwikwii mate for life as a general rule, and their families rarely exceed four individuals at a time. If a family grows too large, the eldest child is encouraged to leave the nest and start their own family. Leaving the nest marks adulthood in their lives, and their parents make a great display, showering gifts and well-wishes upon their departing child, or throwing a party attended by friends and even extended family.

Although ikwikwii are typically shy, cautious, and generally slow to trust others, they make steadfast friends and trustworthy allies.

IKWIKWII RACIAL TRAITS

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

Age. Ikwikwii reach maturity at 10 years, and live up to 60 years.

Alignment. Ikwikwii tend toward neutral alignments.

Size. Ikwikwii average 2-3 feet tall, and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet. If both of your hands are unoccupied, you can run on all fours at a speed of 35 feet.

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

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.

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

Leverage. You can wield weapons with the *heavy* property without the penalty usually applied to small creatures.

Owlbear Talons. You have sharp talons, which grant you a climbing speed of 20 feet. In addition, your claws and beak 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.

Hybrid Nature. Your creature type is monstrosity in addition to humanoid.

Racial Feat: Owlbear Savagery

Prerequisite: Ikwikwii, 8th Level

You have retained the primal savagery of your ancestors. As an action, you become a savage owlbear for up to 1 hour. For the duration, you gain the following benefits:

- Your size increases by one category, and your movement speed increases by 10 feet.
- You have advantage on Strength checks and saving throws.
- Your talons become a d8, and if both your hands are unoccupied when you take the Attack action on your turn, you can attack twice, instead of once. When you do, you can make an additional attack as a bonus action with your beak, which deals piercing damage equal to 1d8 + your Strength modifier.

You can resume your smaller stature using your bonus action. This ability only works in your ikwikwii form, and its effects cease if you assume any other form, for example, through a *Wild Shape* or *Polymorph* spell.

Once you use this ability, you can't use it again until you complete a long rest.



Illustration by Apertus

KUMON

PRESENCE OF MIND

Kumon are a race of arachnid-like humanoids. They lead predominantly solitary lives, but their love music, dance and fine clothing occasionally lead them to partake in relations with other races.

Kumon have a reputation for stillness, patience, and impeccable manners. They can remain so motionless that others wonder if they are indeed still alive, and kumon often enjoy the effects their uncanny appearance has on other folk, delighting in unnerving the uninitiated with sudden movements, speaking in riddles or other strange or distracting behaviors.

Kumon use this to their advantage, especially when negotiating with other kith: indeed, most kumon that reach adulthood have had to best dozens of siblings just to mature, and this makes a great many of them are arrogant, competitive, and sensitive to insult. Kumon have famously long memories for such offenses.

Kumon who take up permanent residence next to other races are often employed as weavers, tailors or other craftsmen. They have two pair of vestigial arms which can be used to hold small objects while they perform detailed movements with their main hands.

KUMON RACIAL TRAITS

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

Age. Kumon reach adulthood at 5 years, and live up to six decades.

Alignment. Most kumon are neutral, evil, or both.

Size. Kumon stand between 5 and 6 feet tall and average about 40 pounds. Your size is Medium.

Speed. You have a movement speed of 30 feet.

Languages. You can speak, read and write Common and one other language of your choice.

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.

Spider Climb. You have a climbing speed equal to your movement speed, and can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Tremorsense. As an action, you gain a tremorsense of 20 feet. This tremorsense ends if you attack a creature, cast a spell, take damage or move.

Fangs. Your fangs are natural weapons, which you can use to make unarmed strikes with as a bonus action. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, and additional acid damage equal to your proficiency bonus.

Cultured Craft. You are proficient with calligrapher's supplies or weaver's tools.

Webbing. Once you reach 3rd level, you both immune to the effects of and can cast the *Web* spell. You must finish a long rest in order to cast the spell again using this trait. If a creature is inside the area of your *Web* spell, you know where they are and what size they are even if you cannot see them. Intelligence is your spellcasting ability for these spells. When you reach 5th level, you can cast the spell twice using this trait.

Hybrid Nature. Your creature type is monstrosity in addition to humanoid.

Racial Feat: Poison Fangs

Your fangs become a d8 and gain the *finesse* property. Additionally, you can prepare venom as a bonus action. The venom remains potent for 1 minute. The next time you hit a creature with your fangs, the target must succeed a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier or be poisoned for up to 1 minute. A poisoned creature repeats its saving throw at the end of each of their turns, ending the effect on a success.

You can produce a number of doses of venom equal to your Constitution modifier, and regain expended uses when you complete a long rest.



Illustration by Antarctic Spring

NECROLYTES

DEATH AND DECAY

Necrolytes are humanoids that are twisted by necrotic energy while still in utero. A grotesque ritual usually ends in them clawing their way out of the womb (or out of their mother's grave). Most are born to serve powerful necromancers in their formative years, but a few manage to eventually break free of their master's will.

Other races usually don't notice the fact that young necrolytes are indeed a different race, but once slain, their appearance becomes less convincing, as they continue to bear the wounds from the blow that killed them, which never fully heal. As a necrolyte ages and is slain again and again over centuries, their appearance becomes less and less convincing, and they often spend more time among their own kind or in service to more powerful undead.

NECROLYTE RACIAL TRAITS

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

Age. Necrolyte children age to adulthood twice as fast as humans, and they then appear to cease aging.

Alignment. Due to their undead nature, necrolytes are generally of evil alignment.

Size. Most necrolytes are of human ancestry, and share their general build. A few originate from other races. Your size is Medium or Small.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read and write, Common and one other language of your choice.

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.

Undead Nature. You do not need to eat, sleep or breathe to survive, although you still require rest to stave off exhaustion. Magic can't put you to sleep.

Undead Treaty. You are proficient in the Arcana skill, and you have advantage on Wisdom (Insight) checks you make against undead creatures.

Undead Fortitude. You have advantage on saving throws against poison, and have resistance against poison damage. When you succeed a death saving throw, you can immediately gain 1 hit point, and can spend a number of hit dice up to your proficiency bonus. Once you use this trait, you can't use it again until you finish a long rest. Each time you use this ability, your hit points permanently decrease by 1.

Chilling Touch. You know the *Chill Touch* cantrip.

Hybrid Nature. Your creature type is undead in addition to humanoid.

Racial Feat: Necrotic Affinity

Prerequisite: Necrolyte

Your affinity with necrotic energy grows, and you can sustain yourself with it. You gain the following benefits:

Your Constitution, Intelligence, Wisdom or Charisma score increases by 1.

When you take necrotic damage, you can use your reaction to gain temporary hit points equal to half the amount instead. When determining the amount healed, ignore your resistance to the necrotic damage. If you reach your hit point maximum using this ability, you gain the remainder as temporary hit points, up to a maximum of your level + your Constitution modifier. These temporary hit points fade after 1 hour. Once you use this trait, you can't use it again until you finish a long rest.



Illustration from the Monster Manual

RAKSHASAS

FIENDISH TRICKSTERS

A rakshasa's natural shape is relatively humanoid but beasts-like, usually tigers or other big cats. Their hands also look disturbing to most folk, as their palms are where the back of the hands would be for most races. Rakshasas are capable of hiding their disturbing appearance at any time, as they can choose any humanoid form at will. Many of a rakshasa's closest allies are often unaware of their true nature.

Rakshasas of the upper castes tend toward solitary lives, although their ambition might lead them to occasionally cooperate or compete directly with one other. As a general rule, they prefer to rule rather than be ruled, and a trusted lieutenant will eventually strike out on their own if they feel their abilities as a leader to others is not respected. Members of the lower casts are usually bound in service to a member of the upper casts as advisers, soldiers or spies.

As spirits, rakshasas are virtually immortal. They produce a new generation every century to replace the rakshasas that have been slain in battle.

Rakshasas revere Ravanna, King of Rakshasas, a ten-headed lesser god who can only be harmed by non-deific creatures from the Material Plane.

RAKSHASA RACIAL TRAITS

Age. Rakshasas reach adulthood at around 100 years and can live indefinitely.

Ability Scores. Your Charisma score increases by 1.

Alignment. Most rakshasas are lawful evil.

Size. Rakshasas stand between 6 and 7 feet tall, and weigh 200-300 pounds. Your size is Medium.

Speed. You have a movement speed of 30 feet.

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

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.

Fiendish 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.

Fiendish Disguise. As an action, you can transform your appearance to a humanoid race of your choice. You retain your approximate height and weight. Your clothing and equipment don't change. Even to the most astute observers, your illusion is completely indiscernible. If you rouse suspicion, or if a creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection. You can revert to your rakshasa form as a bonus action, and also do so if unconscious or killed. While magical in nature, the disguise is undetectable by the *Detect Magic* spell.

Fiendish Nature. Your creature type is fiend instead of humanoid.

Caste. Rakshasas have a strong caste system, and natural traits have emerged from them. Choose from one of the following sub-races: *High Rakshasa*, *Ak'chazar*, *Naztharune*, or *Zakyas*.

Racial Feat: Cursed Claws

Prerequisite: Rakshasa

When you hit a creature with your claws, you can use your bonus action to curse the target. Choose one ability score. The target has disadvantage on ability checks made with it until the curse is lifted by a *Remove Curse* spell or similar magic. Once you use this ability, you can't use it again until you finish a long rest. You can only maintain one such curse at a time.

Racial Feat: Magic Resistance

Prerequisite: 8th level, Rakshasa

Your fiendish nature matures, inoculating you from magical attacks. You gain advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

HIGH RAKSHASA

Rakshasas are vain, and the upper castes especially love to garb themselves extravagantly. Convinced of their own superiority, they use their fiendish disguise to take high positions in society as governors or heads of merchant guilds. These leaders see combat as beneath their station, preferring to delegate such tasks to others, or work out a mutually beneficial arrangement with their enemies.

Ability Scores. Your Constitution and Charisma scores increase by 1.

Confounding Legacy. You know the *Minor Illusion* cantrip. Once you reach 3rd level, you can cast the *Charm Person* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *Major Image* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

AK'CHAZAR

The lithe ak'chazar most commonly have the heads of white tigers or leopards. They are powerful spellcasters, and specialize in necromancy. Ak'chazar use graveyards and abandoned battlefields as a headquarters, sending their undead minions forth to do the heavy lifting on their behalf. They serve the upper castes as advisors.

Ability Scores. Your Intelligence score increases by 2.

Inborn Necromancy. You know the *Toll the Dead*^{XGE} cantrip. Once you reach 3rd level, you can cast the *Ray of Sickness* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *Animate Dead* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

NAZTHARUNE

Naztharune are covered in inky black fur. They have few magical powers, but compensate by being stealthy and cunning. They lack most rakshasa's need to be the leader of any organization that they are part of, often working for other rakshasa.

Ability Scores. Your Dexterity score increases by 2.

Quiet as a Cat. You are proficient in the Stealth skill.

Infernal Trickery. You know the *Mage Hand* cantrip. Once you reach 3rd level, you can cast the *Invisibility* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

ZAKYAS

The Zakyas are skilled melee combatants and weapon masters. They use their comparatively weak magical powers to supplement their martial prowess.

Ability Scores. Your Strength score increases by 2.

Battle Magic. You know the *Blade Ward* cantrip. Once you reach 3rd level, you can cast the *Heroism* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Zakyas Weapon Training. You are proficient with longswords, shortswords, scimitars, and spears.

Double-Bladed Scimitar. You are proficient with the double-bladed scimitar, a haft of fine wood or metal supporting a long blade on either end.

When you take the attack action and make a two-handed attack with a double-bladed scimitar, you can use a bonus action to make a melee attack with the blade at the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a 1d4, and it deals slashing damage. You can start with the weapon at 1st level in place of a martial weapon normally granted by your class.

Weapon	Cost	Damage	Weight	Properties
Double-bladed Scimitar	100 gp	2d4 slashing	6 lbs	Special, two-handed

Racial Feat: Revenant Blade

Prerequisite: Rakshasa (Zakyas)

You learned from a master of the double blade and their skills have passed on to you. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- While wielding a double-bladed weapon with two hands, the weapon has the finesse trait for your attacks with it, and you gain +1 AC.
- On your turn, when you use a bonus action to make a melee attack with the blade at the opposite end of the weapon, the weapon's damage die for this attack increases to 2d4, instead of 1d4.



Illustration by R.K. Post

STHENO

A MOTHER'S LOVE

Stheno are monosexed humanoids who share a cursed ancestry. Their "hair" is composed of living, venomous snakes whose behavior is a reflection of that of the sthenos. The snakes behave sympathetically with the sthenos's thoughts and emotions. Stheno live in small clutches with their mother, sisters, or less commonly, an aunt. Stheno are always born in groups of three, but sisters do not always share sires: sthenos mate with elves, dwarves, halflings or tieflings or most any other race. Less frequently, two sthenos will breed together.

When born, sthenos have no legs, but a long, serpentine tail, which eventually splits to form feet, and they learn to walk around age four. As they mature, they often inherit strengths or personality traits from their non-sthenos sire, who they rarely ever come to know.

Feared and despised by most, sthenos train their young for a life of hardship, even pitting sisters against one another in cruel games of deadly consequence. It is rare for a sthenos matriarch to have not killed at least one of their sisters. Elder sthenos are capable of employing a gaze that turns those who behold them to stone.

STHENO RACIAL TRAITS

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

Age. Sthenos reach adulthood at around 25 years and live an average of 150 years.

Alignment. Almost all sthenos are evil.

Size and Speed. Sthenos have a similar stature to humans. Your size is Medium. You have a movement speed of 30 feet.

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

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 cannot see color in darkness.

Snakespeech. Snakes understand your words, and you have advantage on Charisma checks you make to influence them.

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

Matriarch Training. You are proficient with the poisoner's kit, scimitars and shields.

Snake Hair. You can make melee attacks with your snake hair, which deal 1d4 + your Dexterity modifier piercing damage. If you hit with your snake hair, you can use your bonus action to cause the snakes to inject venom, forcing the target to make a Constitution saving throw DC 8 + your proficiency bonus + your Charisma modifier (minimum 1). If they fail, they take a number of d6s equal to your proficiency bonus as poison damage. If they succeed, they take half the amount. Once you inject venom, you can't do so again until you finish a long rest.

Racial Feat: Petrifying Gaze

Requirements: Sthenos, level 8

As an action, you gaze at a living creature you can see that can also see you within 30 feet of you. The target makes a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier. If they fail, they begin to turn to stone and are restrained, repeating their saving throw at the start of their turns. If they make two additional failures, they become petrified. If they succeed a saving throw, the effect ends. Your petrification can be removed by the *Greater Restoration* spell or similar magic.

Once you use this ability, you can't use it again until you finish a long rest.



Illustration by Vanessa Rossek

ULSANYA

THE UNCOMFORTABLE TRUTH

There are individuals whose ancestry includes both elves and orcs, a union shunned by some elves, who named them *ulsanya*, literally “uncomfortable truth”.

Bearing the lithe frame of an elf and muscular strength of an orc, *ulsanya* children grow up delighting in their capable bodies. Most begin walking within a year, and many are accomplished athletes by the time they are seven years of age.

Ulsanya tend to be passionate, competitive, ambitious, and move through their daily lives with an unparalleled sense of urgency. Some find worthy causes to pledge themselves to, and others dedicate their lives to their own pursuits.

Additional Feats for Ulsanya

Dungeon Masters are encouraged to make the Elven Accuracy, Orcish Fury and Prodigy feats available to *Ulsanya*.

ULSANYA RACIAL TRAITS

Ability Scores. Your Strength, Dexterity, and one ability score of your choice increases by 1.

Age. *Ulsanya* reach adulthood at around 15 years and live an average of 100 years.

Alignment. *Ulsanya* are passionate and driven, and might fervently adopt or rebel against the society they are born into.

Size and Speed. *Ulsanya* have a similar stature to that of humans. Your size is Medium. You have a movement speed of 35 feet.

Languages. You can speak, read and write Common and one additional language, choosing from Elvish or Orcish.

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 cannot see color in darkness.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Weapon Training. You are proficient with two martial weapons of your choice.

Bodily Mastery. You are proficient in the Athletics or Acrobatics skill. Difficult terrain due to plants, bushes or rocky terrain does not hinder your movement.



Illustration by Daniel Denova

YETIFOLK

COLD HANDS, WARM HEARTS

Hardy and reclusive, most yeti prefer to patrol the same forested mountains or snowy mountain peaks, and almost all yeti prefer a life of near-total solitude. They are tall, hirsute creatures, covered in fur. Some have decorative horns atop their heads.

Yeti form tight-knit family groups only for a short time and for a singular purpose: to rear their young, which are almost always single births. There is almost no substance known that is more nutritious than the blue milk of a nursing yeti, and infant yeti reared on the stuff grow so quickly that in a few short years, the trio separate and each goes their own way. After rearing or losing a child, most yeti wait at two or three decades before starting a new family.

YETIFOLK RACIAL TRAITS

Ability Scores. Your Strength and Wisdom scores increase by 1.

Age. Yeti reach adulthood at around 4 years and live an average of 200 years.

Alignment. A life of elected solitude leads most yeti toward neutral alignments. Some welcome or even aid travelers through the peaks, glad of the company for short stints. A few evil yeti enjoy actively preying upon those less well adapted to their home climate.

Size and Speed. Yeti are between 7 and 8 feet tall and weigh between 300 and 400 pounds. Your size is Medium.

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

Peakvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot see color in darkness. Your vision is also unobscured for 30 feet in fog, snow or sleet.

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

Peak Performance. You have resistance to cold damage, and difficult terrain due to snow or ice does not hinder your movement. 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*.

Subrace. Choose one of the following subraces: *Yeti*, or *Sasquatch*.



Illustration by Jon Neimeister

YETI

Yeti make their homes in shallow caves. Their fur is white, and they use the most inhospitable peaks they can survive in to stay hidden away from others.

Ability Scores. Your Constitution score increases by 1.

Yeti Magic. You know the *Frostbite*^{XGE} cantrip. When you reach 3rd level, you can cast the *Ice Knife*^{XGE} spell once as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

SASQUATCH

Sasquatch are yeti who have left the peaks and made their homes in boreal forests. Their fur is brown. They are strict vegetarians, and have a great love for the creatures of the forests. More commonly seen, but less numerous, they are generally bashful creatures who vanish without warning once they realize they have been observed.

Ability Scores. Your Wisdom score increases by 1.

Sasquatch Magic. You know the *Druidcraft* cantrip. When you reach 3rd level, you can cast the *Pass Without Trace* spell once, you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.