

RACES OF THE PLANES

VOLUME 1



VERSION 0.01

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CREDITS

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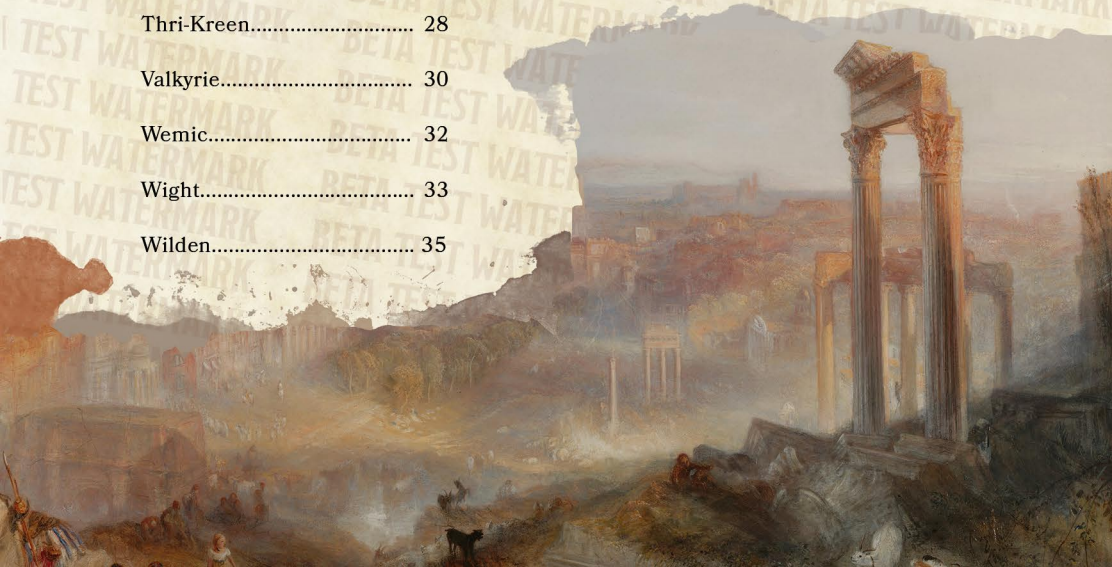
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Heroes of the Feywild
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Player's Handbooks (3.5e) (4e) (5e)
Manual of the Planes
Races of Faerun
Races of Stone
Races of the Wild
Monster Manual 1, 2, 3 (3.5e)
Monster Manual (5e)
The Complete Book of Humanoids
Thri-Kreen of Athas
Shining South
Slayer's Guide to Centaurs
Unapproachable East
Underdark
Volo's Guide to Monsters

Written, balanced, edited and compiled by Clan Crafter Hralding.



AZER

GOLMUND'S HAIR LIT UP THE hall of the cavern, casting elongated shadows of his companions across the walls as his hammer struck their goblin foes down, one by one. That was when the shaman emerged, covered in jewels, and wrapped in a layered, patchwork robe. Toward Erlahan sprang a barrage of lightning. Then Golmund, broke through the horde, fiery hair burning bright as he reached towards the shaman. When the Azer's hand found the goblin's robe, the two were covered in a blinding light, and the heat of an inferno, and after, only the azer and jewels remained.

-L. Durago, *The Cavern's Secret*

Natives of the Elemental Plane of Fire, azers are master crafters, expert miners, and sworn foes of the efreet. In appearance and manner, an azer resembles a male dwarf, but this is a facade. Beneath its bronze-colored metallic looking skin, an azer is a being of fire, which outwardly manifests in its fiery hair and beard.

Azers dwell in a kingdom on the border between the Elemental Plane of Earth and the Elemental Plane of Fire- a range of mountains and volcanoes whose spires rise as a series of fortresses. Beneath mountain peaks, under volcanic calderas, and amid rivers of magma, azers extract gleaming metals and glittering gems from the earth. Squads of azer patrol the passes and tunnels of their realm, fending off the salamander raiders whose efreet masters order strikes against the azer kingdom.

ENEMIES OF THE EFREET

Long ago, the efreet and the azers were allies. Azers helped create the City of Brass, forging that home of the efreet into one of the most wondrous places in creation. When the azers had finished their work, the efreet betrayed them, making a failed attempt to enslave the azers so as to protect the secrets of the city. Despite occasional raids and skirmishes, however, the two sides have so far refrained from all-out conflict.



MASTERS OF METAL

Azers are masterful artisans, and create beautiful works from the gems and precious metals found in their volcanic habitat. They rate the value of such treasures above all other things, sometimes dispatching parties across the planes to seek out rare metals and gemstones. When azers are called by magic to the Material Plane, it is typically to help forge an elaborate magic item or work of art, for it is said that their skill in such craft knows no equal.

DWARF ANCESTORS

Long ago, all dwarves were slaves to the giants and titans. Today's dwarves are the descendants of those who freed themselves. Azers are dwarves that did not escape captivity before they were corrupted and transformed into fiery beings by their overlords.

Although a few have escaped captivity since, most azers remain bound to their fire giant masters to this day. Azers maintain a tightly regimented society in which every member has a specific place. The state always takes precedence over the individual. Azer nobles are prodigiously strong and wield absolute power.

AZER NAMES

Azer names take after dwarven names, are written in dwarven script, and have a harsh sound, like the crackling of fire.

Male Names: Azran, Balgin, Brojir, Corrig, Dail, Damarak, Evrun, Golmund, Kagen, Morivann, Ollivik, Roderran, Thurrig, Tramlan, Uldrim, Vens, Valrung

Female Names: Avrin, Baril, Cirili, Danir, Elga, Hellika, Kulli, Loria, Mir, Nolma, Olri, Rulli, Talaya, Tivnik, Tolma, Unlin, Vori, Wirlikka

AZER TRAITS

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

Age. As humanoids related to dwarves, azer have long lifespans. A firbolg reaches adulthood around their twenties, and the oldest of them can live over 400 years.

Alignment. Most azer are lawful, having come from a strong collective culture. They tend toward neutrality, with a strong sense of equality between people and groups.

Size. Azer are between 4 and 5 feet tall and weigh between 150 and 250 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Fire Resistance. You are resistant to fire damage.

Flaming Locks. Your hair and beard are constantly aflame, which sheds bright light in a 10-foot radius and dim light for an additional 10 ft. In addition, when a creature within 5 feet of you hits you with a melee attack, you may use your reaction to make the attacker take fire damage equal to your Wisdom modifier.

Heated Touch. You gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

In addition, once per short or long rest you may, as a bonus action, heat a metal weapon you are holding. Until the end of your next turn it deals additional fire damage on hit equal to your Wisdom modifier.

Languages. You can speak, read, and write Common, Dwarven, and Giant.



Dwarf Subrace: Azerblood

Another dwarf subrace populates the worlds of D&D. Azerblood dwarves descended from groups of azer who found dwarven mates on the material plane. These red-haired dwarves channel heat into material around them.

Ability Score Increase. Your Wisdom score increases by 1.

Fire Resistance. You have resistance to fire damage.

Inner Fire. Once you reach 3rd level, you can cast the *heat metal* spell once per day as a 2nd-level spell. Wisdom is your spellcasting ability for this spell.



BAURIAR & CENTAUR

THE CHARGE OF THE CENTAURS. WHAT A THING to believe. Such an event may happen once every five hundred years, and always veiled within the depths of the great forests. But these eyes have seen the charge. To this day, I still live in awe...

As lightning, the centaurs broke from the tree line, fifty or sixty lances levelled at the throats of the orcs. Incensed by the destruction the orcs had inflicted upon their home, the centaurs pursued, crushing them underfoot and spitting them, uncaring to pleas of quarter or clemency.

I know of no orc that survived the day. As much as I pride in the presence of these lovely creatures on our border, I fear the day our own arrogance may provoke the centaurs.

-Allavandrial, to the Elf-Court of Syllavia

STRONG, TALL, AND PROUD

Of all the humanoids to walk these worlds, centaurs and bauriars are certainly some of the more distinctive races. Centaurs have a human torso that ends where the horse's neck would be. They stand up to eight-and-a-half feet tall and possess both swift speed and great strength. Bauriars are somewhat smaller, standing six to seven feet. Bauriars are humanoids with goat-like bodies and horns that come from the plane of Ysgard, and are often mistaken for centaurs, though they are known to find the comparison insulting.

CREATURES OF THE FOREST

Centaurs love and worship nature, and most who wish to devote themselves to a higher power or cause become druids. Centaur lairs look little like the permanent structures of other races, consisting of a series of beautiful forest glades, peaceful streams, and perhaps a few scattered lean-tos. Although these lairs seem simple and unprotected, they provide more protection than even the stoutest walls by allowing the swiftmoving centaurs to encircle approaching foes or easily flee if pressed too hard.

TRIBES OF YSGARD

Native to the rolling hills and woods of Ysgard, the bauriars wander the lands in search of evil. To those unfamiliar with them, bauriars appear carefree or irresponsible, but this behavior is merely the outward sign of their wanderlust. They rarely remain in one place for long, preferring a life of travel to sedentary existence. When evil rears its ugly head, this carefree demeanor disappears, replaced by single-minded pursuit of that which endangers good folk of the area.

To a bauriar, the two great goods are honor and a good time. Even bauriar adventurers on a hard quest may arrange simple contests to remind them of the joy of life. It is a magical moment when a grimly determined bauriar happens on one of his fellows and puts aside his honor-driven quest for a few minutes (or hours) of sport.

BAURIAR NAMES

A bariaur's name is given to him by his parents. It is usually a simple, one- or two-syllable name (the easier to be shouted across the hills of Ysgard). Within the flock, he denotes his parentage by adding "buck of" his father's name (or "doe of" the mother's name, if female); outside the flock, he relies instead on a flock name to indicate the extended family to which he belongs. Flock names typically describe the environments favored by the flock, and can change over time.

Male Names: Bex, Hul, Jek, Menk, Ril, Wyk

Female Names: Dath, Hysh, Saph, Vash

Flock Names: Cloverfield, Dalewatcher, Hillwalker, Woodstrider

BAURIAR TRAITS

Ability Score Increase. Your Dexterity and Strength score increase by 1.

Age. The average bariaur reaches adulthood at about the same age as a half-elf, and the eldest members of the race live to well over 200 years of age.

Alignment. As creatures who value freedom, most bariaurs are chaotic good in alignment. Some more settled bariaurs tend toward neutrality in their approach to good. Evil bariaurs are extremely rare and always shunned from the flock.

Size. Standing roughly half a foot taller than a human, a bariaur resembles a centaur. The typical male weighs nearly 300 pounds, with females about 40 pounds lighter. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Darkvision. Descended from watchful protectors in the realm of Ysgard 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.

Quadruped. As quadrupeds, bariaurs have advantage on checks and saving throws made to resist being knocked prone. You have a carrying capacity 1-and-a-half times greater than normal for your Strength. You cannot wear most armor that is not designed for you, and you cannot wear boots designed for humanoids.

Mountain Hooves. You can scale rocky cliffs and steep mountains as though they were difficult terrain instead of climbing. In addition, you can ignore difficult terrain that is made of stone.

Curled Horns. You have a pair of twisting horns that sprout from either side of your head. You may use your set of horns as a natural weapon, which you can use to make unarmed strikes. If you hit with your horns, you deal bludgeoning damage equal to $1d4 +$ your Strength modifier, instead of the normal damage for an unarmed strike.

Ram's Charge. If you move at least 20 ft. straight toward a target, you may use your action to make a special attack with your horns. The attack deals an extra $1d4$ bludgeoning damage. If the target is a large or smaller creature, it must succeed on a Strength saving throw or be knocked prone. The DC for the save is equal to $7 +$ your Strength modifier + your proficiency bonus.

Languages. Bariaurs use Celestial for most conversations. They also speak Common to allow them to converse with other races.



CENTAUR NAMES

A centaur is given one name at birth, normally a simple name that refers to an ancestor. When the centaur is grown, it is given a title based upon a trait or deed it has accomplished by a tribal leader.

Male Names: Bradwarden, Erdon, Godanic, Hirlor, Jex, Mak, Pulrin, Singram, Whillem

Female Names: Carrey, Dash, Filda, Jalle, Loda, Nan, Rose, Tawna, Whittlen

Titles: Cliffstrider, Forestkeeper, Goldenhoof, Orcslayer, Pikecharger, Warrunner

CENTAUR TRAITS

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

Age. Centaurs mature early and live short lives. Like horses, they can walk from birth, albeit on shaky hooves. Once they reach eight years of age, centaurs are considered full adults. On average, centaurs live around 50 years, although some have been known to reach 70.

Alignment. The tribal society of the centaurs regards freedom and personal choice as the highest virtues, and its members are almost all chaotic-good. The seemingly unorganized society of the centaurs is actually bound by an openness and camaraderie that more civilized cultures have long since lost.

Size. Towering over most races, a centaur stallion can reach eight and a half feet tall. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Large Quadruped. As a large quadruped, you have advantage on checks and saving throws made to resist being knocked prone. You have a carrying capacity two times greater than normal for your Strength. You must eat four times as much and drink twice as much as a human. You cannot wear most armor that is not designed for you, and you cannot wear boots or footwear designed for humanoids.

If you are using a grid you take up two adjacent 5x5 squares on the grid.

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

Trampling Charge. If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that target must succeed on a Strength saving throw or be incapacitated until the start of its next turn. The DC for the save is equal to $8 +$ your Strength modifier $+$ your proficiency bonus.

Galloping Gait. Your legs allow you to move with astounding speed. You can take the Dash action as a bonus action on each of your turns, but you must use this additional movement to move in a straight line.

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

Special Centaur Rules

Special rules apply to you because of your large, horse-like lower half.

You may carry a rider on your back, and the rider may treat you as an intelligent mount. Bearing a rider puts no restrictions on the actions you can take, and you move and act as you wish.

If your movement provokes an opportunity attack while you are bearing a rider, the attacker can target you or the rider.

Your rider may choose to perform actions during your initiative instead of their own.





DHAMPYR

"THERE'S JUST SOMETHING OFF ABOUT HIM. Always keeping to the shadows."

"People say they seen him riding a ghost or something. I don't know it's just unnatural."

"I heard a lady had bites on her yesterday, and three ladies got bit today. And I seen him turnin' into bats and cursin' the crops with his evil black magics."

"I swear by the scales of Kelemvor I saw him turn into a dragon eat a woman whole..."

"I say we burn him back to where he came from."

-An unruly mob of human townsfolk
14 days after Illian Daragov's arrival

Dhampyrs are born from women who are bitten by a vampire while they are pregnant. Such women often die in the process of birthing the dhampyr, leaving the child without parents or home. Dhampyrs are outcasts in society and although they are not burned to dust in sunlight, it still is of great discomfort for sunlight to directly touch their skin. Most often, the women who are bitten are elves, but other races have been known to produce dhampyrs as well, most notably humans.

MARK OF THE VAMPIRE

Some traditions specify signs by which the children of a vampire can be recognized. They have untamed dark or black hair and lack a shadow. A pronounced nose was often a sign, as were larger than normal ears, sharper teeth or large eyes that shine in moonlight. On a full moon, a dim glow is said to manifest around a dhampyr's eyes.

Most dhampyrs take great care in disguising their vampiric heritage as to not arouse suspicions in superstitious towns.

BETWEEN LIFE AND DEATH

Dhampyrs are neither alive nor dead, and exist in a strange limbo until they are stricken down by blade or stake. Their lives are unnaturally long, and if a dhampyr is not killed, they can continue to live for nearly a thousand years. They are not welcome in most pure undead hordes, and many towns, upon learning of the dhampyr's heritage, will incite a mob to attempt to oust or kill the dhampyr.

BLOOD DRINKERS

Though they do not need to drink blood like their vampiric fathers, a dhampyr is still equipped with sharp fangs that can drink the very life essence of a creature to sustain and heal itself.

DHAMPYR NAMES

Dhampyrs often have names that mimic their vampiric fathers. A particularly proud dhampyr will place 'von' before their adopted surname.

Male Names: Adrian, Danto, Emrick,

Lucius, Salizar, Solomon, Vincent, Zasan

Female Names: Afanas, Brandeis, Cian, Isabella, Lenore, Magdalena, Sabrina

DHAMPYR

Ability Score Increase. Your Constitution score and your Charisma score increase by 1.

Age. Dhampyrs grow about as fast as elves, and will live nearly as long if they are not killed first. You can live up to 1000 years.

Alignment. Dhampyrs are typically thought of as evil, but just as many dhampyrs try to escape their vampiric heritage as embrace it. You tend towards good or evil.

Size. Dhampyrs are about the size of an elf or human. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your sharp fangs are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Blood Drinker. When your foe is unable to move away, you can enter a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite against a restrained, grappled, or incapacitated humanoid. If the attack hits, it deals its normal damage, and you regain 1 lost hit die. In addition, after feeding on a humanoid this way, you gain the benefits of eating a full meal. After you use this trait, you can't use it again until you finish a short or long rest.

Supreme Darkvision. You are a creature of night, of moonlight and the starry sky. 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. Unlike most darkvision, you can see color in darkness while you are under moonlight.

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

Dhampyr Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *ray of sickness* once, and it recharges after a long rest. When you reach 5th level, you can cast *find steed* once, and it recharges after a long rest. Charisma is your spellcasting ability for these spells.

Vampiric Transformation. When an enemy hits you with an attack, you may use your reaction to instantly turn into swarm of bats until end of your next turn. You cannot attack, concentrate or cast spells in this form. Starting at level 11 you may instead transform into a cloud of mist (as in the Shapechanger trait). After you use this trait, you can't use it again until you finish a long rest. This trait cannot be used in direct sunlight.

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



GNOLL

The savannah was painted with another splash of red as Mulgerr, the leader of his tribe, fell. The warriors of the tribe began to retreat into the brush, but their foes pursued viciously. One by one they fell, but after minutes of sprinting, the tribe's crude huts and the central fire was in sight.

Sixteen tribe members had left the tribe to do battle, and only two remained. "Chief is dead, we have lost many," proclaimed Jozzu. The largest males rose to their feet, grasping any weapon, at hand, fighting to the death for the right to be chief of their dwindling tribe.

—S. M. P. V. Jaquelina, *Way of the Tribes*

Fueled by their own bestial strength, most gnolls roam the wild in search of sentient prey. These savages know little of mercy and honor, and nothing of kindness or compassion.

The exceptions to this rule, who have banded together in rough tribes that roam the plains and forests, have begun to learn the value of personal honor. Some even approach the harsh but ultimately fair codes that tribes of barbaric humans often adopt. Geared more toward survival than the cruelty of their kin, these gnolls stand at a critical juncture: Either they will succeed in allying with the civilized races and pull some of their people away from savagery—or they will fail, and their tribes will slip back into evil and brutality.

HYENA-FOLK

Gnolls have hyenalike heads, and their long limbs possess a lean strength. Gnolls are covered in coarse yellow or reddish-brown fur, and their feet and legs are structured more like a hyena's hind legs than those of other humanoids. Despite the somewhat awkward appearance of their legs and feet, gnolls walk as bipeds and are as agile and speedy as a normal human.

TRIBAL SAVAGERY

Most gnoll tribes wander the wilderness, the strongest warrior governing with a brutal adherence to the idea that the strong can freely take from the weak. A few gnoll tribes attempt to pull away from their savage past, but they are the rare exception rather than the rule. The wild gnolls who prey on the civilized races use patchwork armor and rusted weapons that they've stolen from past kills. Tribes that have found some level of personal honor favor hide or leather armor similar to the barbarian tribes of humans.



WANDERING HUNTERS

Gnolls are travelers, hunters, and scavengers; adventuring gnolls travel almost constantly. To a gnoll, sitting in one place isn't cowardly or illogical; it's simply unpleasant. Some gnolls are drawn simply by the thrill and variety of the hunt, while others are motivated only by curiosity. As a pack of gnolls grows, the bond of the pack serves as a major impetus for travel—the most adventurous gnolls pull the rest of the pack along on their hunts. Packs of evil gnolls are driven to travel by the will of their demon prince, and packs of neutral gnolls travel to escape the influence of other gnoll packs and the wariness of human cities accustomed to fighting off their cruel and evil kin.

GNOLL NAMES

Gnoll names often sound like growls to members of other races, featuring multiple “r” sounds. Gnoll tribal names are usually compound words.

Male Names: Arrgrar, Derror, Fengrrir, Gorrmmurr, Grerr, Remmar, Thurrg

Female Names: Arrna, Brirr, Cirram, Mirrin, Ryssa, Thrrae.

Tribal Names: Bloodfist, Greatfang, Speardeath, Thunderdance.

GNOLL TRAITS

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

Age. Gnolls mature by the age of 8 and live less than a century.

Alignment. Most gnolls are chaotic evil, these gnolls, however, are very rarely adventurers. Most adventurers have left gnoll tribes and tend towards neutrality.

Size. Gnolls are tall and broad shouldered, standing six to seven feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your sharp jaws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. This damage increases to 1d6 at level 8 and 1d8 at level 11 and 1d10 at level 16.

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you can use your bonus action to move up to half your speed and make a bite attack.

Blood Fury. When you are first bloodied, you gain +1 AC and a +2 to damage rolls for 1 minute. Once you use this trait, you cannot use it again until you have finished a long rest.

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



GARGOYLE

The massive temple door swung open with a thud. Silgia sung a little tune she had heard the priest singing at the service as she placed her thieves' tools into her backpack. The church was dark now and clear of people. 'Almost too easy', she thought.

Her thoughts were interrupted by a clattering of stones descending from the ceiling. Then she saw it, the stone beast with curling horns flying from perch to perch, the defender of this sacred place, lunging towards her throat.

-S. 'Tony' Herald, *Memoir of a Thief*

Gargoyles are stone guardians of holy places that are crafted as protector spirits. They make a perch their home, and remain motionless much of the day, or until they are required to use their great strength. When a temple is destroyed that houses a gargoyle, it often becomes enraged and is destroyed in its ensuing madness. Some other gargoyles seek out a new holy temple, find a group of adventurers, or seek vengeance on those who destroyed their holy temple.



GARGOYLE NAMES

Gargoyle names are straightforward, and often represent a characteristic of their personality or appearance.

Names: Armag, Borim, Dimra, Kagmo, Lional, Morilo, Osgri, Serris, Thrylak.

Titles: BrittleSkin, Coldwarden, Craglord, Madtooth, Wildhorn .

GARGOYLE TRAITS

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

Age. Gargoyles can live for hundreds of years without appearing to age at all.

Alignment. Most gargoyles are lawful, having been protectors of a sacred temple.

Size. Gargoyles stand between 5 and 6 feet tall, and have a wingspan twice that. They weigh between 250 and 450 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Stone Wings. You gain a flying speed of 30ft. You can fly only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. You can wear medium or heavy armor and still use this movement.

Stony Exterior. Your stone exterior lends you rock-hard natural armor. While you are not wearing any armor, your Armor Class equals 8 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Still as Stone. You can use your concentration to hold yourself so still you appear to be a statue. While you remain completely motionless in this way, you have advantage on all Dexterity (Stealth) checks.

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

HAMADRYAD

ONE DAY THE TRIO CAME UPON A PLACE WHERE the path seemed to bend around a massive tree. As they examined the odd sight, a dryad emerged from the tree, beautiful and terrifying. She demanded that each of the three travelers do something to honor her, stating that only then would she send them on their way.

The first to speak was the human bard, who lamented that he could only immortalize the dryad in story or song, for they were the greatest tools at his disposal. "Fool!" the dryad cried. "Can you keep no secrets? Your songs would bring woodsmen and devious creatures right to my tree." She beckoned the bard closer, whispering a secret of arcane magic in his ear. "Now, I have given you one secret. A second is the secret of my tree's location, which you must also keep. Only when you find a third secret, a secret greater than all others, can you return to this land." Saying that, she waved her hand and banished the bard from the Feywild.

-Bards Tale, *The Three Travellers*

Hamadryads are the incarnate spirits of living oak trees. Part flesh, part wood, and part fey spirit, they are the granddaughters of the seasons and the wind, and the supreme manifestations of nature's wild beauty. Hamadryads stand at an intermediate state between playful nymph and fierce dryad. Bound to a living tree, a hamadryad ardently protects the forests of which she is a part.

TWIN ASPECTS

Born of the power of nature, all hamadryads are female, and they present themselves in two aspects.

In their nymph form, they are idyllic paragons of fey perfection and physical beauty. Their hair and eyes match the colors of autumn leaves, from green to russet, gold, orange, red, and brown. Autumn leaves and acorns might dangle from a hamadryad's hair, and her eyes are clear orbs of green, white, or gold.

The dryad aspect of a hamadryad is not dissimilar. However, when a hamadryad draws on her dryad strength, her features take on the appearance of skillfully carved wood, the patterns of the grain manifesting across her form like ripples on the surface of a pond.

TREE BONDED

Typically, a young hamadryad is bound to a tree home that somewhat resembles her feminine shape. As a youth, she remains in the forest where her tree grows, for her life is bound to its existence. However, rare hamadryads are able to break the connection to their tree home by some twist of fate or destiny. Hamadryad heroes who leave their forests carry a piece of their tree with them—a charm carved from the wood of a fallen branch, or a garland strung with autumn leaves whose colors never fade.

WORLDLY PROTECTORS

Some hamadryads dwell close enough to the settlements of the civilization of other races that they take up the struggles of those races. Answering their heart's yearning call, they uproot themselves from the earth and leave all they know behind—seeking the wondrous perils and delights that are the stuff of mortal knowledge and emotion.



FOREST WANDERERS

Many of the hamadryads that venture out into the world are disenfranchised forest spirits seeking justice or revenge for the destruction of their woodlands. Others have observed some aspect of mortal life that they themselves lack, and they become obsessed with understanding it. The spirit that drives mortal humanoids to undertake grand quests and sacrifice everything for principle has stirred many hamadryads, causing them to abandon their idyllic existence in the name of seeking something more.

HAMADRYAD NAMES

Names: Atlanteia, Chrysopeleia, Dryope, Erato, Eurydice, Phigalia, Phoebe, Pittys, Tithorea

HAMADRYAD TRAITS

Ability Score Increase. Your Wisdom score increases by 2, and your Intelligence or Charisma score increases by 1.

Age. As the spirits of the autumn oak, most hamadryads live as long as the trees to which they are bound. Some have short lives at one or two hundred years. Others have been known to live for millennia.

Alignment. At one with nature, they can be as calm as the autumn sunset one moment and as violent as a thunderstorm the next. As such, hamadryads tend towards chaotic alignments.

Size. Hamadryads stand between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Forest Walk. You can move across difficult terrain made of part of a tree, underbrush, or some other forest growth without expending extra movement.

Oaken Rest. Hamadryads don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you are fully aware of your surroundings and notice approaching enemies and other events as normal. To meditate in this way you must be in bright light or touching at least six gallons of clean water. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

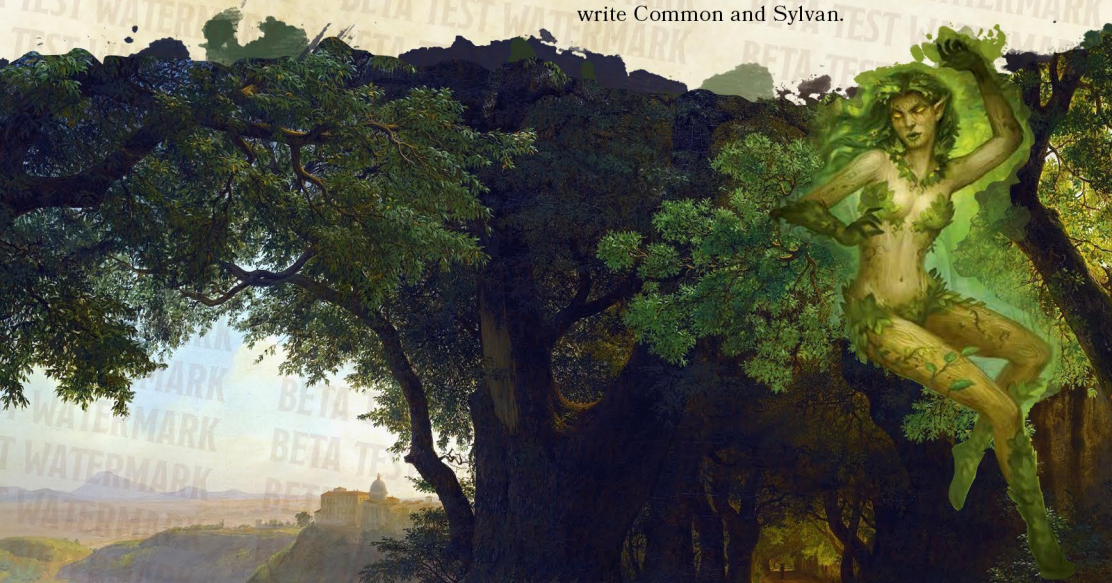
Twin Aspects. You know the *druidcraft* cantrip. The other spells you can cast depend upon your form. Wisdom is your spellcasting ability for these spells.

You have two forms you can shift between—nymph and dryad. You may shift forms while meditating with **Oaken Rest**.

Nymph: Once you reach 3rd level, you can cast the *charm person* spell once per day. Once you reach 5th level, you can also cast the *calm emotions* spell once per day.

Dryad: Once you reach 3rd level, you can cast the *entangle* spell once per day. Once you reach 5th level, you can also cast the *barkskin* spell targeting yourself at will.

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



KUO-TOA

The group of odd, smelly fishmen sailed onwards down the darklake. Pacing the deck constantly, and looking into the darkness of the water was their leader, Diplool.

Faintly below the surface a large shape passed. Then another. The kuo-toa crew grew silent as the boat rocked in the black waters. Diplool stood closest to the edge, peering into the deep with his spear ready to strike, and his shield held high.

Six tentacles emerged as the water crashed below, and the boat began to rock and sway violently. The deck was ablaze with motion as the kuo-toa began running in all directions. Poolgib and Gliplip were the first to be grasped by their legs and dragged, yelping into the water by the aboleth.

-F. Sherman, *Darkness Below*

Kuo-toas are theocratic fishfolk who dwell in the deep lakes of the Underdark. A kuo-toa sports fine scales of varying pigmentation. The color varies with the kuo-toa's mood, ranging from dark red when he is angry to white when it is frightened. A kuo-toa's body is shaped like that of a short, pudgy human, but its slender arms and legs end in broad hands and distended feet that resemble flippers. The air around a kuo-toa carries a faint odor of rotting fish. This scent is natural but can be enhanced by perfumes of kuo-toan manufacture.

SEA MOTHER'S CHOSEN

Much of kuo-toan life and society focuses on religion. The church forms the center of every community, both physically and metaphysically. Each kuo-toa city is ruled by a Sunken Council—a group of nine high-level clerics who direct the citizens in their religious observances.

Kuo-toa clergy are quick to root out and censure anyone or anything they perceive as a threat. Because of the swift and arbitrary punishments meted out by the whips, the average kuo-toa follows the rituals of Blibdoolpoolp and fulfills the expectations of the clergy, whether or not he feels especially pious

DEEP PARANOIA

Kuo-toas view everyone with suspicion; in fact, they often report real or alleged transgressions of even their own family members to the community cleric. Justice (or at least trial, sentencing, and punishment) follows swiftly. Kuo-toas have a well-deserved reputation for dealing duplicitously with other races, though the drow are a notable exception to this rule. The typical kuo-toa has no scruples about betraying a trust if he feels that doing so is in his best interests and not apt to produce unwanted repercussions. The kuo-toas maintain friendly relations with the drow. The only portions of a kuo-toan settlement where drow are forbidden are the church and the spawning pools.



KUO-TOA NAMES

Kuo-toan given names usually mimic rushing or dripping water in sound. Surnames are descriptive words or phrases, often religious in nature.

Male Names: Drapood, Joparg, Oomkaan, Moolowik, Nilbool, Poolidib, Poolp, Prin, Pripp, Prirr, Rripp, Rropp, Urlurg, Vuoor.

Female Names: Bibble, Bilpl, Bilpli, Blipool, Lill, Lilli, Pliil, Plili, Uustra.

Surnames: Chosen, Devout, Goodhunter, Goddessgifted, Holy, Motherblessed, Seachild, Seakin, Undrowned.

KUO-TOA TRAITS

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

Age. Young kuo-toa hatch in spawning pools and spend their first year of life there. After their amphibian qualities develop, they are considered adults, and live up to 80 years.

Alignment. Most kuo-toas often follow neutral (and occasionally even good) philosophies, forming a nonvocal majority in most kuo-toan settlements. Because of the repressive evil theocracy under which they live, nonevil kuo-toas usually remain silent, lest their attitudes get them sacrificed to the Sea Mother.

Size. Kuo-toa are fish men of an average stature, standing around 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 25 feet. You also have a swimming speed of 40.

Amphibious. You can breathe air and water.

Enhanced Darkvision. 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.

Deep Fishers. You gain proficiency with naval vehicles, shields, and nets.

Adhesive Coating. You can use your own body oil and other materials to give your shield a finish almost like flypaper, capable of holding fast any creatures or items that touch it. When a creature misses a melee attack against you, they must make a Strength saving throw or the weapon sticks to the shield and is yanked out of its wielder's grip. A creature using a natural weapon is automatically grappled if it gets stuck.

It takes one hour to coat a shield with adhesive, but the secretion remains sticky for up to three days, or until it actually catches something or someone, whichever comes first. Successfully trapping a creature or item uses up the adhesive, so the shield can trap no further creatures or items until its coating is replenished. Pulling a stuck weapon or limb from a shield requires a successful Strength check. The DC of the Strength saving throw or check equals 11 + your Strength modifier.

Slippery Skin. Your body produces a foul smelling, slippery oil. If you are not wearing armor, you have advantage on attempts to escape a grapple. Enemies also have advantage on attempts to escape your grapple attempts. In addition, you can use your action to make a DC 15 sleight of hand check to escape from nonmagical restraints, such as manacles or a rope bound around your limbs.

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

Languages. You can speak, read and write Common, Undercommon, and Kuo-toa





Loxo

THE PLAINS WERE QUIET, AND THE ANIMALS were running, to their dens. Illia's ear perked up, and she stopped. On the wind there was a sound, first a distant rumble, then a crash like thunder, growing louder still. The ground quaked and rumbled, and Illia, ever fleet of foot, knew it was time to run. For this was the stampede of the loxo.

—T. Arama, *Hidden Stride*

Almost like humanoid elephants, the nomadic loxos share the plains with humans and others. Loxos are hunter-gatherers that prefer the seclusion that comes with miles of open terrain and little interaction with other species. They have roamed the plains for some two centuries, claiming to have arrived from another world via mysterious means. Only the loxos are certain where they came from, and they do not speak of it.

ELEPHANT FOLK

A loxo appears to be a bipedal elephant, albeit a bit smaller. Its skin is bluish-gray, wrinkled, and covered with rough, sparse hair. It has stocky limbs and fingers, flat feet, and large ears. Its most striking feature is the pair of trunks that grow from its face, framed by large tusks. Each trunk is about 2 feet long and has three finger-like-digits at the end. The typical loxo stands about 7 to 7-1/2 feet tall and weighs about 500 pounds. Some loxo have settled in more northern climates, and have rapidly adapted to the cold weather. Wooly loxo have thick hair that ranges from white to deep brown.

NOBLE HERDS

Loxos are peaceful creatures that want nothing so much as to be left alone. Though they are not aggressive, they defend their herds ferociously, able to fight in a terrible rage when necessary. They are fond of geometric patterns in their simple clothing, particularly with circle or diamond shapes, and enjoy creating rustic works of art to trade.

As is often the case with youths, young loxos occasionally feel a need to travel beyond the traditional territory of their herd. Intrigued by humans and other races, some loxos take up with a group of adventurers for an experience of life beyond the lands of their herd.

GENTLE GIANTS

Isolationist by nature, loxos do not involve themselves in causes or in other species' problems. They are removed from the struggles between good and evil that surface in other parts of the world, favoring neither side.

Loxos venerate nature and strength, having a prevalent druidic tradition and a secondary priesthood. The worship of the druids appears to focus on an entity that must be an aspect of Hiatea, a deity of giants, but also one of nature, agriculture, hunting, and childbirth. Many loxo clerics worship their vision of Hiatea, while some favor an aspect of Iallanis (also a deity of giants) for his strength and healing ability.

LOXO NAMES

Loxo are given a traditional name by their herd's wise elders. This name often represents an important loxo who the newborn is deemed to be a reincarnation of. Some loxo add the name of their herd as a sort of surname, as their society takes care of children as a group.

Male Names: Alagar, Debib, Gaugan, Jatik, Ranjeet, Rohap, Taral, Varien.

Female Names: Agrit, Bakal, Devrika, Jamune, Kasi, Lavika, Otala, Ranical, Shali, Tarali, Valsha

LOXO TRAITS

Ability Score Increase. Your Strength score increases by 2.

Age. Loxo are long lived, and remember most of their lives. The oldest can be nearly 200 years of age.

Alignment. To the loxos, everything has its place, but extremes can be detrimental to the survival of the herd. Loxos tend to be lawful neutral

Size. Loxo are tall and strong, standing between 7 and 8 feet tall and weighing nearly 500 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. Your speed is not reduced by wearing heavy armor.

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

Trunks and Tusks. You have two trunks and two tusks you can use to attack. You can use your tusks as natural weapons that deal $1d6 + \text{your Strength modifier}$ piercing damage. You can use your trunks to interact with items weighing up to $(5 + \text{your strength modifier})$ lbs as though they were a third or fourth hand or to grapple a medium or smaller creature. Your extra hands can only wield one-handed melee weapons, and when using your trunks to attack while they hold weapons you do not add your proficiency bonus to the attack roll or damage. When wielding a shield with a trunk, you do not receive any benefits.

Trample. Once per short or long rest, you can use your action to trample your foes underfoot. You may use your movement to trample in a straight line for up to 30 feet. During this movement you can freely pass through squares occupied by medium or smaller creatures. A creature whose square is passed through must make a Dexterity save or take bludgeoning damage equal to $1d8 + \text{your Strength modifier}$ on a failed save and half as much on a successful one. If a creature fails its save, it is incapacitated until the start of its next turn.

Elephantine Recall. You can perfectly recall any path you have traveled, any face you have seen, and anything you smell.

Languages. Loxos speak, read, and write their own language. They also learn Common and Giant to trade or negotiate effectively.



MYCONID

LIKE VEINS IN THE EARTH THE FUNGI ROSE in all colors from that foul smelling crevice. Deep inside the glow of bioluminescence lit the interior, and strange mushroom-men with beady eyes and wildly varying shapes peeked out. Then a cloud of strange spores emerged from the crack in the earth and descended over Thillian. He froze, only able to move his eyes and listen as the plodding, squishy footsteps approached. Another cloud puffed out of the largest myconid's head.

In the back of his mind Thillian heard a voice. "Who you? Need water, yes?"

-Finn Guy, Deeper into Darkness

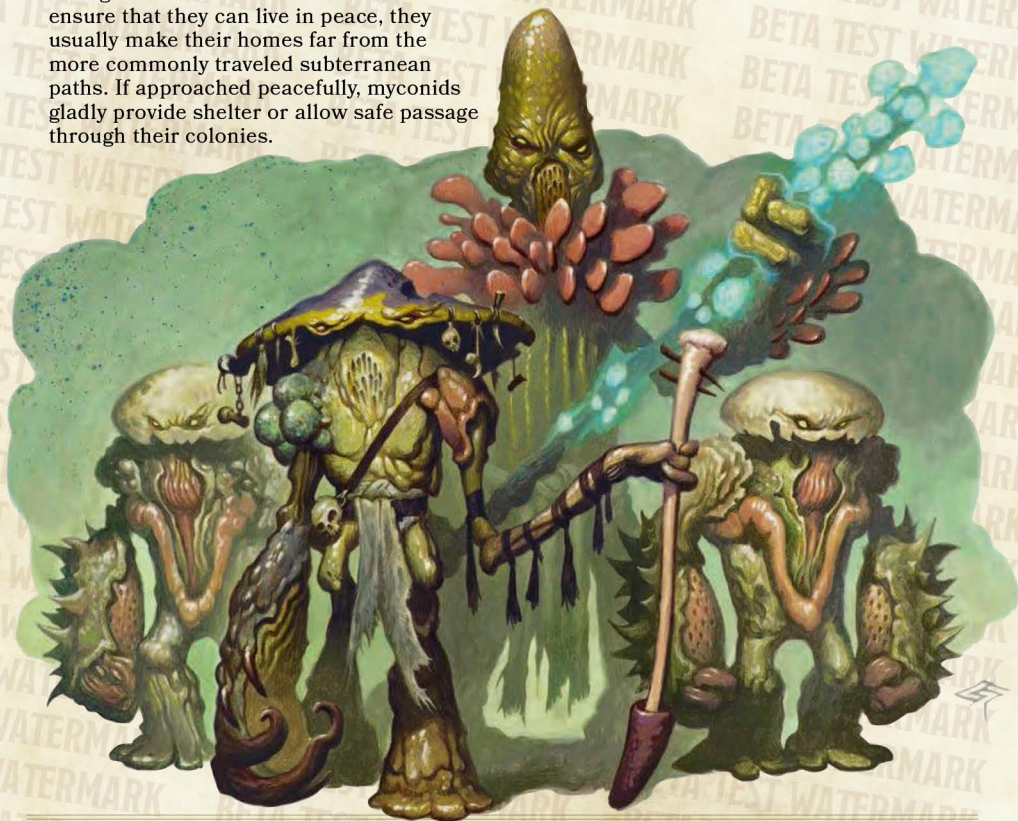
These intelligent, mobile mushrooms are among the more unusual creatures that live deep below ground. Myconids (occasionally called fungus ones) are gentle, quiet, shy, and thoughtful. They always view outsiders with distrust because they assume that all strangers are destructive and violent. To ensure that they can live in peace, they usually make their homes far from the more commonly traveled subterranean paths. If approached peacefully, myconids gladly provide shelter or allow safe passage through their colonies.

CIRCLES AND MELDS

The largest myconid in a colony is its sovereign, which presides over one or more social groups called circles. A circle consists of twenty or more myconids that work, live, and meld together.

A meld is a form of communal meditation that allows myconids to transcend their dull subterranean existence. The myconids' rapport spores bind the participants into a group consciousness. Hallucination spores then induce a shared dream that provides entertainment and social interaction.

Myconids consider melding to be the purpose of their existence. They use it in the pursuit of higher consciousness, collective union, and spiritual apotheosis. Myconids also use their rapport spores to communicate telepathically with other sentient creatures.



MYCONID NAMES

Myconids speak no audible language, so their names are often descriptions.

Myconid Names: Bluetop, Caphead,

Dimplefoot, Puffball, Redcap, Sporefoot.

MYCONID TRAITS

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

Age. Myconids grow slowly over long periods of time. The oldest myconids can live several centuries.

Alignment. Myconids are peaceful and tend towards good alignments.

Size. Myconids stand between 4 and 7 feet tall and weigh between 80 and 400 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Myconid Magic. Though you lack a mouth, you may still cast spells that require verbal components. While casting a spell with a verbal component you glow blue, casting a dim light in a 25 foot radius.

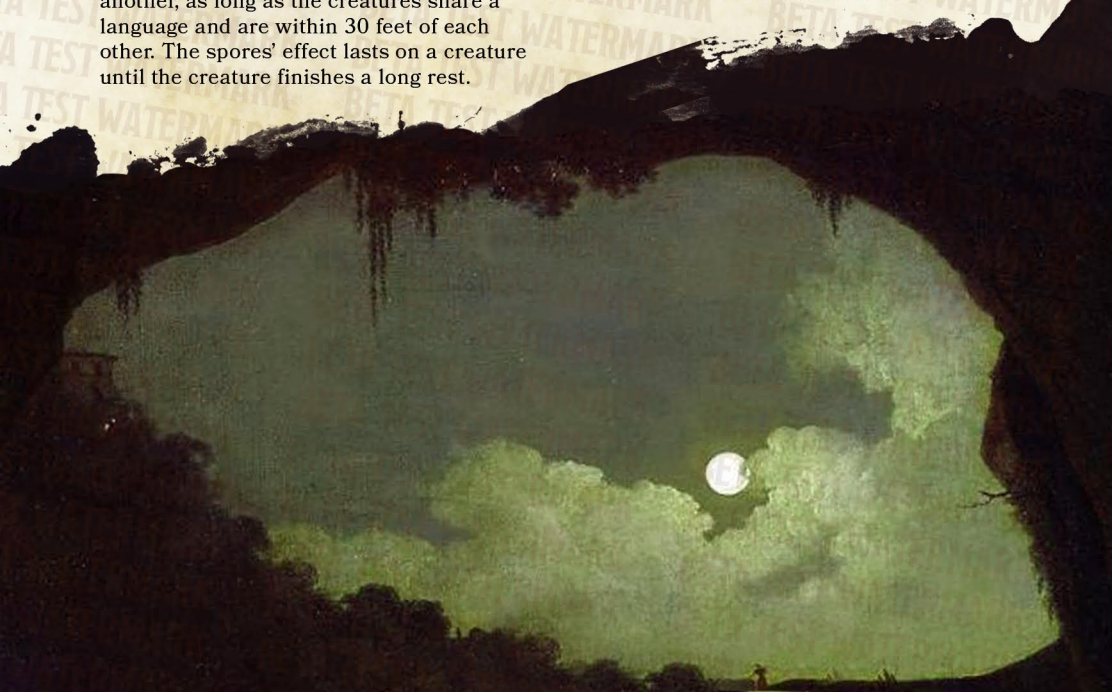
Rapport Spores. As an action you may shoot out a cloud of spores. All creatures within 30 feet of you with an Intelligence of 2 or higher that aren't undead, constructs, or elementals can communicate telepathically with you and with one another, as long as the creatures share a language and are within 30 feet of each other. The spores' effect lasts on a creature until the creature finishes a long rest.

Pacifying Spores. As an action, you can eject spores at one creature you can see within 5 feet of you. The target must succeed on a Constitution saving throw or be stunned until the end of its next turn. The DC for the save is equal to 8 + your Constitution modifier. Once you use this trait, you can't use it again until you finish a long rest.

Hallucination Spores. As an action, you can eject spores at one creature you can see within 15 feet of you. The target must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature hallucinates as though a *major image* spell was visible to them. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The DC for the save is equal to 8 + your Constitution modifier. Once you use this trait, you can't use it again until you finish a long rest.

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

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



NERAPHIM

THE CHAOS BEAST WRITHED AS THE CHUNK OF floating earth swayed underfoot. Ila of the Crashing Wave withdrew her spear and made a leap to a high up mote. In the chaos wastes the ground seemed to float of its own accord, and the swaying of the colors made a mesmerizing show before her, but her eyes were focused on the writhing tentacles full of spines, teeth, and eyes, and avoiding its transformative touch.

-D. Purgatorio, *Bestia di Rifiuti*

Neraphim are roughly humanoid in shape, with coarse red hide. A neraph has a massive head shaped somewhat like that of a red slaad. Chitin-like encrustations on a neraph's skin provides it some natural protection. Neraphim are a nomadic people who hunt through the maelstrom of Limbo, tracking their elusive prey. Neraphim have developed special hunting techniques, giving them exceptional skill in hunting the chaos beast.

NERAPHIM NAMES

Neraphim have given names and house names. Those exiled from a house are usually ceremonially stripped of their house names, though some continue to refer to themselves as such, while others take appellations similar to "the Exile," "the Stricken," or "the Houseless."

Male Names: Anh, Cado, Hao, Sam, Tam, Teo, Thanh, Thuan, Van, Xuan.

Female Names: Chi, Hyunh, Lan, Mai, Nam, Tham, Trinh, Yen.

House Names: Spent River, Hanging Cliff, Invisible Sea, Lost Mountain, Burning Water, Living Stone, Stormy Field.

NERAPHIM TRAITS

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

Age. Neraphim take longer to mature than humans do, not reaching adulthood until age 40, but they can live to be older than 400.

Alignment. Even though they hold themselves above the general churn of Limbo, neraphim can't help having a chaotic component in their alignment. They try not to give in to their chaotic nature, and generally are successful in this practice.

Size. Neraphim are between 5 and 6 feet tall and weigh between 140 and 240 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.



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.

Natural Armor. You have chitinous skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Motion Camouflage. Neraphim can use a technique known as motion camouflage, which predatory insects use to trick prey into thinking they are stationary even though they are moving closer.

When you throw a ranged weapon or attack after moving more than 20 feet, you may use your bonus action to disguise the motion of your strike. The creature targeted with the attack must make a DC 13 Wisdom saving throw. On a failed saving throw, your attack has advantage. Once you use this trait on a creature, it cannot be tricked again until the creature finishes a short or long rest.

Leaping Leaps. Your long jump is up to 25 feet and your high jump is up to 10 feet, with or without a running start.

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

AWAKENED OOZE

"FOR SUCH AN OLD PLACE IT SURE IS CLEAN," noted Dorin, scholarly stroking his long beard, and feeling a deep crack in the stone wall. "But this is the place. I'm sure of it, the engravings are still here. The ioun stone shall be ours soon enough." Further the three dwarves descended down the corridor, lit only by the flickering glow of torchlight, their footsteps echoing into the darkness. At once, deep into the tunnel a glint of light flickered back - then from above, and from the deep gouges in the walls. Dorin screamed as the first black ooze poured from the cracks above. Soon silence filled the stone passages again, and not a trace of Tullamar, Gombil, or Dorin remained.

-Julian Blix, *The Temple of Slime*

An ooze, jelly, or slime that lives a long time can evolve to become more intelligent and develop limited psionic ability. Such occurrences are more common in oozes that live near psionic creatures such as mind flayers, suggesting that the ooze can sense and mimic psionic ability. Awakened oozes can also arise from other circumstances such as the influence of the demon lord Jubilex, or the meddling of a powerful wizard.

AMORPHOUS SHAPECHANGERS

An awakened ooze can take any shape it wishes, and often will mimic a sentient race in appearance, becoming a translucent, slimy version of that race. Most oozes, when awakened, feel attached to one shape which they recognize as their identity, and remain in this shape for the majority of the time.

NATURE'S JANITORS

The only purpose oozes serve in the world is to wipe clean the dilapidated, forgotten, and ruined places and free them of vermin, refuse, and adventurers. They dissolve the grime that fills a dungeon with ease.

OOZE NAMES

Most names for oozes sound goopy, in a way. Ooze names are not gendered.

Names: Druplop, Glabbagool, Golblub, Jeibblep, Liglook, Lumblup, Ploog, Pulglug, Slumpod, Rooglek, Rumglug.

AWAKENED OOZE TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. Most awakened oozes have lived over 100 years before gaining sentience.

Alignment. Oozes are mostly true neutral.



Size. Your form's mass fits within a 5x5 cube. Your size is always Medium.

Speed. Your base walking speed is 25 feet.

Psonic Goo. You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to as many creatures as you can see.

Slime Sense. You can see with a normal field of vision, and hear normally, as though you possessed the proper body parts- regardless of your shape. You may still cast spells that require verbal components. While casting a spell with a verbal component you glow the same color as your current form, casting a dim light in a 25 foot radius. You may also perform somatic components of spells with any part of your body.

Oozeshift. As an action you may transform your oozing body into a new shape. You decide what you look like, including your height, facial features, the coloration of your new form, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your Statistics change. You always appear somewhat translucent and slimy. If you choose no other shape, the default shape is a 5x5 cube.

Amorphous. You can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. When a creature touches you for the first time on a turn or starts its turn while touching or grappling you, it takes 1d4 acid damage. Starting at level 11 you may add your constitution modifier to the acid damage. Any nonmagical weapon or armor made of metal or wood that you touch starts corroding. If you are continuously touching a wood or metal item for 1 minute, the item takes a permanent and cumulative -1 to attack and damage rolls, or AC. If its penalty drops to -5, the item is destroyed.

Your corrosive form can eat through 1-inch-thick, nonmagical wood or metal in 10 minutes.

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

SATYR

That night, as the man slept, a beautiful new melody drifted from the forest and into the bridal bower. On the morning of the wedding, the lady was gone from the tower. The only trace of her was a single delicate footprint outside the circle of cold iron. Try as he might, the man who broke his vow to the satyr never discovered where she had gone.

—Bard's Tale, *The Ugly Satyr*

Satyrs resemble humans with the legs of goats, and they are covered in fur from the waist down. Most satyrs have a pair of small horns. A race branded by folklore as tricksters, hedonists, and charlatans, satyrs only partially deserve the dark aspect of their reputation. They display the broad shoulders and powerful upper bodies of humans, and most sport some kind of facial hair. Their wild, curly hair ranges in length, with younger satyrs keeping their hair short. Older satyrs let it grow as they age, until it hangs about their shoulders.

DAY OF CELEBRATION

Satyrs allow no opportunity for revelry to pass them by. They celebrate any holiday they have ever heard of—and are entirely cognizant that the civilizations of the world have enough festivals and holy days between them to justify celebrating on a nonstop basis. However, despite their love of wine, song, dance, and stories, satyrs are rarely reckless in their hedonism. In the midst of a celebration, a satyr maintains an awareness of danger, and he ensures that his revels do not cause the creatures he cares about to come to harm.

MAGICAL MUSICIANS

In legend, satyrs are said to produce music that is so captivating because it draws on fey magic for its power. Such legends arise from the satyrs who have practiced enchanting their tunes. When a satyr plays its song, its haunting notes burrow deep into the minds of their enemies, who find themselves enthralled by the music.

The satyrs' love for song and story makes them excellent bards. Satyrs enjoy few pleasures as much as a compelling tale, and a satyr who has a vast collection of such tales earns the respect of his people.



CALCULATED

A satyr will take risks, but those risks are typically measured against his preparation and cunning. Satyrs exercise great caution in their exploration, a result of living in the Feywild with its wild magic and hidden dangers. When meeting new creatures, satyrs are cautious to the point of outright suspicion. When new people have proven themselves trustworthy, a satyr becomes a dedicated and relentless ally.

Though many satyrs are shy, they have a natural sense of wonder regarding the world around them and the creatures with which they share that world.

SATYR NAMES

Satyrs are given strong or playful names. All known satyrs are male.

Names: Adronus, Barases, Canteon, Dantes, Gilderos, Pan, Puck, Romeus, Silenus, Tarteron



SATYR TRAITS

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

Age. Young satyrs grow quickly to maturity, and live slightly longer than humans.

Alignment. Satyrs are driven by curiosity and hedonism in equal measure, tending towards chaotic alignments.

Size. Satyrs stand between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 35 feet.

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

Leaping Hooves. Your powerful, goat like legs allow you to spring higher and farther than most when jumping. If you make a standing leap, your jump height and jump distance are increased by 5 feet. If you have a running start, your jump height and jump distance are increased by 10 feet.

Magical Music. You gain proficiency in one instrument of your choice. While you are playing an instrument which you are proficient in, you may manifest one of the following effects. Once you use this trait, you can not do so again until you finish a short or long rest. In addition, you may use an instrument as a spellcasting focus for any class that uses one.

Alluring Melody: While you play this melody, creatures within 30 feet of you that can see and hear you must make a Charisma saving throw. On a failed save, a creature acts as though it is under the effects of the *friends* cantrip.

Enchanted Lure: While you are playing this tune, creatures within 30 feet of you that can see and hear you must make a Charisma saving throw. On a failed save, a creature is drawn to your location, and cannot use their movement to move in any other direction.

Playing music in this way requires concentration, and each effect can be maintained for up to one minute by continuing to play. The DC for the save is equal to 11 + your Charisma modifier. A creature under an effect can repeat the Charisma saving throw at the end of each of its turns, ending the effect on itself on a success.

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

SAURIAL

FIRST A SCREECH FROM ABOVE, THEN A ROAR came tumbling from the mists deep in the heart of the jungle. The six saurials moved slowly towards the overgrown cliffside. The few small mammals who resided on the rock-face dispersed as they approached, disappearing into holes in the cliffside.

Distantly from the mists came the roar again, and a group of flyers on the wing flew overhead away from the sound. One flyer cried out, but their squeaks couldn't be understood as words.

The roar came again, closer this time, and accompanied by the deep hollow stomping of a giant dinosaur. Breaking through the treetops was the king himself.

-T. Kingsley, *Primal Jungles*

Somewhere in a hidden place known as the Lost Vale, lies a colony of intelligent reptilian humanoids said to hail from another world. These creatures, known as saurials, were stranded in Faerûn by the actions of an evil deity. More intelligent than lizardfolk and inclined to be peaceful and civilized, the saurials have maintained a thriving community in near-complete isolation for nearly fifteen years. Tales of these so-called dragonfolk pervade many cultures, but few humans have actually seen them.

DINOSAUR DESCENDENTS

All saurials are generally humanoid in shape. Each has two arms that end in clawed hands, two legs, and a lizardlike tail. A member of the flyer subrace also has two "wings"—actually flaps of skin that extend from its wrists to its waist that allow it to fly. The scales that cover a saurial's body are primarily green, with patterns of yellow on its back.

TRIBES OF THE VALE

Saurials are generally peaceful and contemplative creatures. Although they try to expand their numbers to ensure the race's survival, they have no desire to conquer new lands or to influence the world around them.

In a typical saurial village, each member of the tribe learns a skill that suits him, such as blacksmithing, weaving, farming, hunting, carpentry, masonry, or the like. Saurials prefer to build singlefamily stone dwellings, or thatched huts if material or time is in short supply. A saurial village usually incorporates more than one subrace, and its members treat each other as equals and value one another's unique contributions to the community.

SAURIAL NAMES

Saurial names often sound like roars, rumbles and growls to members of other races, featuring "g" and "r" sounds.

Male Names: Agranaar, Brigganar, Deragog, Folg, Girmumm, Garnarr, Surrig, Rengar, Thormug, Vorrigul

Female Names: Agranna, Briguri, Cigrim, Girrili, Mirrig, Rigiri, Rragma, Sigg Surrigil, Vigi



SAURIAL TRAITS

Ability Score Increase. Your Strength score increases by 1.

Age. Saurials mature by the age of 7 and live less than a century.

Alignment. Saurials tend towards good or neutrality, but some tend to use their strength for evil.

Size. Most saurials are about the size of a human, with the exception of flyers. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Claws. Your sharp claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Lukewarm Blood. Saurials are warm-blooded creatures, but they retain heat poorly in cold environments. In cooler climates, saurials can easily die from exposure in an environment that a human would find merely uncomfortable. You're also naturally adapted to warm climates, as described in chapter 5 of the *Dungeon Master's Guide*.

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

Subraces. Several saurial subraces exist, although only four—namely bladebacks, finheads, flyers, hornheads, and—are known to populate the worlds of D&D.

BLADEBACK

Bladebacks have stegosaurus-like blades that make a ridge down their spine and tail.

Ability Score Increase. Your Charisma score increases by 1.

Bladed Tail. Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Blade Fury. When you hit a creature with your bladed tail, you may use your bonus action to make two additional attacks with your claws. Once you use this trait, you can't use it again until you finish a short or long rest.

Slicing Defense. When a creature within 5 feet of you hits you with a melee attack, you may use your reaction to make the attacker take piercing damage equal to your Strength modifier.

FINHEAD

Finheads have a colorful ridge above the brow that makes them more aerodynamic and can sense vibration in the air.

Ability Score Increase. Your Wisdom score increases by 1.

Aerodynamics. You have a base walking speed of 35 feet. In addition, if you take the Dash action on your turn, while you are dashing you may treat your base walking speed as 45 feet.

Vibrational Senses. You may use your bonus action to close your eyes and tune to the vibrations of the ground and air around you gaining tremorsense in a radius of 15 feet until you open your eyes.

FLYER

Flyers are the smallest saurials, with flaps of scaly skin that allow them to take flight.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Flyers are the smallest of the saurials, at barely 4 feet. Your size is small.

Little Flapper. You have a base walking speed of 20 feet. You also have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor.

Evasive Maneuver. While you are flying you may disengage as a bonus action.

HORNHEAD

Hornheads are big as a tall orc. Three sharp horns protrude from its head.

Ability Score Increase. Your Constitution score increases by 1.

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

Tri-Horn. Your horns, which sprout from your nose and brows, are a natural weapon which you can use to make unarmed strikes. If you hit with your horns, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Piercing Charge. If you move at least 20 feet in a straight line, you may make a special attack with your horns. If you hit with it, you deal an additional 1d6 piercing damage to the target.



SHARDMIND

A VOICE TOUCHED ALAREL'S MIND. "STOP, elf or every shard in this cave will turn against you."

Unafraid, her pacing continued down the glimmering hallways of crystal, her torchlight reflecting off the myriad facets.

Finally she emerged into a great cavern, and saw below her the simple, mouthless faces of the shardminds. Their glowing eyes rose to meet hers.

"I'll be leaving now," she yelled out to the crowd.

A thousand voices in her mind replied, "You will not."

J. W. Lurre, *The Crystal Cavern*

Shardminds are crystalline creatures consisting of hundreds of small shards of translucent green, white, red, or amber crystal assembled into humanoid form and animated by a force of pure psionic energy. Shardminds choose their forms to mimic the shapes of humanoids; some take on forms that seem more masculine, while others appear more feminine.

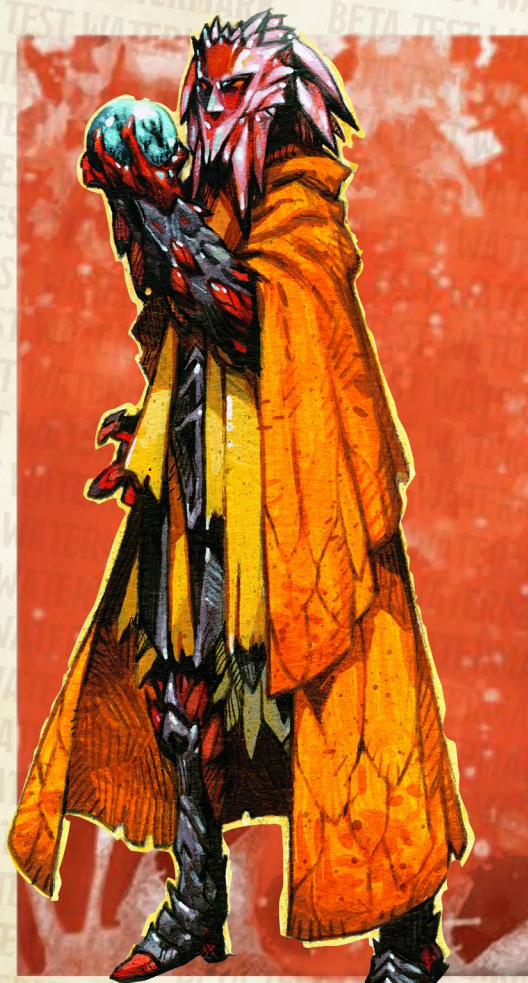
CRYSTALLINE FORM

A shardmind's physical form is an amalgamation of crystalline shards bound together by force of will into a humanoid form. Every shardmind has a limited ability to alter that form.

A shardmind's animating force glows dimly from within each of its component shards, emanating most brightly from where the eyes of a humanoid would be. This inner light sheds dim light in a shardmind's space, but a shardmind can squelch the light with an instant's concentration—in order to hide in the dark, for example.

PSYCHIC MIND

Shardminds are fragments of pure thought given life and substance. They are logical, emotionally distant, and naive to the ways of society in the world. Some approach life with innocent curiosity, eager to embrace the wealth of experiences the world has to offer, while others remain reserved and aloof, bearing a higher purpose in mind at all times. Though they often seem dispassionate, when a strong emotion seizes them, they experience it powerfully.



GATE-BORN FRAGMENTS

Shardminds are sentient fragments of the Living Gate, which once stood at the pinnacle of the intricate lattice of the Astral Sea. Beyond that gate lay the alien Far Realm. Though Ioun's power holds the portal closed, shardminds seek to rebuild the gate and forever cut off the Far Realm's ability to influence the world.

Shardminds say that the Living Gate shattered into countless fragments, and each time an awakened shardmind is killed, another one somewhere in the universe stirs to consciousness.

Although the race as a whole shares a common goal of rebuilding the Living Gate, several philosophies disagree on how to accomplish that goal. The three most important sects are the Thought Builders, the God Shards, and the Shard Slayers.

SHARDMIND NAMES

Shardmind names are not gendered, although an individual shardmind in its appearance may be more masculine or feminine.

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

SHARDMIND TRAITS

Ability Score Increase. Your Intelligence score increases by 2,

Age. Shardminds are part of an eternal spirit, but a single shard rarely lasts for longer than a few thousand years.

Alignment. A shardmind's alignment depends upon its philosophy. Thought Builders are dedicated to Ioun. They tend to be unaligned or good. Most God Shards are unaligned and revere no deity. Most Shard Slayers are evil, and many are devoted to Vecna.

Size. All shardminds stand at least 5 feet tall, with the largest shards standing 7 feet.

Speed. Your base walking speed is 30 feet.

Crystal Construct. Even though you are a sentient shard of crystal, you are a living creature. You are immune to disease. You do not need to eat or breathe, and you lack a mouth to do so.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Psychic Resonator. You lack a mouth to speak. Your psychic resonance gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. A creature understands you only if the two of you share a language.

You may instead vibrate on a frequency that can send telepathic messages to all creatures within 30 feet. You may also perform the verbal components of spells this way. You can be heard vibrating from up to 100 feet away.

Shard Swarm. As a bonus action you loosen your mental grip on your physical form, distracting your foes with a swarm of shards. You then re-form elsewhere. Your body explodes outward in a 5 foot radius, dealing piercing damage equal to 1d8 + your Intelligence modifier. You then re-form up to 15 feet away from the spot you dispersed in. Once you use this trait you can not use it again until you finish a short or long rest.

Languages. Shardminds speak, read and write Common and Deep Speech.



THRI-KREEN

OUR YOUNG ENGAGED IN GAMES OF STALK, and we ate as we wanted to, drinking water from our skins and leaving the fresh water near the circle for the larvae, though we would fill the skins the next morning. The surviving hunters, including those who had not hunted crodlu that day, gathered in tik-dul, the hunt-dance, to celebrate and to prepare for the next hunt. A pair of kreen began making the tik-dul rhythm, striking crodlu bones on gythka shafts. The rest of the kreen talked and made tools and art. I traded a pretty stone to Grej, and she painted the back of my thorax with the symbol for good hunting. Tolth selected guards and scouts for the night, and decided to scout herself as well. We talked and practiced weapons until first light, when we ate again and prepared for the hunt.

-from an account by Klik-Chaka-da, transcribed from the tale of Chark-Gath-gaal, a Jeral thri-kreen of the Tyr Region

Thri-kreen are a mantislike race of hunters that travel in packs across the grasslands or underground areas. They are reclusive and alien to most other creatures that share the plains with them. Their physical nature and aggressive hunting tactics make them superior in the region, but thri-kreen do not usually attack other sentient creatures without provocation.

MANTIS MEN

A thri-kreen looks like a bipedal praying mantis, between 5 and 7 feet tall. Of the six

limbs protruding from a thri-kreen's midsection, two are used for walking, and each of the other four ends in a four-fingered, or sometimes in a claw-like hand. A sand-colored exoskeleton covers an adult thri-kreen's body. Two compound eyes, two antennae, and a complicated jaw structure, which includes a pair of wicked mandibles, give the head an insectlike appearance. The typical thri-kreen wears a harness, belt, and slings for holding its equipment, but no other clothing or armor.

ALIEN PSYCHE

Thri-kreen have no solid personalities as humans would define them. Unpredictable in everything they do, thri-kreen do not evidence much emotion in their behavioral patterns. Their faces are incapable of exhibiting most feelings, but agitation does show in the rapid motion of antennae and mandibles. The focus of the thri-kreen is always on survival, and they respect only prowess and strength.

Thri-kreen neither seek nor shun contact with other races. They simply exist with other species and share territory so long as others do not begin to over hunt an area or waste precious resources. If a thri-kreen pack perceives interlopers as a danger, they attack relentlessly, heedless of their own safety, until the threat is either driven off or slain. Lacking any sense of honor or loyalty, thri-kreen are a hard species with which to negotiate.



INSTINCTUAL AMBIVALENCE

While thri-kreen are not needlessly cruel or evil, they do not go out of their way to help others. Simple existence and survival rule the thri-kreen way of life—the strong live and the weak die.

HUNT FOR SURVIVAL

Thri-kreen lack devotion beyond the convenience of joining with exceptional hunting companions. Thri-kreen have no traditions of their own and see little value in those of others.

Thri-kreen have no established religious practices. However, some of them have become attuned to the hunting and resource aspects of nature deities, such as developed druidic spellcasting abilities.

THRI-KREEN NAMES

Thri-kreen speak their own language, which is composed of clicks and snaps of their mandibles. Thri-kreen make no distinction between male and female names, and they have no surnames

Thri-kreen Names: Chit'al, Drik-chkit, Gulnik, Kiktul, Klaktuk, Krik, Pok, Ptekwe, Tal'tich, Tilnak, Tik-tik

THRI-KREEN TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Thri-kreen live lives that range from 40 years to almost 80 years. They mature quickly when they are born and quickly become warriors in their own right.

Alignment. Kreen are spontaneous in most of their actions, and tend towards chaotic neutral.

Size. Thri-kreen are between 5 and 7 feet tall and weigh between 100 and 375 pounds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Standing Leap. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start. Starting at level 11 you may add a number of feet equal to half your Dexterity score to these distances.

Tough Exoskeleton. While you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

Multiple Limbs. You have four arms.

Designate one as your main-hand, and one as your off-hand. You can use your other extra arms to interact with items weighing up to (5 + your strength modifier) lbs. In addition, you can interact with one additional object or item as part of your turn using these extra limbs.

Your extra arms can only wield light one-handed melee weapons, and when using your extra arms to attack while they hold weapons you do not add your ability score to the attack roll or damage. When wielding a shield with an extra arm, you do not receive any benefits. The extra arms are not coordinated enough to perform somatic components of spells accurately.

Paralyzing Bite. Your venomous jaws, and your pair of mandibles are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

As a bonus action, you may also try to paralyze a creature with your bite. The creature must make a Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success. The DC for the save is equal to 7 + your Constitution modifier + your proficiency bonus. A thri-kreen only produces enough poison for one paralyzing bite per day.

Sleepless. Thri-kreen don't require sleep and can rest while remaining alert and performing light tasks. You must spend 8 hours resting in this way to gain the benefits of a long rest. In addition, magic can't put you to sleep.

Languages. You can speak, read, and write Common and Thri-kreen.

VALKYRIE

*Now awful is it to be without, as blood-red
rack races overhead; is the welkin gory
with warriors' blood as we valkyries
war-songs chanted. Well have we chanted
charms full many about the king's son:
may it bode him well! Let him learn them
who listens to us, and speak these spells
to spearmen after. Start we swiftly with
steeds unsaddled—hence to battle with
brandished swords!*

-The Song of the Valkyries

Valkyries, often called storm angels by the ignorant, soar through the skies of Ysgard seeking battle with the plane's most valiant warriors. Fearless paragons of martial prowess, valkyries thrill at combat and fight worthy foes at every opportunity. Although prone to disobedience, valkyries often serve deities of war as messengers and enforcers.

SEEKERS OF GLORIOUS COMBAT

Valkyries live on all the layers of the Heroic Domains of Ysgard. This plane of constant battle, death, and resurrection is their favored home. On Ysgard, valkyries test their fighting skills against any creature, regardless of its power, and they are even willing to fight less worthy foes, secure in the knowledge that both they and their opponents will arise from death to fight again.

SISTERS OF BATTLE

Valkyries are always female. Valkyries instinctively recognize each other as siblings of a sort, and this sisterhood causes them to feel a sort of camaraderie with one another. On their home plane of Ysgard, this camaraderie becomes blurred as the valkyries fight one another regularly and often participate in the celebrations in the Hall of the Valiant. Yet on other planes, valkyries rarely fight one another, preferring to work together to find brave opponents or to serve a great fighter.

BORN OF CRIMSON FLOWERS

Valkyries come into being when a deity's battle-shed blood falls on the hallowed grounds of one of Ysgard's layers. If the deity lived through the combat, the blood it lost to the earth sprouts glory flowers on the following dawn, carpeting the landscape in glowing blood-red blossoms. The short-lived glory flower's blossoms are prized components in magic items. Should the glory blossoms be left undisturbed until the following dawn, the glow they emit builds to an almost blinding crimson light as they die, and a valkyrie appears when the light is most intense. The newly born valkyrie seeks out its parent deity to serve it. Most valkyries in service to a deity serve a god or goddess that lives on the plane, but such service rarely lasts more than a hundred years of a valkyrie's long life due to their independent natures.





CURATORS OF WAR

Often, valkyries happen upon a battle and observe the combatants from the air or from hiding. The valkyries then swoop down to “rescue” skilled fighters from the melee, taking them to a safe place where they can recuperate and ready themselves to do battle with their saviors.

Valkyrie tirelessly search for battles, and by challenging and killing a society's best warriors, they might also take that society's best hunters. This rarely has a direct effect on local ecology, but in harsh lands it can have significant effects on the communities left without their best food gatherers. The dissolution of those communities can then wreak havoc on the surrounding region.

LEARNED FIGHTERS

Having lived for hundreds or even thousands of years on the plane of Ysgard, valkries are proud combatants. Testing their martial skills in battle against anyone worthy forms the basis of their understanding of virtually everything, an outlook that doesn't give them much respect for the weak, or needful.

VALKYRIE NAMES

Some valkyrie names may be descriptive of the roles and abilities of the valkyries. For example, Geirdriful means “Spear-flinger”.

Names: Brynhildr, Eir, Geirdriful, Göll, Göndul, Hildr, Hrist, Kára, Mist, Ölrún, Róta, Sigrún, Sköglul, Skuld, Prima

VALKYRIE TRAITS

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

Age. Valkyries are beings of the upper planes and can live for thousands of years, but few survive that long outside Ysgard.

Alignment. Valkyries value honor and glory in combat. They tend towards Lawful good, but have been known to become evil.

Size. Valkyrie stand over 5 feet tall, few are taller than 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ysgardian Training. Years of combat on Ysgard's endless battlefields have trained you to be quick and accurate with the point of a spear and deadly on horseback. You gain proficiency in spears and the animal handling skill.

Charge of the Light Brigade. If you move at least 20 feet in a straight line towards an enemy you can use your bonus action to make a single weapon attack with advantage. If the lower of the two rolls would also hit the creature, and the creature is large or smaller, it must make a saving throw equal to $8 + \text{your Strength modifier} + \text{your proficiency bonus}$ or be knocked prone. After you use this trait, you can't use it again until you finish a short or long rest.

Emissary of Ysgard. Any creature you ride begins to fly 5 feet above the ground. The creature gains hover and a fly speed equal to its ground movement, if it has one. It cannot however, fly any higher than 5 feet off the ground. This means the creature can cross or stand above non-solid or unstable surfaces, such as crossing water or uneven ground. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Take to the Skies. Once you reach 5th level, you can cast the *fly* spell on your mount once per day. You must be riding your mount for it to fly in this way.

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

WEMIC

A DEEP ROAR SOUNDED ACROSS THE PLAIN, followed by growling, the pounding of stone, clattering of wood, and then silence as Kultan's spear drove deep into Ulmit's chest, and Ulmit moved no more. Kultan roared again, and raised the bleeding body above his head as he emerged, victorious, to the cheers of the tribe that he could now call his own.

-Bert Lahr, *Plains of War*

Wemics are centaurlike creatures with the upper torso of a humanoid atop a lion's broad shoulders. Dusky golden fur covers them from head to tail. Their tails feature a brush of black hair, and the males have a long black mane. Wemics' faces are a mixture of humanoid and leonine, and their golden eyes have the slitted pupils of a cat. Their ears are set high on their heads. All six of their limbs end in retractable claws.

NATURAL PRIDES

Wemics live in harmony with nature, uncivilized and proud of it. They are a noble people and are among the most skillful hunters in all the realms. Wemics learn to hunt and fight from a very young age. Life as a wemic is simple. Most of the day is spent playing around, basking in the sun, or hunting for food.

WEMIC TRAITS

Ability Score Increase. Your Strength score increases by 2.

Age. Wemics remain children for only five years, and live about 50 years on average. Most wemics die in dangerous hunts on the savanna long before age can take them.

Alignment. As creatures of a beast-like nature, most wemics tend towards neutrality.

Size. From head to rump, wemics are 10 to 12 feet long, and they stand 6 to 7 feet tall from their front paws to the tops of their heads. They weigh around 600 pounds. Your size is medium.

Speed. Your base walking speed is 40 feet.

Darkvision. 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.

Wemic Training. You have proficiency with one simple weapon, shields, and the Athletics and Survival skills.

Claw. Your sharp claws are natural weapons, which you can use to make unarmed strikes. If you hit with your claws, you deal slashing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

These unarmed strikes can be performed with any of your six limbs, and making an unarmed strike with your claws does not require a free hand.

Pounce. When you make a running long jump, you cover a number of feet equal to twice your strength score. If you land within 5 feet of a creature, you may make a single unarmed strike against that creature with your claws as a bonus action.

Large Quadruped. As a large quadruped, you have advantage on checks and saving throws made to resist being knocked prone. You have a carrying capacity two times greater than normal for your Strength.

You must eat four times as much and drink twice as much as a human. You cannot wear most armor that is not designed for you, and you cannot wear boots or footwear designed for humanoids.

If you are using a grid you take up two 5x5 squares on the grid.

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



WIGHT

Jaltain fell to the ground, sundered by the sword of the foul wight. Our holy protector was slain, and lay a pool of his own blood. Behind the wight, there was a movement, and Jaltain's golden armor stirred.

I called to Jaltain to strike the killing blow, but he did not respond. Instead he silently charged towards Nalia with his sword raised. Uncaring to her cries the paladin who had protected Nalia with his body, and had loved her for a time struck down Nalia, his blade rending her flesh with blow after blow. His eyes were grey and empty, and I knew Jaltain was gone. I was alone with the dead now.

-S. K. Leighton, *Crypt of Almar*

A wight is an undead creature given a semblance of life through sheer violence and hatred. They can drain the life energy out of victims by touch, turning them into zombies upon death. Wights appear as a weird and twisted reflections of the forms they had in life.

VENGEFUL DEAD

Having met a cruel and undeserved end, you have returned to the realm of the living. As a wight, you thirst for revenge against those who wronged you in life. Wights possess the memories and drives of their formerly living selves. They will heed the call of whatever dark entity transformed them into undead, swearing oaths to appease their new lord while retaining their autonomy. Neither dead nor alive, a wight exists in a transitional state between one world and the next. The bright spark it possessed in life is gone. When a wight attacks, this life essence glows like white-hot embers to its dark eyes.

RETURNED TO LIFE

The wight race may look like another race depending on the race of the wight in life, but becoming a wight replaces that race's traits.

Your DM might also allow you to take this race for a slain character. In that case, your character rises from the dead with its original race replaced (or with the necessary modifications made to its base traits), filled with a determination to seek vengeance.





WIGHT NAMES

A wight is almost always named whatever they had been called in life.

WIGHT TRAITS

Ability Score Increase.

Constitution score increases by 1. One ability score of your choice increases by 1.

Age. As a returned humanoid, you can live for many centuries.

Alignment. All wights seek vengeance on the living. Most wights are evil, but a small minority are neutral, and even fewer good.

Size. Your height is whatever your height was in life. Your size is Small or Medium.

Speed. Your base walking speed is 30 feet.

Necrotic Resistance. You have resistance to necrotic damage.

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.

Undeath. You are immune to disease and the poisoned condition. You do not need to eat or breathe, but you can ingest food and drink if you wish.

No Rest for the Dead. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Life Drain. Once per short or long rest you may make a special melee attack by touching a creature. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid killed in this way becomes a zombie (MM) with a maximum number of hit points equal to the humanoid's CR multiplied by 4. You can command this zombie to act with a bonus action. You can only have 1 zombie at a time.

Undead Endurance. When damage reduces you to 0 hit points, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. Once you use this feature, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write any language you could in life.

WILDEN

THIS WORLD COULD NOT BE A GROVE until these aberrations that plague the hearts of mortal men are destroyed. For the monsters in their hearts wander the borders of the realms, and echo a terrible call into the fey realm. Echoes amplified in the magic of the realm. They poison the light, and wrap choking vines around our world.

This is why my people were born. The great spirit placed within us the seeds of power. Seeds to nurture into a mighty tree that will stand tall, unwilting in the seasons. Together, we shall guide them, to ascend the tree of the planes.

—T. R. Eberd, *The Green Border*

Wilden are fey creatures with plantlike characteristics. Their bones are hardwood, and their supple, barklike skin trails into viny tendrils and a cloak of leaves, which drapes across the back. The wilden emerged from the unspoiled reaches, ancient bogs, and primeval forests of the Feywild. Awakened to fight the growing corruption plaguing the land, they strive to restore the natural order and to purge aberrant horrors from the world.

ASPECTED SPIRIT

Within each wilden lies nature's spirit, and all can manifest this spirit in different forms called aspects. Each aspect triggers a physical transformation, reflecting the purpose for which the wilden were created. A wilden in the aspect of the ancients has eyes and leaves of stark white. In the aspect of the destroyer, jagged spurs break through the wilden's skin, and his or her eyes darken to a lustrous black. The hunter's aspect camouflages a wilden's body with alternating green and brown patterns, while his or her eyes take on a bright emerald color.

Wilden can experience shifts in personality when they assume their aspects. They become thoughtful and cautious when in the aspect of the ancients, aggressive in the aspect of the destroyer, and secretive and withdrawn in the aspect of the hunter.



ONE WITH NATURE

Individuality has no place in a wilden's life. Wilden display differences in personality and appearance, but all wilden regard themselves as parts of a greater whole. When speaking of themselves, wilden use the plural, saying "we" instead of "I." Wilden have no kingdoms or cities, but they regard all of nature as their home.

WILDEN NAMES

Wilden tend to be named like the bark on their skin, their names wrapping and curling around in strange patterns.

Male Names: Banmarden, Fiddenmar, Durmindin, Kettenbar, Midnorten, Rodmennar, Vennerzad

Female Names: Dannamai, Ennimbel, Kalkennash, Nementah, Shallahai, Tellorda, Zazenna

WILDEN TRAITS

Ability Score Increase. Your Wisdom, Constitution, and Dexterity scores each increase by 1.

Age. A typical wilden lives more than a century, their body moving through the seasons as they age.

Alignment. Wilden are often staunch defenders of the natural order. Very few wilden are not good aligned, and evil wilden are ostracised with great prejudice.

Size. Most Wilden stand over 5 feet tall, but under 6, and rarely weigh more than 200 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Hardy Form. Once per short or long rest, when you make a saving throw you may harden yourself to an effect. You have advantage on the saving throw, and if a successful saving throw would reduce damage, it instead negates the damage.

Nature's Aspect. Whenever you complete a long rest, choose one of the following aspects of nature to manifest. You may use an aspect's power once, and cannot use it again until you finish a short or long rest.

Aspect of the Ancients: When you hit a creature with a melee weapon attack, you may use your reaction to vanish and teleport up to 15 feet, marking the creature. You gain advantage on attack rolls you make against the marked creature before the end of your next turn.

Aspect of the Destroyer: When an enemy attacks you or an ally adjacent to you, you may use your reaction to move up to your movement speed and make a melee attack against that enemy. If your attack hits, the target is also incapacitated until the end of their next turn.

Aspect of the Hunter: When an enemy within 10 feet of you moves more than 10 feet away from you on its turn you may use your reaction to immediately move up to 15 feet and mark that enemy. The next attack you make against the marked enemy deals additional damage equal to half your level, and the enemy does not benefit from cover or concealment if you attack it at range.

Languages. Wilden speak, read, and write Common and Sylvan.

