



SCALES & FUR

A Race Folio

DUNGEONS & DRAGONS

Six new races for creating characters
in the world's greatest roleplaying game

CREDITS

DESIGN

Scales & Fur was designed by Fey Rune Labs, and written by Dave Eisinger & Josh Harrison. Visit feyrunelabs.com for more homebrew and tools like CharForge, a robust 5E character sheet generator built in Google Sheets.

The leonin's roar ability was based off of a draft of a lionfolk race by u/Kamuisynchronize; the rest of the race was designed from scratch.

The majority of the text for spellscales was taken from the 3.5e source book *Races of the Dragon*, and was edited down for length and consistency with 5e. The stats for spellscales are of course new, and are an attempt to port over their changeable nature without needing a dozen subraces.

LAYOUT

Dave Eisinger

COVER ART

[Title Unknown], by Kekai Kotaki

INTERIOR ART

Page 3: Composite Image, assembled from

[Title Unknown], by Slence

Unknown

"Tree", by Chillalord

Page 4: "Ajani Posting" by Anna Steinbauer

Page 6: "Redwall Races: Otters" by Chichapie

Page 8: "Odin's Daughter" by Pawnattack, with edits

Page 10: [Title Unknown], by Kekai Kotaki

Page 12: Unknown

VERSION 1.1

Published on r/UearthedArcana & feyrune labs.com on July 25, 2018

CONTENTS

SCALES & FUR

3

Dryad	3
Leonin	4
Luterra	6
Spellscale	8
Ursine	10
Vulpine	12

ABOUT

This document began out of a deep desire of mine to have a leonin race available for Fifth Edition D&D. That was then taken as an excuse to add ursine, because if lions, why not bears? Then Josh wanted dryads, so we added dryads, and then since it seemed like we were doing a bigger thing now, I thought it might be a good opportunity to port spellscales over from 3.5e. Then I realized foxes were super cute and needed to be in here, and then at the eleventh hour my wife pointed out that otters were really cute too.

So here's the result. We hope you can gain some enjoyment from adding these races to your games and create some new stories worth telling down the line. Although leonin (which we first published on their own several months back) have seen a bit of playtesting, the others have only been on paper up till now. We believe them to be well-balanced and flavorful, but would love to hear your feedback on either topic.





DRYAD

Travelers entering a forest might catch a glimpse of a slender form flitting through the trees. Warm laughter hangs on the air, drawing those who hear it deeper into the emerald shadows. Although most tales of dryads describe them as leafy, feminine forms, male dryads do exist as well.

TREEBOUND

Powerful fey will sometimes bind lesser fey spirits to trees, transforming them into dryads. This is sometimes done as a punishment when the fey spirit falls in love with a mortal and that love is forbidden.

A dryad can emerge from the tree and travel the lands around it, but the tree remains their home and roots them to the world. As long as the tree remains healthy and unharmed, the dryad stays forever youthful and alluring. If the tree is harmed, he or she suffers. If the tree is ever destroyed, the dryad descends into madness. As a result, most dryads remain close to their own tree in order to protect it, acting as guardians of their woodland demesnes.

Rarely, however, some circumstance may push a dryad to leave its forest behind for a time in order to combat something that he or she sees as threatening their woodland home—and more specifically, their own tree. Such instances are unusual, typically requiring the threat to be either specifically directed at the dryad's tree, or so large in scope that the entire forest would be in danger.

In a very real sense, dryads *are* creatures of the woods, and this allows them to speak with plants and animals, as well as teleport from one tree to another to lure interlopers away from their groves. If pressed, a dryad can beguile humanoid with her enchantments, turning enemies into friends, and they also know a handful of useful spells.

LONESOME GUARDIANS

Since dryads are created rather than born, there is no real concept of a dryad society. Although in some instances they may interact with each other if they happen to inhabit the same woodland, it's more common for a dryad to spend its time with

nearby animals and the trees, whom they regard as the wisest and most sacred of creations.

Given their attachment to forests, dryads do not often interact with other sapient races. They are more likely to find friends among elves, firbolg, and druids, usually treating others with suspicion or even fear.

One further hardship for a dryad among other civilizations are the concepts of firewood and timber. A dryad that sees a tree being cut down equates the experience to witnessing a murder. It can talk to that tree, hear its wisdom and ancient knowledge, understand how it nourishes the earth and is nourished in turn. As a result, dryads may sometimes commit desperate and wild acts to protect trees in ways that seem illogical to many other races.

DRYAD NAMES

Most dryads have names that are fey in nature—some retain their old names from before their existence as dryads, although many do not remember their previous lives and instead choose new names, usually Elvish ones. (see pages 22-23 of the *Player's Handbook* for examples). Given their lack of society, dryads have little use for surnames, but on the rare occasion when they choose one, it is usually a portmanteau of two or more words related to nature.

Dryad Surnames: Ashflood, Autumnbreeze, Bramblenight, Fernpath, Hollowgrass, Lillyleaf, Loamsoil, Oakroot, Rainflower, Riverbranch, Snowtrack, Springtree, Summerweed, Suntoss, Thistlebole, Thornmoss, Waterfield, Willowbush, Windseed

DRYAD TRAITS

Your dryad character has a number of traits in common with all other dryads.

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

Age. A dryad lives as long as the tree to which he or she is bound, which may be hundreds or even thousands of years.

Alignment. By and large dryads tend toward neutrality, seeing the passing events of history as the simple course of

nature. Things that go against nature—such as undead, blight, or hellish creatures—usually earn the hatred of dryads.

Size. Dryads are slender and graceful, about the same size as elves or shorter humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Forest Magic. You know the *druidcraft* cantrip.

Speak with Beasts and Plants. You can communicate with beasts and plants as if you shared a language.

Tree Stride. Dryads have an incredibly strong affinity with trees, and can with some expended effort can travel between them. You can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger. Once you use this ability, you must complete a long rest before you can use it again.

Fey Charm. As an action, you can target one humanoid or beast that you can see within 30 feet of you. If the target can see you, it must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus), or be magically charmed, as if affected by the *charm person* spell. You can't use this trait again until after you complete a short or long rest.

Treebound. Your life essence is bound to one specific tree. As long as that tree lives, so do you, but harm conferred upon the tree similarly extends to you. If your tree is destroyed, you immediately fall into crippling madness, as if affected by the *feeblemind* spell, for 24 hours. After this initial shock, you gain a new character flaw from the *Indefinite Madness* table (see page 260 of the *Dungeon Master's Guide*). The effects of *feeblemind* can be cured in the same ways as the spell, but your indefinite madness can only be cured by binding yourself to a new tree, or by the *wish* spell.

If your tree dies and you do not bind yourself to a new tree within 30 days, you die, and a tree often grows where you fell or were buried.

It is possible for you to become bound to a new tree by performing a woodland ritual that takes one day. This involves stitching a piece of the new tree's bark onto your skin (which merges with you over time), emptying an ounce of your blood onto the roots of the tree, and performing a sacred and traditional dance of the forest.

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

LEONIN

A race both beautiful and imposing, leonin are graceful humanoids that share many traits with their lesser cousins, lions. Possessing a long and storied—but also mysterious—history, leonin may be found in many different environments and walks of life.

NOBLE AND POWERFUL

Leonin command attention wherever they go, their impressive forms standing out in crowds and their loud roars marking them on the battlefield. Although there is a good deal of variation in leonin, all are larger and taller than humans, usually weighing from 200 to 300 pounds and standing between 6 and 7 feet tall.

The color of their fur and manes varies by bloodline and individual, ranging from creamy white to gold to grey. Like

NOTE TO DMs ON DRYADS' TREES

While the *Treebound* feature of dryads may seem like a ready-made plot hook, it's important to give careful consideration to the idea of destroying a dryad's tree. This is a weakness other races don't share, and dryad characters shouldn't feel singled out or punished just because they have this weakness.

A dryad's tree should only be destroyed if the event is important to the plot of the campaign, or if a battle is taking place in the vicinity of the tree and it is damaged by accident. Certain villains may also know this weakness if it is thematically appropriate—an evil druid who is creating blights and seeking to overwhelm civilization with nature would know, for instance, as might a ranger or firbolg character.

If a dryad's tree is destroyed, it's almost certainly best for the incident to be a one-time thing. Not only can it become overwrought as a plot point, but it could also become increasingly frustrating for the player of the dryad character. Remember that the end goal is always to ensure the fun of everyone at the table, and act accordingly.

humans, their clothing varies greatly by environment, both in terms of practicality for weather but also dependent on the surrounding culture.

A proud race, leonin tend to place a great deal of importance on tradition, ceremony, and maintaining appearances. Fortitude in the face of adversity is praised and admired, even if it comes at significant personal cost. For leonin living in the traditional pride structure (more common rural and wild areas than urban ones), the individual is a secondary concern, and the wellbeing of the pride is the primary consideration.

A SPLINTERED RACE

Three different bloodlines of leonin have formed over the course of history, each shaped by ancestors, environment, and history. Although not naturally contentious, these separate lines each have distinct cultures, and intermarriage between them is somewhat unusual.

The dynamic between subraces might be compared to that of aasimar or genasi cultures—each bloodline has its own distinct traits and has adapted to its own circumstances, but most leonin share the same basic approach to life. Although the differences between types of leonin are obvious, they are not imbued with any innate animosity.

THE PRIDE

The traditional social structure of leonin is built around the concept of the pride, which is often viewed as tribal by outsiders. It is, essentially, an extended family, composed of perhaps a dozen adult couples, their children, and a patriarch and matriarch that are typically the oldest of the group. A pride normally consists of between 50 and 100 leonin.

Membership in a pride only changes via births, deaths, and marriages, with unrelated outsiders being accepted into the group only very rarely and usually under unique circumstances.

Traditionally, prides are nomadic and do nearly everything as a unit—traveling, hunting, crafting, and trading together. Over time, these traditions have been held to less and less strictly, with many prides leaving behind the transient lifestyle to establish their own villages, or even join an existing one built by other races.

Royal leonin are the most likely to have left the idea of the pride behind entirely, as the bloodline that has been most integrated into the cultures and cities of other races. Grey leonin vary significantly based on their location and opportunities that arise, while wild leonin are the most likely to still function within the structure of the pride.

DUTY, PRIDE, AND THE HUNT

Leonin who take up the adventurer's life are most likely to do so out of a sense of duty, whether that be to their pride, their country, or their god. Others are driven by the thrill of the hunt—the hunt for glory in battle, for power, or even for knowledge. Some leonin are pulled by the past, keen to discover the fading secrets of their ancestors. A leonin might also set out to restore its own honor or that of its pride, or earn a place in a new pride after exile.

LEONIN NAMES

Most leonin have three names: the first, their own personal name; the second, their pride name; and the third, their ancestral family name. Pride names are often omitted in general conversation, usually only brought up when speaking with or being introduced to another leonin, and some very liberal-minded leonin have begun omitting them altogether.

Ancestral names, however, hold a great deal of weight for leonin, and particularly so for royal and grey leonin. Royal leonin keep careful track of their lineage and how exactly they are descended from their ancient kingly line, while grey leonin place prestige on being able to link themselves back up to a member of the original pride that entered the Shadowfell.

While tradition rules a leonin's two surnames, its personal name might be nearly anything; parents often choose personal names based on the trends of the time, borrowing from whatever cultures or languages appeal to them.

Male Names: Alistair, Ander, Auftael, Bosric, Coeur, Dyalic, Esaak, Hastan, Istaan, Llew, Loxley, Lyam, Nestor, Sigurd, Thenolor, Volheim

Female Names: Andrina, Astrid, Ausila, Besrana, Cecilia, Elisa, Estor, Eva, Lillian, Mariel, Nystra, Osilan, Sigrid, Symrahel, Tonya

Pride Names: Alstenfire, Darkeye, Goldmane, Greymane, Heartrock, Hellshield, Hyrio, Keensorrow, Loxfield, Nirplaen, Queensong, Raincaller, Shadesoul, Shesterfall, Whitmane, Zestmane

Ancestral Names: Aasig, Bellamie, Daniau, Eide, Evardsun, Fylcoeur, Haugen, Holm, Lachance, Nivoka, Pethari, Ruud, Sesrenet, Solemn, Svetoly, Vonteneau

LEONIN TRAITS

Your leonin character has a number of traits in common with all other leonin.

Ability Score Increase. Your Strength score increases by 2.

Age. Leonin reach adulthood around the age of 15, and generally live to be about 150 years old.

Alignment. While the disposition of a given leonin depends heavily upon how and where they were raised, in general, the traditional structure of the pride gives leonin a tendency towards law. Loners, outcasts, or those simply disenchanted with tradition might be neutral or even chaotic.

Size. Leonin average between 6 and 7 feet tall and weigh



A ROYAL LEONIN

between two and three hundred pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your strong jaws are a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Roar. As an action, you can release a terrifying roar. Any creature within 20 feet of you that can hear you must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus), or become frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can't use this trait again until after you complete a short or long rest.

Regal Presence. Leonin are physically impressive, although not all choose to channel that advantage in the same way. Choose proficiency in one of the following skills: Intimidation,

Performance, or Persuasion.

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

Subrace. There are three main kinds of leonin, which each developed over time as the result of drastically different environments: royal leonin, wild leonin, and grey leonin. Choose one of these subraces.

ROYAL LEONIN

Descended from an ancient line of now-forgotten kings, royal leonin retain an innate connection to the stately ways of their forebearers. Many of them prefer more urban environments, and their natural grace and presence make them well-suited to politics.

Royal leonin have creamy white fur; males sport a rich mane of the same color, and females have a shorter ridge of hair that begins between the ears and runs down the neck. They typically have bright golden eyes, although blue eyes are not uncommon. Wearing gold jewelry or braiding it into their manes is a common practice.

Ability Score Increase. Your Charisma score increases by 1.

Interpreter. You can speak, read, and write two extra languages of your choice, and you have advantage on Charisma ability checks made when you are the only one present who can interpret for two or more parties of creatures.

Celestial Blessing. In ages past, the royal line of your ancestors was blessed by a god. Remnants of the blessing still remain, granting you resistance to radiant damage.

WILD LEONIN

As a wild leonin, you have sharp survival instincts and are well suited to battle upon your native savannahs. Wild leonin, more than their royal or grey cousins, tend to be dedicated to the concept of the pride, often traveling long distances and making or breaking their fortunes together. Others, however, have broken with those traditions over generations, and primarily retain the physical attributes of their kind.

Wild leonin have rich golden fur; males maintain bright manes, but females have no mane whatsoever. Piercing golden eyes are dominant, and other colors are rare anomalies. They often dress in looser clothing appropriate for warm climates, and many dye these articles in bright colors.

Ability Score Increase. Your Dexterity score increases by 1.

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

Instinct. You have proficiency in the Survival skill.

GREY LEONIN

As a grey leonin, you are descended from a large pride that stumbled into the Shadowfell by accident, and remained there for several generations before returning to the Material Plane. Their time in that land left its mark, and those changes continue to be passed down.

Grey leonin, aptly, have ashen grey fur; males have dark grey, black, or rarely even blue manes, while females one dark stripe of black fur that runs along their entire spine. Many still possess golden eyes, but others exhibit stronger signs of their extraplanar history, displaying silver or even red eyes.

Ability Score Increase. Your choice of your Intelligence or Wisdom score increases by 1.

Legacy of Shadow. You know the *toll the dead* cantrip. When you reach 3rd level, you can cast the *dissonant whispers* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *shadow blade* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is either Intelligence or Wisdom, matching the choice you made for your Ability Score Increase.

LUTERRA

Luterra are humanoid otterfolk that vary in size and are agile inhabitants of coastal waters and rivers, equally happy to be on land or in water. They have a reputation for being playful and mischievous, but are great problem-solvers when they choose to be. Unsurprisingly, a great many luterra choose to spend their lives as sailors, navigators, naval officers, pirates, and the like, professions at which they excel.

KNIVES & EARRINGS

When unclothed, luterra are difficult to distinguish from otters. The primary visual differences are that luterra possess longer fingers, larger feet and slightly longer legs, and are slightly larger overall.

However, luterra are quite fond of various jaunty styles of clothing, particularly if they have no imminent plans to enter the water. When swimming, they prefer to discard clothes in favor of a streamlined form and reduced weight.

Earrings (although not dangly ones) are popular adornments for their small ears, and many wear multiple rings on their hands as well. As most luterra spend their lives near the sea or a river, a large utility knife is practically a requirement for any outfit. These knives might be any size or shape, but luterra scorn knives that place form over function—you never know when it might be needed to cut a rope or stab a sahuagin raider.

BROTHERS BEFORE NATIONS

The history of luterra as a race is largely composed of various tribal movements as borders of larger nations changed and wars, available hunting, sailing jobs, and other factors caused them to migrate from place to place.

Perhaps the most famous luterra of all was Tiago Bastos, an eyepatched pirate king who over his lifetime accumulated a fleet composed of dozens of ships and thousands of luterra to crew them. Although his ships were a terror on the sea, Bastos made just as much money by accepting bribes and protection money as he did from piracy, a racket he exploited for nearly three decades before a group of his disgruntled captains finally assassinated him. Certainly not all luterra think of him kindly, but all agree that he had a strong influence on luterra society.

On a smaller scale, luterra often form loose guilds or fellowships with others who travel and work on the same body of water. These relationships often take the form of favor-for-a-favor that might be repaid a week or a decade later.

LUTERRA NAMES

Names among luterra are usually short and simple. Middle names are unusual, although they are particularly prone to assigning nicknames to each other as the result of (often humorous) circumstances.



Male Names: Abel, Adao, Ademir, Aleixo, Breno, Carmo, Danilo, Diogo, Estevao, Gaspar, Gil, Iago, Jordao, Lucio, Marcio, Martin, Mauro, Pio, Raul, Roldao, Simao, Tiago, Tomas, Valente, Zeze

Female Names: Agueda, Alda, Aline, Amalia, Betania, Brigida, Cassia, Cloe, Delia, Ema, Eneida, Flori, Gilda, Iria, Isabela, Jovita, Livia, Maia, Marii, Nela, Rosana, Silvia, Tais, Vanda, Zita

Surames: Almeida, Alves, Andrada, Barros, Bastos, Braga, Carvalho, Coimbra, Faria, Gomesta, Luz, Neves, Oliveira, Pacheco, Pereira, Reis, Ribeiro, Serpa, Servia, Soares

LUTERRA TRAITS

Your luterra character has a number of traits in common with all other luterra.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Luterra age at about the same rate as humans, although they mature faster and reach adulthood at around 10 years old. They usually live about 75 years.

Alignment. Luterra are playful and adventurous and are usually chaotic, although there are exceptions, particularly when raised near other races or cultures.

Red at Night. Luterra spend a great deal of time in the water, and have learned to pay attention changes in weather and animal behavior. You gain proficiency in the Nature skill.

Water Born. You're naturally adapted to cold climates, as described in Chapter 5 of the *Dungeon Master's Guide*, and you have resistance to cold damage. Additionally, your fur is exceptionally buoyant, and you cannot sink in water unless you choose to do so.

Stealthy Swimmers. Luterra are sleek and agile swimmers, and can move through water easily without being seen. When your entire body (or all but your head) is submerged, you can take the Hide action as a bonus action, and you have advantage on the check to do so.

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

Subrace. There are three types of luterra: jungle luterra, river luterra, and sea luterra. Choose one of these subraces.

JUNGLE LUTERRA

The largest variety of the race, jungle luterra tower over their cousins by a significant margin. Although they tend to prefer rivers to the open seas, barges to ships, and warm climates to cold, they can found to some extent far and wide, plying their trades.

Ability Score Increase. Your Wisdom score increases by 2.

Size. Jungle luterra are much larger than their cousins, standing about five and a half feet tall and weighing an average of 100 pounds. Your size is Medium.

Speed. Jungle luterra are equally as quick on land as in the water. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

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

RIVER LUTERRA

Although like their larger cousins in respect to preferring rivers to seas, river luterra are usually about two feet shorter, thrive in temperate or even cold climates, and are swifter in the water. They tend to get along well with halflings and share a love for smoking good tobacco.

Ability Score Increase. Your Intelligence score increases by 2.

Size. River luterra stand about three feet tall and weigh an average of 30 pounds. Your size is Small.

Speed. River luterra are speedy in the water, but slower on dry land. Your base walking speed is 25 feet, and you have a swimming speed of 40 feet.

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

SEA LUTERRA

Although not the largest of the species, sea luterra are certainly the heartiest, as they frequently brave the cold ocean currents and over the centuries have adapted to be completely amphibious. Sea luterra love the feel of the sea breeze and crashing waves above all else, and only reluctantly leave open water or coastal areas.

Ability Score Increase. Your Constitution score increases by 2.

Size. Sea luterra stand about four feet tall and weigh an average of 40 pounds. Your size is Small.

Speed. Sea luterra are speedy in the water, but slower on dry land. Your base walking speed is 25 feet, and you have a swimming speed of 40 feet.

Amphibious. You can breathe air and water.



SPELLSCALE

Among the humanoid races, spellscapes are the most creative, experimental, and varied. Most generalities about spellscapes collapse under examination, because each spellscale displays a unique philosophy and behavior. What's most true of them as a group is that these dragonblood humanoids have a very strong racial inclination toward sorcery.

It has long been known that many sorcerers have dragon blood in their veins. For the majority of these individuals, their spellcasting abilities are often the only hint of their draconic heritage, but sometimes the evidence is clearer.

Occasionally, when two humanoid sorcerers produce a child, the infant displays decidedly draconic features and physiology. The child is, in fact, a spellscale rather than a member of either of the parents' races.

SPLENDID APPEARANCE

Spellscapes exhibit all the best characteristics of dragons in a compact humanoid form. Their skin, formed of lustrous scales, comes in a wide variety of hues, including nearly every

color of the rainbow. No spellscale is merely one color, but each displays a rich spectrum of variants on his main color. A spellscale who is primarily green might have patterns of a deeper, forest green over his body, fingernails and toenails of a slightly lighter green, and eye ridges and nostrils that are a deep greenish aquamarine. The coloration is complex, making a spellscale look much more elegant than other scaled humanoids such as kobolds or lizardfolk.

Unlike most other humanoid races, spellscale females tend to be larger than males. Spellscapes stand as tall as short humans, with little difference in weight between the sexes.

Spellscapes dress eccentrically, but their effusive charm enables them to create pleasing looks. The fashions and stylings they use are clearly and purposefully unconventional. Every aspect of dressing is a variable with which spellscapes experiment.

PERPETUALLY CURIOUS

Spellscapes are perpetually curious and full of wideeyed wonder at the beauty and diversity of life. They seek encounters of all sorts to broaden their understanding. Anything and everything can attract a spellscale's curiosity.

No matter how objectively lovely or horrific an object, creature, or experience is, it merits deep attention. The myriad colors of a sunset, the whorls and patterns on a human's fingertip, the fur and feathers of an owlbear, even the diversity of sizes and shapes of a gibbering moulder's many maws—all these phenomena are unique, noteworthy, and attractive to a spellscale who might later incorporate these details into song, art, or even dance.

Despite spellscapes' deep-seated curiosity and fascination with exploration, they do not act foolishly. Although one might admire the fur and feathers of an owlbear, he has the common sense to render the creature harmless before examining it in detail.

Most spellscapes spend part of each day in introspection, examining the physical, mental, and emotional changes their recent experiences have wrought. They then focus their energy upon the coming day and prepare to face it by dedicating themselves to one of the draconic gods or aspects.

SOCIETY & CULTURE

FAMILY

Spellscapes don't hatch from eggs. They enter the world as live births. Like most other children, spellscapes have a strong and abiding affection for their birth families, especially their mothers. It's a connection of both blood and emotion. They sometimes honor, sometimes disobey, occasionally even hate, but ultimately and always deeply love their parents, siblings, and children.

RITUALS

Spellscapes place a strong emphasis upon ritual. Each spellscale adopts a personalized, precise way to accomplish any task. What is done and the way in which it is done is highly individualized, but these ritualistic behaviors are as short-lived as any other of a spellscale's interests.

PHILOSOPHY

Spellscapes place a strong emphasis on the individual, even above the community. They hold self-realization as a major motivation. The world offers so much to experience, to learn, and to feel.

Spellscale philosophy states that, since every individual occupies a unique physical place in the universe, no two individuals can ever have exactly the same experience. Everyone stands in a different place, making his angle of perception different from that of every other.

Spellscapes extend this philosophy of unique placement to the social, emotional, and intellectual dimensions. The differing vantage points of each individual are what make him or her unique. Spellscapes value these differences and explore them both through their daily meditations and through seeking a diversity of actions and experiences. They call this "following one's blood."

RACIAL VIEWS

Spellscapes view members of most other races as too limited in their perspectives and pursuits. No other race has the spellscapes' natural inclination for sorcery. No other race finds the entire world so fascinating.

That said, they do share an empathy and kinship with other dragon-descended races. They think dwarves are slow—but

reassuringly so; elves, meanwhile, are thought of graceful, free spirits who are rightfully interested in magic but too pedantic and academic about its study. Gnomes are seen as simply odd, while half-elves are charming & resourceful. Half-orcs are crude and boorish but physically fascinating; while halfings are agreeable storytellers that spellscapes can appreciate. Humans appeal the curiosity of spellscapes, who treat them with fond tolerance.

SPELLSCALE ADVENTURERS

Of all the wondrous aspects of the world, the most exquisite is magic. Spellscapes feel the pull of their dragon blood toward the magic that suffuses their very beings. Magic sings and thrums throughout the multiverse, but it resonates more strongly and purely in the spellscale race than it does in any other humanoids.

This propensity toward sorcery, along with their natural curiosity, leads many spellscapes into the life of an adventurer. Some may join arcane organizations, while others find more satisfaction in being part of a mercenary group, national army, or treasure hunting party. As spellscapes are interested in anything new and unfamiliar, convincing one to join on a venture is often fairly easy.

SPELLSCALE NAMES

Spellscapes born to spellscale parents usually are given elaborate names in Draconic. Their names reflect their parents' philosophy and interests at the time of the child's birth. It's typical for these names to be idiosyncratic. Many a spellscale has a name or part of a name that translates from Draconic into odd aphorisms such as "Diamonds Are Forever" or "Barbarians Are Butch," haughty statements such as "Daughter of the Master of the Illusion School" or "Prettiest Child," or even moment-dependent sentiments such as "Rainy Season" or "Blooming Daisies in a Vase on the Windowsill."

Spellscapes born to nonspellscale parents have names of normal sort for members of their parents' race. A spellscale daughter born to an elf might be named Qillathe Liadon, while one born to a half-orc sorcerer might be called Ownka or Shautha.

Spellscapes value their individuality and have distinctive personalities. Along with that individuality comes more than a touch of egotism. Most feel very strongly about their names and representations of their identities. They enjoy fame and recognition. Because of this, they never abandon their birth names and family names, though they might add monikers they earn such as "the Brave" or "the Talented."

SPELLSCALE TRAITS

Your spellscale character has a number of traits in common with all other spellscapes.

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

Age. Spellscapes mature quickly compared to other humanoids, often starting their adventuring lives earlier than members of most other races. They reach adulthood at approximately 12 years old, and can live to be 140-160 years old.

Alignment. Spellscapes are great experimenters. They feel that change is a natural outcome of experience. As part of

their lives and personal growth, they often try out different worldviews, philosophies, and alignments. Spellscalers are also tolerant of other worldviews. While each makes determinations about what is good or right for him or her as an individual, spellscalers don't usually seek to apply this philosophy outwardly. For a spellscaler, right and wrong is a personal matter.

Size. Unlike most other humanoid races, spellscaler females tend to be larger than males. Spellscalers stand as tall as short humans, with little difference in weight between the sexes. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your draconic heritage, you have improved vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Blood Quickenig. Over the course of a short or long rest, you may spend some time meditating upon one aspect of your dragon ancestors. When you do so, you select one skill. At any point before your next short or long rest, you may choose to gain advantage on one check using that skill. Once you have used this ability, you cannot do so again until you meditate during another short or long rest. Even if you do not use the ability, you must still meditate to regain it.

Firetouched. You know the *create bonfire* cantrip. Charisma is your spellcasting ability for it.

Draconic Protection. You have resistance to fire damage. Additionally, once per long rest, as a reaction, you can cause your scales to briefly harden to increase your defenses, granting the effect of the *shield* spell. Once you have used this ability, you cannot do so again until you have completed a long rest.

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

URSINE

Reclusive but powerful, ursine are humanoid bearfolk that tend to keep to mountain villages, tranquil forests, or the cold tundras & wilderness far from civilization. Although their appearance may scare some off, some races and personalities find their calm and easy-going ways refreshing—an opinion sometimes shaken when an ursine is provoked.

THREE FURS

Ursine have been shaped by their environments into three distinct subraces, each having adapted to different conditions and ways of life. Arctic ursine are the largest and sport dense insulating white fur that serves to provide both warmth and camouflage in snowy landscapes, and have narrower skulls than others.

Forest ursine are the smallest of the three, have mostly black fur, and possess claws well-suited to climbing trees in their woodland homes. Brown-furred mountain ursine fall in between the two extremes of size, although they are more bulky than arctic ursine.

Given their thick fur, ursine consider clothing to be entirely optional, most often donning garb only for religious or practical reasons. Armor is another exception, for those that make their living in dangerous professions such as mercenary work.

LEGENDS

There are many different theories about how ursine came to be, and any definite truth is lost to the ages. Some say that ursine were originally werebears cursed by a god, and eventually chose to remain in their bear forms. Others simply say ursine were created along with many of the other races, and are lesser known only because of their isolated lifestyles.

Yet others claim that the race began with Wylatha, a normal bear that supposedly befriended the avatar of Clangeddin Silverbeard and provided aid to him when he was in need. Silverbeard repaid his kindness by awakening the bear and blessing it with speech and intelligence, and this is said to be the reason for the close relationship between dwarves and ursine. Most ursine prefer this myth above others, and it is often taught by various priests and shamans.

Another legend posits that ursine in fact came first and were chosen by the gods to be shepherds of the wilds and lesser beasts, but that a group of ursine offended the gods in some terrible way. This group was struck dumb, creating the common bears everyone knows today, while the faithful ursine continued on serving the gods as shepherds.

NATURAL WANDERERS

Most ursine tend to live far from civilization, gathering together in villages nestled in the woods, mountains, or tundra, or perhaps living the nomadic life chasing rich hunting grounds or caravan contracts. They usually prefer the quiet of nature, and often find the noise and bustle of cities to be jarring and unwelcome.

This temperament has led many ursine to pursue professions that either keep them on the road or permanently outside towns, such as farmers, hunters, scouts, wilderness guides, caravan guards, sailors, druids, and more.

Ursine don't mind living in community, however, so long as those communities aren't large or crowded, and particularly enjoy living in villages or large camps that often consist of a few extended families. Family tends to be important to ursine, although they are not usually clingy—always happy to see each other, no matter how often that might be.

Free spirits, ursine put more value on independence and a wandering soul than tradition, and prize relationships above places or nations. Given the small size of most ursine groups, leaders are usually either *de facto* or non-existent, with adults or family heads discussing a situation and reaching solution together—or not, in rarer cases, which might result in one family splitting with the group and finding others with which to travel.

URSINE NAMES

Although there are no strict naming traditions among ursine (particularly as the different subraces often live in quite different environments), there are nonetheless broad trends that have remained consistent throughout the years. Dwarvish names remain popular (see page 20 of the *Player's Handbook*), as do names associated with nature in Sylvan, one of the primary languages spoken by ursine.

Male Names: Afon, Bleddyn, Bran, Brynmor, Celyn, Colwyn, Cynwrig, Derwyn, Enfys, Ffionn, Gavin, Glendower, Gwalchmai, Hefin, Idwal, Lloyd

Females Names: Aberfa, Adara, Aelwyd, Alaw, Arthes, Bledig, Blodwen, Briallen, Crisiant, Daron, Efa, Eira, Eleri, Emlyn, Epona, Glenna, Gwen, Gwylan, Hafgan, Jenna, Rhodd, Rowena, Siwan, Talar, Vanora

Surnames: Adar, Awyrlas, Cangengref, Cariadmor, Coedwig, Fryniau, Glanyrafon, Gwynt, Ilaispur, Mellt, Meysydd, Mynydd, Nantclir, Nytheryr, Taenau



URSINE TRAITS

Your ursine character has a number of traits in common with all other ursines.

Ability Score Increase. Your Constitution score increases by 2.

Age. Ursine reach adulthood at around 16 years old, and live approximately as long as humans.

Alignment. Ursine vary widely in temperament and have no inborn tendencies toward any specific alignment, and are rather the product of their particular upbringing and surrounding culture.

Size. Ursine are bulky creatures, wide-shouldered and standing between 7 and 10 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite & Claws. You are proficient with your unarmed strikes, which deal 1d6 piercing damage (for bite) or 1d6 slashing damage (for claws). If you have grappled a creature, you may use your bonus action to bite them.

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

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

Subrace. There are three related types of ursine, each with their own distinguishing characteristics: arctic ursine, forest ursine, and mountain ursine. Choose one of these subraces.

ARCTIC URSINE

As an arctic ursine, you're strong and hardy, able to withstand cold climates and seas as a matter of course. The largest form of the species, arctic ursine usually stand at least 8 and a half feet tall and may weigh up to 1,500 pounds, although the average is closer to 900. Their white fur, resplendent in civilized areas or warmer climates, can provide useful camouflage in the tundras they often call home. These areas do not provide much in the way of permanent shelter, so a nomadic lifestyle is common (a tendency they often maintain even in warmer climates).

Ability Score Increase. Your Strength score increases by 1.

Ice Born. You are naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*, and you have resistance to cold damage.

Marine Hunter. You have a swimming speed of 30 feet, and you can hold your breath for up to 15 minutes at a time.

FOREST URSINE

As a forest ursine, you are at home among the trees and traverse them with expertise. The smallest variety of ursine, they typically stand no taller than 8 and a half feet and weigh an average of two to three hundred pounds. Other races often view forest ursine as the most approachable of the three types, a trait that is likely the result of their gentler surroundings. Of all their race, forest ursine are the most likely to have permanent villages and to want to stay near them.

Ability Score Increase. Your Charisma score increases by 1.

Climb. You have a climbing speed of 20 feet.

Woodland Adept. You are most at home in forests and woods, and gain advantage on Stealth and Survival checks made in this type of terrain.

Darkvision. You have a bear's keen senses, and 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.

MOUNTAIN URSINE

As a mountain ursine, you embody the fortitude and magical spark of your homeland. Ranging from 7 to 9 feet tall and weighing an average of 500 pounds, brown-furred mountain ursine are known both for their endurance and wisdom. Druids are revered among mountain ursine, as are priests of gods of nature, such as Malar, Mielikki, Silvanus, Ehlonna, Obad-Hai, Habbakuk, Balinor, Skerrit, and even other racial deities like Rillifane Rallthil and Moradin. Although villages of mountain ursine are not uncommon, just as many choose to live their lives on the road or as members of some traveling company or order.

Ability Score Increase. Your Wisdom score increases by 1.

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

Unnatural Resilience. You know the *resistance* cantrip. Wisdom is your spellcasting ability for it.

VULPINE

Small and nimble, charming and clever, vulpine are humanoid foxfolk that can be found in any number of environments. Vulpine are a fiercely independent race, and their short lifespans inspire them to pursue their own objectives with steely determination.

SLENDER AND AGILE

The three subraces of vulpine are distinguished by the color of their fur, which is either white, grey, or red. Both grey and red vulpine have white-furred bellies, throats, and lower jaws, although this coloration is most obvious in red vulpine.

All varieties have elongated bodies with relatively short limbs, long and bushy tails, forepaws with five small fingers, furred pointy ears, and narrow and elongated skulls. Most have amber-colored eyes, although sea grey and blue eyes are not uncommon. Vulpine are thin and agile creatures, are usually three and half to four feet tall, and weigh between 25 and 40 pounds.

Although vulpine do not consider clothing necessary, many of them enjoy wearing clothes anyway for decorative purposes. The amount of clothing may vary by climate, as in hotter areas it may cause them to overheat. Even in such cases, vulpine are fond of multiple necklaces, bracelets, sashes, belts, and other accessories.

PRESENT OVER PAST

Unlike the various myths of the ursine, vulpine rarely give much thought to where they came from, thinking it much more productive to spend their energies on the present than the past. That has not stopped members of the academia from theorizing, of course, but as the vulpine have not maintained any written or oral traditions regarding the matter, their veracity is dubious at best.

Whether the race was created, elevated from simple foxes, born of a mystical union, or “maybe just barfed from a magical fire” (as they commonly joke), members of the race have managed to leave their own mark on society. Vulpine have

been famous thieves, musicians, magicians, rangers, warriors, and more, as the paragons among them seem to burn fast but blazingly bright.

FAME SEEKERS

Vulpine pregnancy lasts only two months, and kits reach adulthood after only six years. Combined with their brief lifespans, this rapid life cycle tends to instill in vulpine an urgency that many other races lack. They are eager to learn, eager to accomplish things, eager to find fame and fortune. This headlong and rapid pursuit of their goals, however, tends to make them impetuous and even reckless in the eyes of others.

Early adulthood also means that vulpine are very focused on their own individual independence and objectives. While parents are very protective of their young, once they are grown, the tendency is to push them out into the world and let them deal with life on their own. Family are not forgotten, but neither do they hold any strong allegiance among vulpine. Collectivist cultures or races seem odd to vulpine, who often don't understand how the whole can be successful if the individual is held back or unhappy.

Nonetheless, vulpine are extremely adaptable and easily adopt the customs and dress of a given region. Even if they find themselves disagreeing with certain ways, they have an uncanny ability to fit in wherever they go.



VULPINE NAMES

Names among vulpine are a fluid thing, at least until one is able to gain a reputation for something. Parents give names to their kits, of course, but those names are often changed as they grow and begin to establish their own identities. A vulpine might change their name four or five times before settling on something. A final decision is usually prompted by achieving something remarkable or gaining a reputation for a particular skill or trait—this means that they might be remembered, and any fame they gain needs to be attached to a single name for maximum impact in the history books.

The actual names vary drastically by culture and nation, and might be nearly anything. Given the vulpine tendency to choose new names and seek glory, however, these names often have a flair for the dramatic or ostentatious.

VULPINE TRAITS

Your vulpine character has a number of traits in common with all other vulpines.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although they are relatively short-lived, vulpine also grow and mature quickly. They are considered adults at approximately 6 years old, and usually live to be 35-40 years old.

Alignment. Vulpine tend to be impulsive creatures and thus lean toward chaotic alignments, but exceptions are many and varied.

Size. Vulpine are slight creatures, thin-framed and standing three and half to four feet tall. Most weigh between 25 and 40 pounds. Your size is Small.

Speed. Although short, vulpine are unusually quick on their feet. Your base walking speed is 30 feet.

Darkvision. Vulpine are comfortable in dark environments. 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 grey.

Wily. You gain proficiency in one of the following skills of your choice: Deception, Persuasion, or Stealth.

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

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

Subrace. There are three closely related types of vulpine: arctic vulpine, grey vulpine, and red vulpine. Choose one of these subraces.

ARCTIC VULPINE

As an arctic vulpine, you are particularly well-suited to life in cold regions, and are tougher than others of your race in order to survive harsh winters. Most arctic vulpine have a fur coat of pure white, although some are mottled or striped with other colors.

Ability Score Increase. Your Constitution score increases by 1.

Ice Born. You're naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*, and you have resistance to cold damage.

Alpine Camouflage. Your white fur allows you to excel at remaining hidden in certain environments. You have advantage on Stealth checks in snow, ice, or other predominately white terrain, like salt flats or volcanic ash.

GREY VULPINE

As a grey vulpine (also called ashfoxes), you are quick and clever with your hands, and also just plain clever. Grey vulpine naturally possess grey fur, although with lighter silver or white areas on their bellies, throats, and lower jaws. Justly or not, they have a vague reputation of propensity toward thievery, which some work to overcome while others embrace.

Ability Score Increase. Your Intelligence score increases by 1.

Vulpine Nimbleness. Your movement speed increases by 5 feet. Additionally, you can move through the space of any creature that is of a size larger than yours.

Artisan. Grey vulpine are quite clever with their fingers. You gain proficiency with one set of artisan's tools of your choice.

RED VULPINE

As a red vulpine, you have an innate charm and way with others...even if that way involves a bit of a magical nudge. Red vulpine have bright orangish-red fur, with white areas on their bellies, throats, and lower jaws. With a reputation for flamboyance, winning smiles, and witty banter, red vulpine make excellent bards, sorcerers, and con artists.

Ability Score Increase. Your Charisma score increases by 1.

Unnaturally Charming. You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is Charisma.