

The Ultimate EVERYTHING

Player Race Creator Book



Loot Boss

Be the best cyborg-ghost-dragon-cthulu-centaur-fairy-ghost adventurer you always knew you could be.

THE ULTIMATE RACE CREATOR

SO WHAT IS THIS?

This is the ultimate race creator! It's designed so that YOU can design any 5e playable race that you can possibly think of, with this book you can be anything, really anything.

I remember my first time playing in a TTRPG, I knew absolutely nothing about the rules or how to make a character. My friends told me to just imagine the sort of character I wanted to be and they'd help me put all the stats together. For a week I mulled over what I wanted to be without any understanding of the game's limitations. I decided I wanted to be an ogre magi, I had this image in my head of a huge brute. I wanted to juxtapose this monstrous thing that looked crude but wielded magic instead of his fists. When I finally got to the game table and announced what I wanted to be, my GM sighed and passed me a player's guide with its sad handful of typical fantasy races. I ended up playing a human wizard who was merely insane and thought he was an ogre, but it just didn't match that image I had in my head.

I've now been a GM for about a decade and have gone through multiple systems and editions. Every time I've introduced a new player to the world of roleplaying, I've had to watch them deflate as they lower their expectations just like I did. Every system I've ever played has had a big fat asterix hanging above "anything you can imagine", it's always "anything you can imagine within these harsh restraints." I hate that asterix, and with this book I'm getting rid of it.

5th edition is one of my absolute favorite systems, its mechanics are streamlined, easy to work with, and most importantly, modular. We've taken apart the core races and figured out what made them tick. By tapping into the original design philosophy of the 5e core races, we've put together over a thousand racial traits encompassing EVERYTHING we can think of. We balanced these abilities against those of the core races and boiled everything down to a simple modular points system. No more constraints, if you can imagine it, you can be it.

FOR GMs

As a GM, I have a love/hate relationship with homebrew content. On one hand, I really want my players to explore the possibilities and roleplay something unique and interesting. On the other hand, a lot of the stuff they scour from the internet is downright busted. New races are by far the common homebrew request I ever get, and this book is here to help you with that.

No matter what crazy thing your player wants to be, you can make it using the racial traits you find in this book. We've done a ton of work balancing and fine-tuning these traits so that no matter what you make, it'll be balanced and reasonable instead of a broken hot mess. Some of the abilities might not be as powerful as what they've scoured from the internet, but they can still be it and you can have some piece of mind.

It's not just your players that get to create! You as a world builder now have an incredible tool at your disposal. Populate your setting with anything you can come up with, and provide those creations as options at the beginning of your next adventure. What better way is there to ingratiate a player into your unique setting than by letting them be your creation and experience your unique race and culture.

And if you're worried that EVERYTHING includes some stuff you don't want in your game, that's fine too. Take a look at the "Red Flags" section on [page 124](#) that highlights some of the racial traits that may not fit right in your campaign, things like alternate size categories or natural flight. These traits are balanced for general settings, but not all settings are created equal. You're the GM, don't be afraid to cut, rearrange and reimagine any of our traits or races as you see fit.

FOR PLAYERS

Have you ever wanted to adventure as a dragon? How about a robot? Zombie? How about a draconic undead cyborg with chainsaws for hands? This is the Ultimate Race Creator and with this book you can be anything. We've done a ton of work to insure that whatever you can think up, you can play it in 5e. You now have over 1000 racial traits to choose from. Make an adjustment to a core race that you've always wanted, or try and break the book with the most convoluted thing you can imagine. Or, make that pandafolk you've always wanted to be, or whatever cute, fearsome, or imaginative creation you've had your heart set on.

The Ultimate Race Creator offers you choice, and it offers you balance. We've done our best to dissect the core races down to their design philosophies and we've built all our racial traits around that focal point. You can tell your GM confidently that your creations made from this book are balanced. If you're looking to this book as a power gaming opportunity I believe you'll be disappointed and I encourage you to look elsewhere.

Making a new race using this book takes about the same time as it does to roll up a new character, but if that's too long we still have some options for you. You'll find [48 featured races](#) in this book, all of which were built using the Ultimate Race Creator. We're pretty confident that between nearly endless creation possibilities and nearly 50 new finished race options, you'll be able to find what you're looking for. Have fun, go nuts, become that character you've always wanted to be.



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THE ULTIMATE RACE CREATOR

Create literally anything as your player race using this simple creation tool.

The following sections contain a wide variety of racial traits for you to pick and choose from to design your very own race! This system uses **Racial Points**. These racial points are abbreviated **RP**.

Weaker traits cost fewer points, stronger traits cost more. At the end of each trait listing you'll find their **RP** cost.

For a race that will be balanced to play alongside the core races, use **10 Racial Points**.

Some traits are weaknesses that have a **negative RP**, selecting one of these traits gives you that many racial points back to spend on other traits.

Each trait has a trait category, the racial trait categories are: **Ability Score Increase**, **Age**, **Alignment**, **Size**, **Mobility**, **Senses**, **Offensive**, **Defensive**, **Magic**, and **Language**.

Exactly one trait must be selected from each of these categories.

There is an 11th trait category called **Miscellaneous Traits**. If you have selected a trait from every other category and have any **RP** left to spend, you may spend that **RP** on any number of miscellaneous traits.

Some traits require you to make decisions, such as choosing an ability score, and some will have instructions relevant when choosing them but not for the resulting race. We'll take care of that in the cleanup step but for now just know that if it's underlined it's a choice that you make, and if it's *italic* you'll be cutting it out for the final product.

Some traits will allow you to select multiple traits from a single category. Each of these traits will outline exactly how that works and what it entails.

Once you have spent your **RP** and have selected all your traits, move onto the Cleanup Step (found immediately after the traits on [page 122](#) which will explain how to turn your collection of traits into a finished race!



SUBRACES

Many of the races you're familiar with have subraces, such as the hill and mountain varieties of dwarves and the many flavors of elf. If the race you're dreaming of includes subraces, just include the following steps as you make your race:

1. Don't pick a normal **Ability Score Increase** trait! In the **Ability Score Increase Traits** section, we have a whole selection of traits specifically for core races with subraces called **Core Ability Score Traits**, pick one of those.
2. Build your **Core Race**. Start picking traits that will form the core of your race like you would normally, these **Core Traits** are the ones that your race will have regardless of what subrace a player chooses. **Don't pick a trait from every category!** We need to save some of those for your subraces.
3. Slap this little **Explanation Trait** on there! This is a tiny trait that every race that has subraces needs in order to keep the logic correct. It's super simple, costs no **RP** or anything and basically just tells the player to pick a subrace. You can put in some fluff briefly listing or describing your subraces if you'd like but it should go right after all your **Core Traits** and look like this:

"Subrace. Choose one of the following subraces."

4. Figure out **Subrace RP**. How many **RP** do you have left over after building your **Core Race**? That's how much you have to spend on each subrace, your **Subrace RP**.
5. Name your **Subrace**! Pick a name for your **Subrace** and maybe even come up with some fun lore for them. You'll put this info right above the **Subrace's traits** when you're done.
6. Pick a **Subrace Ability Score Trait**. Just like we have a selection of traits for the core race, we also have a selection of **Subrace Ability Score Traits** just for the subraces. Go ahead and pick one of those.
7. Build your **Subrace**. You have some trait categories you didn't pick anything from in **step 2** right? Now's the time to select traits for those categories. These are the traits that will make your subrace different from the others. Remember that you only have the **Subrace RP** to spend on these traits.
8. (Optional) Pick **Replacement Traits**. If you have any **Subrace RP** remaining, you can pick new traits to replace those from your **Core Race**. If you do, these new traits become **Replacement Traits**. You don't get any **Subrace RP** for replacing an existing **Core Trait** so pick **Replacement Traits** at your own peril. Then put the following little reminder text on your **Replacement Trait**:

"When you select the subrace with this trait, remove the racial trait that shares a Trait Category with it."
9. **Repeat?** Your race can have any number of subraces but we recommend 2-4, go ahead and repeat steps 5 through 8 until you've created all the Subraces you want!



TRANSFORMING RACES

Werewolves, rage modes, vampire bats, and overwhelming god powers, there's a ton of ways characters in fantasy settings can go from one form to another and we want to give players opportunities to recreate them mechanically. To create a transforming race, follow these steps:

1. Create your race as normal. Yup, that's right! Just follow the normal rules for creating your race and select a trait for every category. These are the traits you have when you're untransformed. We call this your natural state, and these traits "**Natural Traits**". Just don't spend quite all of your points as you'll need some for your **Transformation Traits**.
2. Select a **Transformation Trigger**. You can find Transformation Triggers tucked away in the miscellaneous traits section. They explain what causes your race to transform, for how long it stays transformed and what kind of repercussions it has. You may only select one **Transformation Trigger**.
3. Choose your **Transforming Categories**. Select as many trait categories as you'd like, these trait categories are now your "**Transforming Categories**".
4. Pick your **Transformation Traits**. Select an extra trait from all of your **Transforming Categories**, these are now your **Transformation Traits**. Your **Transformation Traits** are only active and usable while you are **transformed**, all other traits from your **Transforming Categories** become inactive and unusable while you're transformed. You still have to spend **RP** on these traits as normal, so spend them wisely!
5. Pick your **Hybrid Traits** (skip this step if your **Transformation Trigger** doesn't have a **Hybrid Form**). Some **Transformation Triggers** will even go a step further and have a 3rd form called a "**Hybrid Form**". Select an extra trait from all of your **Transforming Categories**, these are now your **Hybrid Traits**. Your **Hybrid Traits** are only active and usable while you are in **Hybrid Form**, all other traits from your **Transforming Categories** become inactive and unusable while you're in hybrid form. You still have to spend **RP** on these traits as normal, so spend them wisely!
6. **Label Stuff!** Once you've gotten all your traits sorted out it's all going to be a mess on the final entry for your race if you don't label things. Clearly label all your **Transformation Traits** and **Hybrid Traits**, and clearly label any **Natural Traits** from your **Transforming Categories**.

MONSTROUS RACES

We've done a lot of work to ensure that by using **10 RP** your race will end up balanced with the core races, but that might not be what you're after! We recommend using **10 RP** for races that will be balanced for most campaigns, but not all campaigns are cut from the same cloth. For balancing purposes, use the following measures:

10 RP: Adventuring Races. Using **10 RP** you will create a race that is balanced for adventuring alongside the core races.

15 RP: Advanced Races. Using **15 RP** you will create overtly powerful races, but they likely won't be game breaking.

20 RP: Monstrous Races. By using **20 RP**, you will inevitably have races with abilities comparable to those reserved for the monster manual.

30 RP: Epic-Tier Races. By using **30 RP**, you may find spending all the points difficult, your race will be extremely powerful and should only be considered for epic-tier climactic adventures.

BUT WHAT IF I WANT POLKA-DOTS?

The Ultimate Race Creator is designed to fully encompass any functional traits that affect game mechanics you might need to describe your new playable race. What it doesn't do is fully describe your race's appearance. Feel free to include any cosmetic features that you decide are important to your new playable race. We put some flavor and fluff into a lot of the racial traits but if that just doesn't match the idea in your head you always have the power to change it! The racial points are tied to the mechanics, fluff and flavor are free game!





ABILITY SCORE INCREASE TRAITS

Ability Score Increase (Deeply Flawed). Your Main Ability score increases by 2, and your Secondary Ability score is reduced by 2.

Select an ability score as the Main Ability and a different ability score as the Secondary Ability. -3 RP

Ability Score Increase (Divergent). Your Main Ability score increases by 2, and either your Secondary Ability score or your Extra Ability score increases by 1 (your choice).

Select an ability score as the Main Ability and a different ability score as the Secondary Ability and yet another different ability score as the Extra Ability. 1 RP

Ability Score Increase (Diverse Strengths). Your Main Ability score, Secondary Ability score and Extra Ability score each increase by 1.

Select an ability score as the Main Ability, a different ability score as the Secondary Ability and yet another different ability score as the Extra Ability. 0 RP

Ability Score Increase (Flawed). Your Main Ability score increases by 2, your Secondary Ability score increases by 1, and your Extra Ability score is reduced by 2.

Select an ability score as the Main Ability, a different ability score as the Secondary Ability and yet another different ability score as the Extra Ability. -2 RP

Ability Score Increase (Floating Point). Your Main Ability score and your Secondary Ability score both increase by 1. In addition, one other ability score of your choice increases by 1.

Select an ability score as the Main Ability, and a different ability score as the Secondary Ability. 0 RP

Ability Score Increase (Greater Versatility). Your Main Ability score increases by 2, and two other ability scores of your choice increase by 1.

Select an ability score as the Main Ability. 4 RP

Ability Score Increase (Improved Standard). Your Main Ability score increases by 2, and your Secondary Ability score increases by 2. Select an ability score as the Main Ability and a different ability score as the Secondary Ability. 2 RP

Ability Score Increase (Inflexible). Your Main Ability score increases by 2.

Select an ability score as the Main Ability. -2 RP

Ability Score Increase (Jack of all Trades). Your ability scores each increase by 1. 9 RP

Ability Score Increase (Lesser Versatility). Two different ability scores of your choice increase by 1. -1 RP

Ability Score Increase (Standard). Your Main Ability score increases by 2, and your Secondary Ability score increases by 1.

Select an ability score as the Main Ability and a different ability score as the Secondary Ability. 0 RP

Ability Score Increase (Versatility). One ability score of your choice increases by 2, another different ability score of your choice increases by 1. 2 RP

Ability Score Increase (Weakened). Your Main Ability score increases by 1, and your Secondary Ability score increases by 1.

Select an ability score as the Main Ability and a different ability score as the Secondary Ability. -2 RP

Ability Score Increase (Weakened but Versatile). Your Main Ability score increases by 1 and one of the following ability scores of your choice increases by 1, either Secondary Ability, Extra Ability, or Last Ability.

Select an ability score as the Main Ability and a different ability score as the Secondary Ability and yet another different ability score as the Extra Ability and finally another different ability score as the Last Ability. -2 RP





CORE ABILITY SCORE TRAITS

When you create a race with subraces, choosing an **Ability Score Increase Trait** gets a bit more complicated as you have to split it between your core race and the subraces. The following traits are only available to “**Core Races**”, those being built with subraces. If you’re following the instructions for building subraces and you’re at **step 2**, then you’re at the right place.

Ability Score Increase (Dismal Core). Your Main Ability score increases by 0.

Select an ability score for your Main Ability. -4 RP

Ability Score Increase (Standard Core). Your Main Ability score increases by 2.

Select an ability score for your Main Ability. 0 RP

Ability Score Increase (Strong Core). Your Main Ability score increases by 3.

Select an ability score for your Main Ability. 4 RP

Ability Score Increase (Weak Core). Your Main Ability score increases by 1.

Select an ability score for your Main Ability. -2 RP

SUBRACE ABILITY SCORE TRAITS

When you create a race with subraces, choosing an **Ability Score Increase Trait** gets a bit more complicated as you have to split it between your core race and the subraces. The following traits are only available to “**Subraces**”. If you’re following the instructions for building subraces and you’re at **step 6**, then you’re at the right place.

Ability Score Increase (Dismal Subrace). Your Secondary Ability score decreases by 1.

Select an ability score for your Secondary Ability. -4 RP

Ability Score Increase (Standard Subrace). Your Secondary Ability score increases by 1.

Select an ability score for your Secondary Ability. 0 RP

Ability Score Increase (Strong Subrace). Your Secondary Ability score increases by 2.

Select an ability score for your Secondary Ability. 2 RP

Ability Score Increase (Versatile Subrace). Two different ability scores of your choice each increase by 1. 2 RP

No Subrace Ability Score Increase. Your Subrace does not have an ability score increase, you may remove this trait in the cleanup step. -2 RP







AGE TRAITS



1 Final Year. Your kind live about 300 years, and you reach maturity at about that time as well. When you reach your final year of life, you undergo a transformation after which you are solely devoted to finding a mate and continuing your kind.

0 RP

50 Winters. Your kind have shorter lifespans than humans. They reach maturity at about 12 years old and can live to 50.

0 RP

60 Winters. Your kind have shorter lifespans than humans. They reach maturity at about 12 years old and can live to 60.

0 RP

80 Winters. Your kind have slightly shorter lifespans than humans. They reach maturity at about 16 years old and can live to 80.

0 RP

A Time and a Half. Your kind mature at the same rate as humans, but they can live up to 160 years.

0 RP

Age. Your kind typically live between Low Age and High Age years.

Select the lower end of your race's expected lifespan as the Low Age and the higher end of your race's expected lifespan as the High Age.

0 RP

All the Time in the World. Your kind reach maturity at about 30 and can expect to live nearly 600 years.

0 RP

Barely a Blip. Your kind reach maturity in their first week and can expect to live to the ripe old age of 5 years old.

0 RP

Bi-Millenials. Your kind reach maturity at about 200 years old and can expect to live to be about 2000 years old.

0 RP

Bicentennial. Your people mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

0 RP

Built to Last. Your kind were made by some great force and weren't designed to wear out. You are created in your matured form and do not have a perceptible age, dying only when your body is destroyed rather than wearing out.

0 RP

Centurions. Your people reach adulthood in their late teens and live less than a century.

0 RP

Chased by Death. Your kind have somehow cheated death. You are technically immortal but great spiritual powers will claim you for the afterlife if given the chance.

0 RP

Descent into Madness. Your kind are reach maturity in their early 20s and are technically immortal, though as they age past their second century their minds and bodies begin to deteriorate. Members of your kind older than 300 years are typically mad and monstrously mutated beyond any semblance of sanity or cohesion.

0 RP

Dust to Dust. Your kind emerge or are discovered fully formed within the earth. If they are destroyed or after around 100 years they disintegrate and return to the soil to slumber again, remembering nothing of their previous life when they inevitably reform to emerge again centuries later.

0 RP

Endlessly Cycling. Your kind live for about 100 years before succumbing to your age, and are reborn from your own ashes. You can expect to go through this cycle of death and rebirth about 15 times before finally succumbing to a true death.

0 RP

Energy Conservers. Your kind can live extremely long times, provided you limit your exertion. A predominantly sedentary individual of your kind can live between 1200 and 1600 years, though an active individual can only expect to live between 600 and 800 years.

0 RP

Engineered Obsolescence. Your kind were built as temporary or disposable things. You are created fully formed and begin to break down after only 10 years. With diligent maintenance, you can remain functioning for up to 40 years.

0 RP

Forgotten Eons. Your kind can potentially live for thousands of years, but a mortal mind has difficulty holding onto that many memories. Rather than succumbing to the entropy of years, your kind go through cycles of memory loss and new periods of learning. Every 200 years or so you forget most of your memories and must learn your skills anew.

0 RP

Generational Aspirations. Your kind reach maturity at about 10 and can only expect to live for 45 years, you compensate for your relatively short time on this world through an emphasis on instilling your wisdom and stories to the next generation.

0 RP

Gone Too Soon. Your kind reach maturity after 2 years and can only expect to live for 20.

0 RP

Graceful Longevity. Although your kind reach physical maturity at about the same age as humans, their understanding of adulthood goes beyond physical growth to encompass worldly experience. Your kind typically claim adulthood and an adult name around the age of 100 and can live to be 750 years old.

0 RP



Hatchling Growth. Your kind grow quickly. They walk hours after hatching and attain the size and development of a 10-year-old human child by the age of 3 and reach adulthood by 15. Your kind live to be around 80. **0 RP**

Highly Variable Age. Your kind are not created by traditional means, and the happenstance that can create your kind are highly variable. Some of your kind have lived for thousands of years and some have died of old age after only a few decades, you have no way of knowing where on that spectrum your lifespan will reach. **0 RP**

Hurried for the End. Your kind have some ancestral urge to meet their afterlife and over the generations your lifespan has shortened. You reach maturity in your early teens and can only expect to reach your 55th birthday. **0 RP**

Ill Gotten Longevity. Your kind committed some great sin and now your kind can expect to live 800 years before their righteous punishments find them. **0 RP**

Improved Lifespan. Your kind has had their natural lifespans improved by advanced magic or technology. Naturally, your kind live up to 100 years, with your augmentations your kind can live up to 400 years. **0 RP**

Just a Decade. Your kind reach maturity in their first year and can only expect to live for 10. **0 RP**

Less Time Than Most. Your kind have slightly less time on this world than most of their mortal neighbors, you reach maturity in your early teens and can expect to live 65 years before the end. **0 RP**

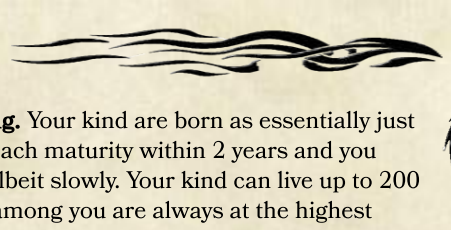
Living Ancestors. Your kind reach maturity in your mid teens and live to an average of 450 years. It's not uncommon for your kind to personally know their ancestors 10 generations deep. **0 RP**

Long Perspectives. Your kind mature at the same rate that humans do but live far longer, potentially reaching 1000 years or more. **0 RP**

Longbeards. Your kind mature at the same rate as humans but are considered young until they reach the age of 50. On average, your kind live about 350 years. **0 RP**

Luck of the Draw. Your kind reach maturity in your twenties and normally live about 90 years, however, for unknown reasons, some of your kind are born with a far greater lifespan of over 250 years. **0 RP**

Mortal Years. Despite the touch of outside forces, you mature and age at the same rate as humans. **0 RP**



Never Stops Growing. Your kind are born as essentially just smaller adults, you reach maturity within 2 years and you never stop growing, albeit slowly. Your kind can live up to 200 years and the oldest among you are always at the highest edge of your potential scale. **0 RP**

Newly Made. Most of your kind are between two and thirty years old. Your kind are new, and your maximum lifespan remains a mystery. So far, your kind have shown no signs of deterioration due to age. **0 RP**

Not Long Now. It takes an exceptionally large portion of your lifespan for your kind to reach maturity, you reach maturity at 20 years old but can only expect to live 35. **0 RP**

Old as Mountains. Your kind reach maturity at about 300 years old and can expect to live around 3000 years long. **0 RP**

Old Like Oak Trees. Your kind are considered adults at 50 and typically live up to 250 years. **0 RP**

Otherworldly Uncertainty. Your kind are created fully formed at an adult age, but since your understanding of time is so vastly different, you cannot tell how long your kind lives by the standards of the material plane. **0 RP**

Passed Down. Your kind are built with modular and interchangeable parts. Your cores can remain active for up to 225 years, but your people believe that they never truly die. Once your cores degrade, you pass your parts along to replace the broken parts of others of your kind, living on through them. **0 RP**



Planktonic Growth. Your kind grows from a miniature version of your adult form and reaches your maximum size in 5 years and typically live between 40 – 60 years. **0 RP**

Potential Ancients. While certainly not invulnerable, your kind have never died from old age, becoming wiser but not withering away as time passes. Your kind take considerable time to reach maturity, only becoming fully mature after 250 years, but there's no established end to your lifespan. **0 RP**

Precious Few Years. Your kind mature rapidly and have very short lifespans compared to other races. Your kind reach maturity within their first year and rarely live past 25. **0 RP**

Propagated. Your kind grow from small seeds or spores, forming quickly as miniature versions of your matured form which you reach after only 6 months. Your kind live only 20 to 30 years, but thousands more will propagate from you during your lifespan. **0 RP**





Quincentennial. Your people mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years. **0 RP**

Rapid Development. Your kind mature to adulthood in a single year and have been known to live up to 50 years. **0 RP**

Redwood Gardeners. Your kind reach maturity after 20 years and can live long enough to plan well ahead of most mortal creatures, usually about 1200 years. **0 RP**

Reformed. Your kind were once something quite different, and now you have been transformed or cursed. Your new maximum lifespan remains a mystery. So far, your kind have shown no signs of deterioration due to age. **0 RP**

Rotten Half-life. Your kind are prone to degradation and while you do not age exactly, you do deteriorate. You're potentially immortal if enough work is put into maintaining your body, but it's a constant uphill struggle. **0 RP**

Semi-Centennial. Your kind reaches adulthood at the age of 20 and generally lives into the middle of his or her second century. **0 RP**

Shed Years. Your kind shed your skin once a year like clockwork, growing slightly larger each time. Your kind can expect to live between 80 and 140 years before shedding your last skin. **0 RP**

Short Dangerous Lives. Your kind have shorter lifespans than humans. They reach maturity at about 8 years old and can live to 60, though they rarely survive that long. **0 RP**

Short Lived. Your kind reach maturity by age 3. Comparatively short lived, your kind don't usually live longer than 30 years. **0 RP**

Slight Longevity. Your people mature at the same rate as humans but live a few years longer. **0 RP**

Slowly Rusting. Your kind were designed to operate for up to 150 years, but will slowly break down and degrade for centuries before breaking down. With proper maintenance you can stave off the final shutdown until well into your 3rd century. **0 RP**

Swift Development. Your people mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years. **0 RP**

Timeless. Your kind are not natives to planes where time is linear. You can live for ineffable amounts of time on your home plane, though not necessarily in the right order with causes preceding effects. If raised solely within a place of sensical time your kind reach maturity after 40 years or so and can expect to live to 300. **0 RP**

Untapped Potential. Your kind reach adulthood at age 6 and can live up to 120 years but rarely do so due to their reckless and violent natures. **0 RP**

Years of the Tortoise. Yours is a venerable kind, slow to anger and never to forget. You reach maturity in your 30's and can live between 400 and 500 years if lucky. **0 RP**







ALIGNMENT TRAITS

Absurdist. Your kind see no inherent order in the multiverse and embrace the randomness in life. You lean towards all chaotic alignments but lean strongly towards chaotic neutral alignments. **0 RP**

Aesthetics. Your kind value beauty and base your philosophies on aesthetics. Many of your kind lean towards chaotic good alignments, though the definition of beauty can sometimes become twisted and lead towards chaotic evil alignments. **0 RP**

Alignment. Your kind tend towards Alignment and Another Alignment alignments.
Choose an Alignment (chaotic neutral, lawful good Etc.) and then choose Another Alignment. **0 RP**

Aloof. Your kind tend to be selfish and mischievous with an air of superiority. When your kind take an interest in others, it's often for self-serving reasons, protecting the people they find amusing or punishing people who've slighted them. They tend towards chaotic neutral alignments, with their most spiteful tending towards chaotic evil and most pragmatic tending towards neutral good. **0 RP**

Anarchists. Law and order may as well be chains and shackles, you believe in freedom to extreme degrees and accept no authority. You lean towards all chaotic alignments. **0 RP**

Anthropocentrists. Your kind have the firm belief that your kind are the greatest race in the multiverse. This often leads to arrogance and your kind tend towards lawful neutral and lawful evil alignments. **0 RP**

Ascetics. Your kind forego sensual pleasures to pursue spiritual goals and are often isolated from the chaos and temptations of cities or large settlements. Your kind tend towards true neutral and lawful good alignments. **0 RP**

Beings of Change. Your kind hate to be bound in any way and tend to believe that chaos and change are important aspects of life. Most tend toward pragmatic neutrality as opposed to being concerned with lofty ideals. Very few of your kind embrace evil. **0 RP**

Binary Scions. Your kind believes in absolutes and has a disregard for half-measures and watered-down doctrines. Your kind are typically lawful good or chaotic evil and are rarely anything in-between. **0 RP**

Chaotic Temptations. Your kind see the value in dependable law and order, but have natural inclinations towards chaos, mischief, or worse. Most of your kind strive towards lawful good, but end up neutral good instead, with those who give into their impulses leaning towards chaotic evil. **0 RP**

Chaotic Wrath. Your people inherit a tendency toward chaos from their parents and are not strongly inclined toward good. Those raised among your people and willing to live out their lives among them are usually evil. **0 RP**

Curious Newcomers. Your kind is fresh and new, unspoiled by existing philosophies. You tend towards neutral alignments but can be easily swayed into other alignments. **0 RP**

Dark Impulses. While not beholden to evil, the dark influence on your kind inflicts upon you sudden depraved impulses. Your kind tend towards evil alignments but those that resist that inclination tend towards lawful good alignments. **0 RP**

Denialists. Your kind refuse to believe some obviously factual aspect of the world is real. Your kind sometimes go to extreme lengths to ignore these facts and tend towards lawful evil and chaotic neutral alignments. **0 RP**

Duty Bound. Your kind exist to fulfill the wishes of an ancient and powerful entity. Their own will often differs from their progenitor's and they find creative ways to rebel against it. Your kind's actions are often lawful, but a deep-seated rebellious nature often reveals chaotic inclinations. **0 RP**

Egocentric. Your kind tend towards egomaniacal thoughts. The most passive among you are selfish but inoffensive and tend towards true neutral alignments but many of your kind lean towards self indulgence at any cost and tend towards neutral evil alignments. **0 RP**

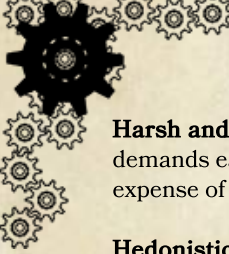
Erratic Memories. Your kind have a fragmented past and few convictions, usually either trying to keep to old codes or displaying erratic behavior. As such, your design tends towards lawful neutral or chaotic neutral alignments. **0 RP**

Etched in Stone. Your kind are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order. **0 RP**

Fiendish Inclinations. Your people might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many of your people towards a chaotic alignment. **0 RP**

Fiendish Morality. Your kind is rooted in dark bloodlines and evil courses through you. You tend towards any evil alignment. **0 RP**

Free Spirits. Your people share a chaotic bent of their heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable. **0 RP**



Harsh and Cruel. Your kind endure a harsh existence that demands each of them to remain self-sufficient, even at the expense of their fellows. They tend to be chaotic evil. **0 RP**

Hedonistic. Either through embracing mortality or just a jovial carefree philosophy, your kind live like there's no tomorrow. Chaotic neutral is the strongest leaning among your people, those who seek out darker indulgences lean towards chaotic evil and the more empathetic among them lean chaotic good. Your kind are almost never lawful. **0 RP**

Holy Instincts. Imbued with celestial power, most of your kind are good. Those who turn against their divine inclinations are most often neutral or even evil. **0 RP**

Horde Mentality. Your kind are fundamentally selfish, making them evil, but their reliance on the strength of their group makes them trend toward law. **0 RP**

Hunters of the Weak. Your kind have strong traditions outlining the honor in kill or be killed, they have developed evil tendencies, most often chaotic evil or neutral evil. **0 RP**

Impulsive. Your kind tend toward chaotic alignments, as they let impulse and fancy guide their decisions. They are rarely evil, with most of them driven by curiosity rather than greed or other dark impulses. **0 RP**

Jovial Citizens. Most of your kind are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways. **0 RP**

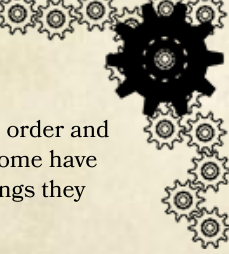
Legalists. For your kind, the legal system is the highest order, beyond any mundane morality there is the law. You strongly lean towards lawful alignments, particularly lawful neutral alignments. **0 RP**

Manipulative. Your kind are devoid of emotion and see others as tools to manipulate. They care little for law or chaos and are typically neutral evil. **0 RP**

Nature Wardens. As people who follow the rhythm of nature and see themselves as its caretakers and your kind are typically neutral good. Evil is rare among your people and evildoers and are usually the sworn enemies of the rest of their kind. **0 RP**

Noble Bearing. Your kind have a noble spirit that drives them toward lawful and good behavior. Most of your kind combine self-discipline with compassion for all sentient beings, but some resist their better impulses. **0 RP**

Old Bloods. Your kind are cursed with old convictions only half-remembered by mortal men. Your kind tend towards any lawful alignment and tend to hold one concept, loyalty or belief above all other morality. **0 RP**



Ordered Minds. Most of your kind take comfort in order and discipline, tending toward law and neutrality, but some have absorbed the morality—or lack thereof—of the beings they served with. **0 RP**

Persecuted. Your kind tend toward neutral good, but due to either a physical aversion or some rampant prejudice your people are considered monsters. Some of your kind lash out violently against this persecution and instead lean towards neutral evil. **0 RP**

Philosophers. Your kind spend countless hours puzzling over morality and theology, attempting to reach an ideal conclusion but never becoming dogmatic on any one philosophy. Your kind strongly lean towards lawful good but occasionally come to twisted moral conclusions. **0 RP**

Philosophically Diverse. Your people tend toward no particular alignment. The best and the worst are found among you. **0 RP**

Playfully Mischievous. Your kind relishes comedy and hates rules, defying them both maliciously and in good fun. As such, your kind tends towards all Chaotic alignments. **0 RP**

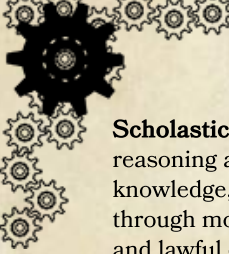
Programmed. Your kind had their values programmed into them from the start and tend towards lawful neutral alignments, though if released from your programming your kind tend to break badly and tend towards chaotic alignments. **0 RP**

Quantum Mystics. Your kind believe that no one is truly responsible for their actions, as their minds are formed from randomly shifting matter. Your true believers tend towards true neutral alignments, but many of your kind use this belief as justification for evil acts and have evil alignments. **0 RP**

Quizzical Tricksters. Your people are most often good. Those who lend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who lend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Your people are good-hearted, and even the tricksters among them are more playful than vicious. **0 RP**

Ritualistic. Your kind tend to lead orderly, ritualistic lives. They develop customs and routines, becoming more set in their ways as they age. Most are lawful good. A few can be selfish and greedy, tending more toward evil, but it's unusual for your kind to shuck off order in favor of chaos. **0 RP**

Savage Raiders. Your kind are vicious raiders, who believe that the world should be theirs. They also respect strength above all else and believe the strong must bully the weak to ensure that weakness does not spread like a disease. They are usually chaotic evil. **0 RP**



Scholastics. Your kind value learning and objective reasoning above all else. You build up vast arrays of logical knowledge, though you don't always obtain your knowledge through moral means. Your kind tend towards lawful neutral and lawful evil alignments. **0 RP**

Secretive. For their own protection most of your kind would prefer anonymity and tend towards true neutral alignments. Those few that reveal themselves usually have some strong moral imperative and tend towards neutral good or neutral evil alignments. **0 RP**

Sensualists. Your kind truly embody the philosophy of "if it feels good, do it" and believe that the only true moral is maximizing the good feelings of the world. Your kind tend towards chaotic good and chaotic neutral alignments. **0 RP**

Soothsayers. Your kind have often wanted for little, spending countless hours pondering philosophy or indulging in life's pleasures. They tend towards either benevolent wisdom or callous greed and as such lean towards either neutral good or neutral evil alignments. **0 RP**

Spitefully Selfish. Your kind are typically neutral evil, as they care only for their own needs. A few individuals might tend toward good or neutrality, but only rarely. **0 RP**

Stoics. Your kind's society, with its clear roles and tasks, has a strong lawful bent. Their sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality. **0 RP**

Strict Castes. Most of your kind are lawful, having been raised in a strict caste system. They tend toward evil as well, coming from a culture where social advancement occurs rarely, and most often because another member of your kind has died and there is no one else of that caste to fill the vacancy. **0 RP**

Stubborn Logic. Your kind have a stern logical belief system that is rarely betrayed. Your kind strongly tends towards lawful tendencies and rarely stray. **0 RP**

Survivalists. Your kind are chaotic creatures, rarely making enduring commitments, and they care mostly for preserving their own hides. They are generally chaotic neutral in outlook. **0 RP**

Survival of the Fittest. Most of your kind are neutral. They see the world as a place of predators and prey, where life and death are natural processes. They wish only to survive and prefer to leave other creatures to their own devices. **0 RP**

The World Moves, I Remain. Your kind has a long-term view of the world around them, preferring to allow events to progress naturally. Your kind interferes only when they believe it will have extremely long-term consequences and as such have neutral tendencies. **0 RP**

Tribal Perspectives. Most of your kind are good, rarely choosing sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic. **0 RP**

Utilitarians. Your kind seek to maximize the utility or usefulness of every creature and thing in the universe. Your kind tend towards lawful neutral alignments. **0 RP**

Utopians. Your kind tend toward lawful good. Idealists and optimists, their culture pushes them toward order and benevolence. **0 RP**

Vitalists. Your kind believe that there is an inherent divinity within all living matter and organisms, you typically strive to grow as much as possible as quickly as possible while destroying the least life possible. You tend towards lawful good, lawful neutral, and true neutral alignments. **0 RP**

Wistful Freedom. Your kind love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. There are exceptions, those exiled into the Underdark have been made vicious and dangerous. Such exiles are more often evil than not. **0 RP**

Zealous. Your kind have an unwavering belief or conviction upon which they built their moral code. Your kind tend towards lawful good, but dogmatic and fervent belief can sometimes become twisted, leading some of your number down an evil path. **0 RP**







SIZE TRAITS

Astronomical. You are impossibly large, even myths undersell your mass. You average between 28 and 30 feet tall and average about 30,000 pounds. Your size is Gargantuan. **14 RP**

A Tiny Blur. Your kind can streak fearlessly past multiple opponents, leaving them confused or dead. Your kind average between 1 and 1½ feet tall and weigh between 2 to 3 pounds. Your size is Tiny. Attacks of opportunity against you are made at disadvantage. **3 RP**

Beetle's Heft. Your kind did away with flitting about and chittering along, you crash through the underbrush unafraid with chitin shining. You average between 6 and 8 feet tall and weigh between 225-425 pounds. You are Medium size. **0 RP**

Big-Boned. Your kind average at about 5 feet tall and tend towards the rotund side, weighing between 250 and 300 pounds. Your size is Medium. **0 RP**

Billowy. Your kind are between 3 and 4 feet long from nose to tail and weigh between 30 and 45 pounds, though your hair and wings make you seem larger. Your size is Small. **0 RP**

Broad Stance. Your kind are large but elongated or spread wide rather than looming tall. You average between 8 to 9 feet tall and are just as long. You average between 550 and 700 pounds. Your size is Large. **3 RP**

Broddingnagian. Your kind are legendarily massive. You average between 25 and 28 feet tall and average about 28,000 pounds. Your size is Gargantuan. **14 RP**

Chonks. Your kind are girthy, and if it weren't for the fact of your extremely small size you'd be heavy indeed. Your kind average between 6 to 10 inches tall. You average between 2 and 4 pounds. Your size is Diminutive. **0 RP**

Compact. Your kind are conveniently travel-sized, standing 1½ feet to 2 feet tall. You average between 50 and 80 pounds. Your size is Tiny. **0 RP**

Cute as a Button. Your kind are adorable, which is a blessing and a curse. Your kind average between 1½ and 2 feet tall and weigh between 5 to 8 pounds. Your size is Tiny. You have a +2 bonus to Charisma (Persuasion) checks and a -2 penalty to Charisma (Intimidation) checks. **1 RP**

Deceptively Sized. Your kind are a little bulkier and taller than humans, and they possess either feathers, fins or frills that make them appear even larger. Your size is Medium. **0 RP**

Elephantine. Your kind heavily built at an elephantine scale. You average between 8 to 10 feet tall. You average between 1,200 and 1,600 pounds. Your size is Large. **3 RP**

Flexible Mass. Your kind have a physiology that shifts dimensions easily and your height is a poor measurement when compared to your mass. You can technically stretch to over 7 feet tall but at rest you sit at just about 4 and a half feet tall. Your total mass weighs on average between 175 and 200 pounds. Your size is Medium. **0 RP**

Ginormous. Your kind can be seen from great distances and stride across it as true titans of the world. You average between 26 and 30 feet tall and average about 32,000 pounds. Your size is Gargantuan. **14 RP**

Gossamer Tails. Your kind appears quite larger than you are, as most of your height and mass is made of long trailing fins or tendrils. You average between 6 and 8 feet tall and weigh between 160 – 200 pounds. Your size is Medium. **0 RP**

Half-Measured. Your kind average about 3 feet tall and weigh about 40 pounds. Your size is Small. **0 RP**

Heavy Builds. Your kind stand 5 to 6 feet tall and average 450 pounds. Your size is Medium. **0 RP**

Height Advantage. Your kind are similar in build to humans, though they are typically a few inches taller. Your size is Medium. **0 RP**

Herculean. Your kind are built from seemingly endless quantities of lean muscle. You average between 16 and 20 feet tall and average about 14,000 pounds. Your size is Huge. **8 RP**

Hulking. Your kind ponderously move your massive weight around. You average between 18 and 20 feet tall and average about 20,000 pounds, your size is Huge. **8 RP**

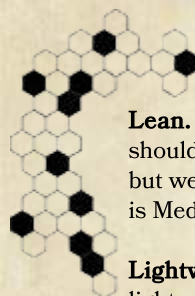
Hulking Construction. Your kind are built solidly and at a grand impressive scale. You average between 9 and 11 feet tall and you average between 800 and 1000 pounds. Your size is Large. **3 RP**

Humongous. Your kind tower over practically all others. You average between 22 and 25 feet tall and average about 24,000 pounds. Your size is Gargantuan. **14 RP**

Hunched. Your kind are taller than they first appear but typically hunch lower to the ground. You would average between 6 to 7 feet tall at your full height, but through your hunched posture you typically stand closer to 4 to 5 feet tall. You average between 150 and 250 pounds. Your size is Medium. **0 RP**

Imposing Stature. Your kind are between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium. **0 RP**





Lean. Your kind average about 7 feet tall with broad shoulders and a lean physique, standing taller than humans but weighing about the same at 150 to 200 pounds. Your size is Medium. **0 RP**

Lightweights. Your kind are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium. **0 RP**

Lilliputian. Your kind are easily overlooked and miniscule creatures. You average only between 3 to 4 inches tall. You average between 1 and 3 ounces. Your size is Diminutive. **0 RP**

Long Necks. Your kind reach a powerful height and have a long neck that towers even higher. You average between 11 to 15 feet tall, though about 5 feet of that is neck. You average between 700 and 800 pounds. Your size is Large. **3 RP**

Massive Swarm. You are like a swarm of locusts, a mass of tens of thousands of insignificant creatures brought together through instinct or psychic imperative. Rather than an individual, you are a swarm of much smaller creatures acting as a single creature. Your bizarre mind is the sum total of all the creatures that exist within you. Your component creatures cannot operate independently and if separated will only try to reunite with the swarm.

While you are a group rather than an individual, your hive mind makes you a close enough approximation for most. You are a confluence of tens of thousands of Diminutive-sized creatures but act and count as a single Large-sized humanoid creature for the purposes of spells and abilities.

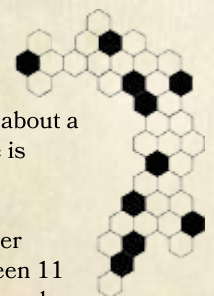
The area you occupy is considered heavily obscured and you heavily obscure line of sight through you.

You can occupy the spaces of other creatures and vice versa, and you can move through any opening large enough for a Diminutive-sized creature.

You may make melee attacks against creatures you share a space with. However, your offensive capabilities are reduced when enough of your number is injured and the damage of any weapon attacks you make while at or below 50% of your maximum hit points is halved.

As a group of individuals rather than one singular mind, your consciousness is infuriatingly difficult to pin down. You have advantage on any saving throws made to avoid the charmed, paralyzed, and stunned conditions. It is quite difficult to grab or shift a swarm and all attempts to grapple, reposition, and knock you prone are made at disadvantage. **9 RP**

Miniscule. Your kind are incredibly small. You average only between 2 to 3 inches tall. You average between 1 and 2 ounces. Your size is Diminutive. **0 RP**



Minute. Your kind are particularly small. You average about a foot tall and weigh between 3 and 5 pounds. Your size is Diminutive. **0 RP**

Monolithic. Your kind loom tall, proportional to smaller creatures but at an imposing scale. You average between 11 to 12 feet tall. You average between 1000 and 1150 pounds. Your size is Large. **3 RP**

Otherworldly Height. Your kind are slender and unbelievably tall, moving far more gracefully than your imposing size would imply. You average between 10 to 12 feet tall. You average between 800 and 900 pounds. Your size is Large. **3 RP**

Paramount Stature. Your people are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium. **0 RP**

Pocket-Sized. Your kind are unbearably cute to larger creatures and routinely get infuriatingly carried around in pockets. You average between 7 and 8 inches tall and weigh between 1 to 2 pounds. Your size is Diminutive. **0 RP**

Ruler of the Swarm. You are a queen or king of your kind who commands countless drones. You are 1 vital conscious individual surrounded by thousands of similar mindless creatures that together act as a single creature. Your mind is distinct, with thousands of mindless individuals acting together as your body. Your mindless drones cannot operate independently and if separated will only attempt to reunite with you.

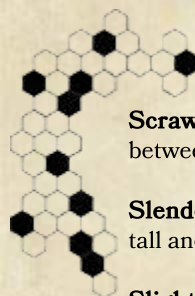
You are a confluence of thousands of Diminutive-sized creatures but act and count as a single Medium-sized humanoid creature for the purposes of spells and abilities. You can occupy another creature's space and vice versa, and you can move through any opening large enough for a Diminutive-sized creature.

You may make melee attacks against creatures you share a space with. However, your offensive capabilities are reduced when enough of your number is injured and the damage of any weapon attacks you make while at or below 50% of your maximum hit points is halved.

It is quite difficult to grab or shift a swarm and all attempts to grapple, reposition, and knock you prone are made at disadvantage. **5 RP**

Scaled Down. Your kind are proportionally quite similar to larger creatures, but your stature is just on a far smaller scale. Your kind average between 2 and 2½ feet tall and weigh between 9 and 12 pounds. Your size is Tiny. **0 RP**

Scrappy. Your kind are between 2½ and 3 feet tall and weigh between 30 and 40 pounds. Your size is Small. **0 RP**



Scrawny. Your kind are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small. **0 RP**

Slender Frames. Your kind range from under 5 to over 6 feet tall and have slender builds. Your size is Medium. **0 RP**

Slightly Short. Your kind are slightly shorter than humans, averaging about 5 feet tall. Your size is Medium. **0 RP**

Spritley. Your kind are tiny and active, containing a surprising amount of energy into such a tiny package. Your kind average between 1 foot and 1 foot 4 inches, and average between 25 and 30 pounds. Your size is Tiny. **0 RP**

Stock Size. Your people vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium. **0 RP**

Stout Stature. Your kind stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium. **0 RP**

Sturdy Build. Your kind are around the same size as humans but considerably heavier. You average between 5 and 6 feet tall and average about 800 pounds. Your size is Medium. **0 RP**


Swarming Hive Mind. Rather than an individual, you are a swarm of much smaller creatures acting as a single creature. Your bizarre mind is the sum total of all the creatures that exist within you. Your component creatures cannot operate independently and if separated will only act to try and reunite the hive mind.

While you are a group rather than an individual, your hive mind makes you a close enough approximation for most. You are a confluence of dozens of Diminutive-sized creatures but act and count as a single Medium-sized humanoid creature for the purposes of spells and abilities. You can occupy another creature's space and vice versa, and you can move through any opening large enough for a Diminutive-sized creature.

You may make melee attacks against creatures you share a space with. However, your offensive capabilities are reduced when enough of your number is injured and the damage of any weapon attacks you make while at or below 50% of your maximum hit points is halved.

As a group of individuals rather than one singular mind, your consciousness is infuriatingly difficult to pin down. You have advantage on any saving throws made to avoid the charmed, paralyzed, and stunned conditions.

It is quite difficult to grab or shift a swarm and all attempts to grapple, reposition, and knock you prone are made at disadvantage. **7 RP**



Synchronized Collaborators. You are not an individual, but are rather multiple smaller individuals working together. You are # Tiny-sized individual creatures that work in synch as if they were a single Size-sized creature. You can occupy the spaces of other creatures and vice versa, and you can move through any opening large enough for a Tiny-sized creature. Your component creatures cannot operate independently and if separated will only try to reunite with each other.

You may make melee attacks against creatures you share a space with. However, your offensive capabilities are reduced when enough of your number is injured and the damage of any weapon attacks you make while at or below 50% of your maximum hit points is halved.

As a group of cooperating creatures rather than an individual, your cooperating creatures can pick up the slack when one of your number becomes afflicted with a condition. Whenever you become blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, or stunned, you gain a -2 penalty on attack rolls and ability checks for the duration of the condition instead of suffering any of the normal effects of that condition. You suffer the effects of these conditions as normal if the number of conditions you are suffering at any one time is equal or greater than the number of individual Tiny-sized creatures that compose you.

*When you select this trait, choose a # of Tiny creatures, for each additional Tiny creature above 2, the RP cost of this trait increases by 1. If the # of creatures is 2-3, your Size is Small. If the # of creatures is 4-5, your Size is Medium. If the # of creatures is 6 or more, your Size is Large. **5 RP***

Thick. Your people are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium. **0 RP**



Towering Height. Your kind have a truly impressive height. You average between 20 and 22 feet tall and average about 18,000 pounds. Your size is Huge. **8 RP**

Tremendous. Your kind are simply immense, both in height and in girth. You average between 12 and 15 feet tall and average about 16,000 pounds. Your size is Huge. **8 RP**

Trinket. Your kind are particularly small intricate things. You average just at 1 foot tall and weigh only 20 to 30 pounds. Your size is Tiny. **0 RP**

Undergrowth. Your kind average between 2 and 3 feet tall and weigh between 20 – 40 pounds. You are Small size. **0 RP**

Undergrowth Hunter. Your kind excel at bringing down larger prey from the undergrowth. You are Small size, and when you damage a creature with an attack or spell and the creature's size is larger than yours, you can cause the attack or spell to do extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest. **2 RP**

Undersized. Your kind average between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small. **0 RP**

Unnervingly Gaunt. Your kind average between 6 and 7 feet tall but are strangely thin, weighing on average only about 100 pounds. Your size is Medium. **0 RP**

Untold Mass. Your kind are truly massive, containing even more mass into an already immense space. Your kind average between 15 and 18 feet tall and average about 15,000 pounds. Your size is Huge. **8 RP**

Whispy. Your kind are between 3 and 4 feet tall and weigh between 25 and 35 pounds. Your size is Small. **0 RP**

Whopping. Your kind are particularly thick and weighty, even for creatures of your already massive height. You average between 23 and 26 feet tall and average about 26,000 pounds. Your size is Gargantuan. **14 RP**

CUSTOMIZABLE SIZE TRAITS

The following size traits allow you to fully customize your size trait within a size category. They are all normal traits in the size category, just separated out so you can find them conveniently. Feel free to adjust the exact terminology for creatures that stray far from the typical humanoid mold, so long as no dimension of your race exceeds the maximum "height".

Diminutive Sized. Your kind average between Height Range and average between Weight Range. Your size is Diminutive. Select a Height Range no taller than 1 foot and a Weight Range. **0 RP**

Tiny Sized. Your kind average between Height Range and average between Weight Range. Your size is Tiny. Select a Height Range no taller than 2 and ½ feet and no shorter than 1 foot, and select a Weight Range. **0 RP**

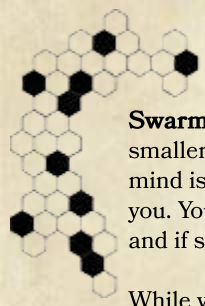
Small Sized. Your kind average between Height Range and average between Weight Range. Your size is Small. Select a Height Range no taller than 4 and ½ feet and no shorter than 2 and ½ feet, and select a Weight Range. **0 RP**

Medium Sized. Your kind average between Height Range and average between Weight Range. Your size is Medium. Select a Height Range no taller than 8 feet and no shorter than 4 and ½ feet, and select a Weight Range. **0 RP**

Large Sized. Your kind average between Height Range and average between Weight Range. Your size is Large. Select a Height Range no taller than 12 feet and no shorter than 8 feet, and select a Weight Range. **3 RP**

Huge Sized. Your kind average between Height Range and average between Weight Range. Your size is Huge. Select a Height Range no taller than 22 feet and no shorter than 12 feet, and select a Weight Range. **8 RP**

Gargantuan Sized. Your kind average between Height Range and average between Weight Range. Your size is Gargantuan. Select a Height Range no taller than 30 feet and no shorter than 22 feet, and select a Weight Range. **14 RP**



Swarm. Rather than an individual, you are a swarm of much smaller creatures acting as a single creature. Your bizarre mind is the sum total of all the creatures that exist within you. Your component creatures cannot operate independently and if separated will only act to try and reunite the hive mind.

While you are a group rather than an individual, your hive mind makes you a close enough approximation for most. You are a confluence of many Individual Size-sized creatures but act and count as a single Swarm Size-sized humanoid creature for the purposes of spells and abilities.

You can occupy another creature's space and vice versa, and you can move through any opening large enough for an Individual Size-sized creature.

You may make melee attacks against creatures you share a space with. However, your offensive capabilities are reduced when enough of your number is injured and the damage of any weapon attacks you make while at or below 50% of your maximum hit points is halved.

As a group of individuals rather than one singular mind, your consciousness is infuriatingly difficult to pin down. You have advantage on any saving throws made to avoid the charmed, paralyzed, and stunned conditions. It is quite difficult to grab or shift a swarm and all attempts to grapple, reposition, and knock you prone are made at disadvantage.

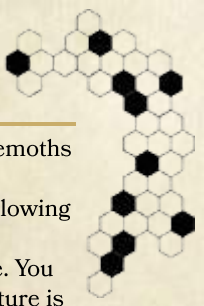
If your swarm is large-sized or larger, the area you occupy is considered heavily obscured and you heavily obscure line of sight through you.

Choose the Swarm Size of your swarm, this is the size category of the creature that all of your individual creatures combined act as. The size of your component creatures or the Individual Size of each creature must be at least 3 size categories smaller than the size of your swarm (to a minimum of Diminutive sized). For example, a Medium-Sized swarm could be made up of Diminutive-Sized creatures, and a Huge-Sized swarm could be made up of Small, Tiny, or Diminutive creatures. This trait costs additional RP if you select a swarm size that is Large-sized or larger. This trait costs an additional 3 RP for Large-sized swarms, an additional 8 RP for Huge-sized swarms, or an additional 14 RP for Gargantuan-sized swarms. **7 RP**

ALTERNATIVE SIZES

Most commonly available playable races come in only two basic sizes, medium and small. Both of these sizes play in essentially the same way with very few mechanical differences needed. But this is the ULTIMATE RACE CREATOR and while they're not always suited for every campaign, we want to make sure you can create tiny pixie races and towering giants. Quite a few of the size traits allow for these alternative sizes. We're including the specific rules for being these sizes alongside some reminders of how your size affects the rules of the base game. You'll find all the specifics related to playing a character of these sizes here:

DIMINUTIVE SIZE



For a diminutive character, the world is filled with behemoths and it presents quite a few different challenges and opportunities. Diminutive-sized characters have the following characteristics:

A diminutive sized creature controls a 1 ft by 1 ft space. You can move through a hostile creature's space if the creature is at least two sizes larger or smaller than you. Meaning that you can move through the space of small sized creatures or larger. Other creature's spaces are difficult terrain for you.

Diminutive characters can share a square with a single ally without them crowding one another (but if they are in the same square as an ally rogue, they do not grant sneak attack to the rogue while in the same square). Creatures can only attempt to grapple other creatures up to 1 size larger than themselves. Meaning the largest sized creature you can attempt to grapple is tiny sized.

You only have a tenth of the carrying capacity and the amount you can push, drag, or lift from what would normally be allotted by your Strength. Creatures have disadvantage on attack rolls with weapons sized for a larger attacker. A diminutive sized creature can wield oversized one-handed weapons intended for tiny or small creatures as if it were a two-handed weapon, if wielded in this way, attacks made with it are made without disadvantage. Diminutive creatures can wield two-handed weapons meant for tiny or small creatures and also ignore the disadvantage imposed by tiny or small weapons if their Strength score is 16 or higher. Weapons meant for medium or larger creatures are simply too large to be wielded by a diminutive creature.

Diminutive sized weapons have some advantages and some downsides compared to larger implements of death. A diminutive knife tends to hurt less than a colossal one. Creatures have resistance to any damage dealt by an undersized weapon or unarmed strike if they are at least 2 size categories larger. This means diminutive-sized weapons and natural attacks essentially deal half damage to small and larger creatures.

A diminutive knife can be better at getting at the weak point though. Attacks made against small or larger creatures with diminutive-sized weapons or unarmed strikes from diminutive creatures score a critical hit on a roll of 18-20 and critical hits made with diminutive-sized weapons or unarmed strikes ignore the resistance incurred from striking a larger creature.

Diminutive sized creatures are in fact, very small! This may sound obvious but depending on the situation, it can be very easy for a diminutive sized creature to gain cover or hide behind objects where even a tiny creature couldn't. Your size may also allow you access to tiny passageways and areas that would be impossible to fit a medium sized creature.

A diminutive creature doesn't eat that much! For campaigns where rations and supplies matter and you're keeping track, your diminutive character eats only 1/16 the food a small sized creature would, roughly 1/16 of a pound of food a day.



TINY SIZE

The world is a big place for a tiny sized character, tiny-sized characters have the following characteristics:

A tiny sized creature controls a 2 1/2 ft by 2 1/2 ft space. You can move through a hostile creature's space if the creature is at least two sizes larger or smaller than you. Meaning that you can move through the space of medium sized creatures or larger. Other creature's spaces are difficult terrain for you.

Tiny characters can share a square with a single ally without them crowding one another (but if they are in the same square as an ally rogue, they do not grant sneak attack to the rogue while in the same square). Creatures can only attempt to grapple other creatures up to 1 size larger than themselves. Meaning the largest sized creature you can attempt to grapple is small sized.

You halve your carrying capacity and the amount you can push, drag, or lift from what would normally be allotted by your Strength. Creatures have disadvantage on attack rolls with weapons sized for a larger attacker. A tiny sized creature can wield oversized one-handed weapons intended for small or medium creatures as if it were a two-handed weapon, if wielded in this way, attacks made with it are made without disadvantage. Tiny creatures can wield two handed weapons meant for small or medium creatures and also ignore the disadvantage imposed by small or medium weapons if their Strength score is 16 or higher. Weapons meant for large or larger creatures are simply too large to be wielded by a tiny creature.

Tiny sized weapons have some advantages and some downsides compared to larger implements of death. A tiny knife tends to hurt less than a colossal one. Creatures have resistance to any damage dealt by an undersized weapon or unarmed strike if they are at least 2 size categories larger. This means tiny-sized weapons and natural attacks essentially deal half damage to medium and larger creatures.

A tiny knife can be better at getting at the weak point though. Attacks made against medium or larger creatures with tiny-sized weapons or unarmed strikes from tiny creatures score a critical hit on a roll of 19-20 and critical hits made with tiny-sized weapons or unarmed strikes ignore the resistance incurred from striking a larger creature.

Tiny sized creatures are in fact, very small! This may sound obvious but depending on the situation, it can be very easy for a tiny sized creature to gain cover or hide behind objects where a small creature couldn't. Your size may also allow you access to tiny passageways and areas that would be impossible to fit a medium sized creature.

A tiny creature doesn't eat that much! For campaigns where rations and supplies matter and you're keeping track, your tiny character eats only 1/4 the food a small sized creature would, roughly 1/4 of a pound of food a day.

LARGE SIZE



The world of humans and their ilk is a cramped place for a large sized character, who can have a difficult time with many mundanities of a small world but an oh so much easier time with many herculean tasks. Large-sized characters have the following characteristics:

A large sized creature controls a 10 ft by 10 ft space. You can move through a hostile creature's space if the creature is at least two sizes larger or smaller than you. Meaning that you can move through the space of small sized creatures or smaller. Other creature's spaces are difficult terrain for you.

Creatures can only attempt to grapple other creatures up to 1 size larger than themselves. Meaning the largest sized creature you can attempt to grapple is huge sized.

You double your carrying capacity and the amount you can push, drag, or lift from what would normally be allotted by your Strength. Creatures have disadvantage on attack rolls with weapons sized for a larger attacker. A large sized creature can wield oversized one-handed weapons intended for huge or gargantuan creatures as if it were a two-handed weapon, if wielded in this way, attacks made with it are made without disadvantage. Tiny creatures can also ignore the disadvantage imposed by oversized weapons meant for small or medium creatures if their Strength score is 16 or higher.

Large sized weapons have some advantages and some downsides compared to smaller implements of death. A large knife tends to hurt more than a tiny one. Any attack you make with a large-sized weapon or unarmed strike deals an additional 1d4 damage of whatever type the attack would normally deal.

A large knife can be harder to connect to a tiny target though. Attacks with large-sized weapons and unarmed strikes from large creatures made against tiny or smaller creatures are made at disadvantage.

Large sized creatures are in fact, very large! This may sound obvious but depending on the situation, it can be very difficult for a large sized creature to gain cover or hide behind objects where a medium creature could. Your size will also make it very difficult to maneuver in some areas designed for medium sized creatures.

A large creature eats a lot! For campaigns where rations and supplies matter and you're keeping track, your large character eats 4 times the food a medium sized creature would, roughly 4 pounds of food a day.



HUGE SIZE

Huge sized characters are far too large for most campaigns, but these behemoths can take to adventuring just like their smaller kin and they must face the challenges of living in a small man's world. Huge-sized characters have the following characteristics:

A huge sized creature controls a 15 ft by 15 ft space. You can move through a hostile creature's space if the creature is at least two sizes larger or smaller than you. Meaning that you can move through the space of medium sized creatures or smaller. Other creature's spaces are difficult terrain for you.

Creatures can only attempt to grapple other creatures up to 1 size larger than themselves. Meaning the largest sized creature you can attempt to grapple is gargantuan sized. You quadruple your carrying capacity and the amount you can push, drag, or lift from what would normally be allotted by your Strength.

Huge sized weapons have some advantages and some downsides compared to smaller implements of death. A huge knife tends to hurt more than a tiny one. Any attack you make with a huge-sized weapon or unarmed strike deals an additional 1d6 damage of whatever type the attack would normally deal.

A huge knife can be harder to connect to a tiny target though. Attacks with huge-sized weapons and unarmed strikes from huge creatures made against small or smaller creatures are made at disadvantage. Being this massive naturally gives you a greater reach. You have a natural reach of 10 feet.

Owing to your bulk, it takes more effort to injure you than it would for a smaller creature. Whenever you gain hit points from gaining a level or your first level, you add an additional 1d4 worth of hit points in addition to the hit points gained from your hit die and Constitution modifier.

Huge sized creatures are in fact, very large! This may sound obvious but depending on the situation, it can be very difficult for a huge sized creature to gain cover or hide behind objects where a medium creature could. Your size will also make it very difficult to maneuver in some areas designed for medium sized creatures.

A huge creature eats a lot! For campaigns where rations and supplies matter and you're keeping track, your large character eats 16 times the food a medium sized creature would, roughly 16 pounds of food a day.

GARGANTUAN SIZE

Suitable only for the most extreme of campaign situations where titans can band together for a common cause, gargantuan sized characters are MASSIVE and just won't fit in most campaigns. Adventurers can truly come in any size though, and we won't deny you the unique roleplay experience of playing an absolutely enormous creature. Gargantuan-sized characters have the following characteristics:

A gargantuan sized creature controls a 20 ft by 20 ft space. You can move through a hostile creature's space if the creature is at least two sizes larger or smaller than you. Meaning that you can move through the space of large sized creatures or smaller. Other creature's spaces are difficult terrain for you.

You have 10 times the carrying capacity and the amount you can push, drag, or lift from what would normally be allotted by your Strength.

Gargantuan sized weapons have some advantages and some downsides compared to smaller implements of death. A gargantuan knife tends to hurt more than a tiny one. Any attack you make with a gargantuan-sized weapon or unarmed strike deals an additional 1d8 damage of whatever type the attack would normally deal.

A gargantuan knife can be harder to connect to a tiny target though. Attacks with gargantuan-sized weapons and unarmed strikes from gargantuan creatures made against medium or smaller creatures are made at disadvantage.

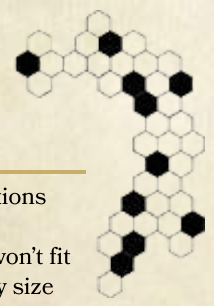
At this size, medium and smaller creatures almost act like a swarm to you. Whenever you make an attack with an unarmed strike or with a gargantuan sized weapon, you may also roll to hit against another creature within 5 feet of them.

Being this massive naturally gives you a greater reach. You have a natural reach of 15 feet.

Owing to your bulk, it takes more effort to injure you than it would for a smaller creature. Whenever you gain hit points from gaining a level or your first level, you add an additional 1d6 worth of hit points in addition to the hit points gained from your hit die and Constitution modifier.

Gargantuan sized creatures are in fact, very large! This may sound obvious but depending on the situation, it can be very difficult for a gargantuan sized creature to gain cover or hide behind objects where a smaller creature could. Your size will also make it very difficult to maneuver in some areas designed for smaller sized creatures.

A gargantuan creature eats a lot! For campaigns where rations and supplies matter and you're keeping track, your large character eats 64 times the food a medium sized creature would, roughly 64 pounds of food a day.



THE HEAVY WEAPON QUALITY AND ALTERNATELY SIZED WEAPONS

With the wide range of new character sizes available, you'll inevitably run into some situations where the heroic dwarf tries to wield the giant's hammer, or the panicked ogre tries to defend himself with the pixie's spear. We've included the important details for each size's weapons along with their other information, but here we'll lay out a nice clean set of rules for dealing with all these differently sized weapons.

ALTERNATELY SIZED WEAPONS.

Creatures have disadvantage on attack rolls with weapons sized for a larger attacker.

Creatures can wield oversized one-handed weapons intended for creatures up to 2 size categories larger than themselves as if it were a two-handed weapon, if wielded in this way, attacks made with it are made without disadvantage.

Creatures can wield oversized two-handed weapons and also ignore the disadvantage imposed by oversized weapons if their Strength score is 16 or higher.

Creatures cannot wield weapons intended for creatures 3 or more size categories larger than themselves. Creatures have resistance to any damage dealt by tiny or smaller weapons if they are at least 2 size categories larger than the weapon.

Particularly small weapons have an improved critical threat range. Attacks made against medium-sized or larger creatures with tiny and diminutive sized weapons result in a critical hit on a roll of 19-20 and 18-20, respectively.

WEAPON SIZE TABLE

Weapon Size	Can Wield Without Penalty	Can Wield Two-Handed or With Disadvantage	Additional Damage	Improved Critical Threat	Damage Resisted By	Disadvantage on Attacks Against
Diminutive	Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan	N/A	N/A	18-20	Small, Medium, Large, Huge, Gargantuan	N/A
Tiny	Tiny, Small, Medium, Large, Huge, Gargantuan	Diminutive	N/A	19-20	Medium, Large, Huge, Gargantuan	N/A
Small	Small, Medium, Large, Huge, Gargantuan	Diminutive, Tiny	N/A	N/A	N/A	N/A
Medium	Medium, Large, Huge, Gargantuan	Tiny, Small	N/A	N/A	N/A	N/A
Large	Large, Huge, Gargantuan	Small, Medium	1d4	N/A	N/A	Tiny, Diminutive
Huge	Huge, Gargantuan	Medium, Large	1d6	N/A	N/A	Small, Tiny, Diminutive
Gargantuan	Gargantuan	Large, Huge	1d8	N/A	N/A	Medium, Small, Tiny, Diminutive

Critical hits made with tiny-sized and smaller weapons ignore the resistance incurred from striking a larger creature. Starting at large size, particularly large weapons deal additional damage of whatever type they would normally deal. Large sized weapons deal an additional 1d4 damage, huge-sized weapons deal an additional 1d6 damage, and gargantuan-sized weapons deal an additional 1d8 damage.

Particularly large weapons are also difficult to aim at smaller targets. Large and larger weapons attacks made at creatures 3 or more size categories smaller than the weapon are made at disadvantage.

THE HEAVY WEAPON QUALITY

In the core rules of 5e, many weapons have the "heavy" weapon quality. The heavy weapon quality states "Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively." This is one of the only major differences between medium and small sized characters in 5e, but it does need to be reworked a bit in a world with huge and tiny player characters. We want to live in a world with battalions of pixie pikemen and savage gnomes with intimidating and miniscule mauls. In adventures with alternately sized player characters, we advise using the following version of the heavy weapon quality:

HEAVY:

Small and smaller sized weapons with this quality are treated as if they were 1 size category larger for determining what sized creatures may wield it.



MOBILITY TRAITS

Accomplished Swimmer. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet. **1 RP**

Acrobatic Swinging. Your kind has a strong grip and can quickly swing yourself through the air. Your base walking speed is 35 feet.

You also have a natural climb speed of 35 feet and you may make long and high jumps as if you had a running start while climbing. **3 RP**

Acrobatic Winglets. While not capable of true flight, your kind can leap to great heights and have small extending winglets along your limbs and a rudder-like tail that enable you to practically dance through the air. Your Strength score is doubled for the purposes of determining your long jump distance and your Strength modifier is tripled for the purposes of determining your high jump distances, with or without a running start.

Your base walking speed is 30 feet.

You have a flying speed of 30 feet, however, you cannot move upwards using this flying speed and whenever you use this flying speed you must end your movement at least 10 feet lower from where you started. **3 RP**

Adapted Swimmer. Your tribe took to the rivers and lakes and made them your domain, now either webbed hands and feet or slicked fur aid you in navigating aquatic environments. Your base walking speed is 30 feet.

You have a natural swim speed of 20 feet and may hold your breath for a number of minutes equal to twice your constitution modifier (minimum 2 minutes). **1 RP**

Agile Claws. Your base walking speed is 30 feet. Because of your claws, you have a climbing speed of 30 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. **2 RP**

Answer to Prayer. Your kind can hear the siren call of righteous prayers and can arrive as an immediate answer. You have a base walking speed of 30 feet. Your kind have an association with a particular deity. Creatures can pray aloud for help from your particular deity as a bonus action. If a creature does so, you can magically hear those prayers if you are within 1000 feet. You can respond to prayers you hear in this way as a reaction and immediately teleport to an unoccupied space adjacent to the praying creature. If there are no unoccupied spaces adjacent to the praying creatures that are large enough to accommodate you, the attempted teleportation fails. Once you teleport in this way, you cannot do so again until you finish a short or long rest. **5 RP**

Aquatic Agility. Your kind are adept at acrobatic maneuvers and speed beneath the waves. Your base walking speed is 25 feet, and you have a swimming speed of 35 feet. You can also breathe both air and water. **3 RP**

Arm Ambulation. Your kind either lack legs or have stunted and vestigial ones, instead you rely on your powerful arms for your mobility. You have a base walking speed of 30 feet. You also have a climb speed of 30 feet.

You may only use this walking speed and climb speed if you have at least 2 empty hands to use for mobility.

Your ambulatory arms are inevitably quite strong, and you gain a +2 bonus to Strength checks and Strength saving throws. You also count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Minor additional limbs such as those gained from the "auxiliary limbs" or the "insectile limbs" traits do not count as "hands" for the purpose of this trait. However, major limbs such as those gained from the "Multi-Armed" trait do. **2 RP**

Basilisk Sprinter. Your kind can store up their energy for short bursts of rapid speed, bewildering those left behind and even moving fast enough to cross water. You have a base walking speed of 30 feet.

When you make a dash action, you may choose to move up to 90 feet. When making this dash you can traverse bodies of water (or other fluids at DM discretion) like they were solid ground. Once you use this ability, you can't use it again until you have completed a short or long rest. **2 RP**

Breaching. Your kind practically dance through the waves, and are capable of leaping high into the air. You have a base walking speed of 25 feet.

You also have a swim speed of 35 feet.

You can also breathe both air and water.

You can also perform high jumps and long jumps from the surface of water as if it were a solid surface by "running" up from below (essentially breaching in a similar manner to dolphins or whales). **4 RP**

Breakneck Quick. Your kind are known for their unparalleled speeds.

Your base walking speed is 40 feet. **4 RP**

Buzzing Wings. Your long insectile wings are designed well for quick and maneuverable flight. You have a base walking speed of 25 feet and a fly speed of 30 feet. **5 RP**

Called By Death. Your kind are infatuated with death and death knells call to you like moths to a flame. You have a base walking speed of 30 feet.

Whenever a humanoid creature dies within 150 feet of you, you can teleport as a reaction to an unoccupied space you can see that is adjacent to the dying creature.

Once you teleport in this way, you cannot do so again until you finish a short or long rest. **5 RP**



Centipedal. Your kind possess dozens or even hundreds of tiny legs that propel your elongated body along, and are nimble enough to be used dexterously. Your base walking speed is 25 feet. You have a climb speed of 25 feet. Due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount.

As your centipedal form is always low to the ground, you can maintain a low profile without sacrificing speed. You do not incur a movement penalty when prone and can move at your full movement speed.

Your kind's movements afford you a degree of unpredictability when moving quickly. When you take a dash action you may also take a dodge action as a bonus action.

4 RP

Cephalopodic. Your kind possess sucker-lined tentacles that you use to amble along the ground or even up sheer surfaces, though your true mobility lies in the water, where your aquatic jets can propel you at great speeds.

You can breathe both air and water.

Your base walking speed is 25 feet, you also have a climb speed of 25 feet and a swim speed of 40 feet. **4 RP**

Dedicated Flyer. You possess a pair of wings and are capable of great aerial feats when unencumbered, though if grounded your mobility becomes horribly impaired. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor. Your base walking speed is 15 feet. **7 RP**

Deeproot Tunneling. Your kind's roots grow deep and far. Your base walking speed is 30 feet. You have a burrow speed of 30 feet in soft substrates such as loamy soil, sand and mud. **4 RP**

Determined But Slow. Your kind are slower, but move with steadfast purpose, easily surmounting the obstacles in your path. Your walking speed is 25 feet, and you have a climb speed of 25 feet. **- 1 RP**

Divine Flight. Your kind have one or more sets of wings but they're only for steering, you're really held aloft by divine will. You have a base walking speed of 20 feet. You have a magical fly speed of 30 feet. Your magical flight relies on your own willpower. Whenever you take damage while airborne for the first time during a round you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save your will falters and you immediately fall 60 feet. You may resume flying at the start of your next turn if you are still conscious. **4 RP**

Drone's Flight. Your kind possess a set of thin folding insectile wings. Your base walking speed is 30 feet, and you have a fly speed of 15 feet. However, your wings were not designed for sustained flight and you gain a level of exhaustion whenever you end your turn airborne. **3 RP**

Earth Glide. Your kind can glide through the earth like a fish swims through water. Your base walking speed is 30 feet. You can burrow through non-magical, unworked earth and stone. While doing so, you don't disturb the material you move through, leaving no tunnel or trace of your passage behind. **9 RP**

Earthen Surge. Your kind trace their heritage to the elemental plane of earth, and can return motion to the sleeping earth beneath your feet and cause it to surge you forward.

Your base walking speed is 30 feet.

As an action while standing on unworked natural earth or stone, you can animate the earth you stand on and increase your base walking speed to 50 feet. You have 5 uses of your earthen surge, which are restored whenever you finish a long rest.

Alternatively, you can use your earthen surge to animate and break apart the ground around you. While standing on unworked natural earth or stone, you can utilize one use of your earthen surge to animate the earth around you. If you do, the space you occupy and all spaces adjacent to it are considered difficult terrain until it settles at the end of your next turn. **4 RP**

Environmental Phasing. Your kind are practically at one with the environment from which you hail.

Your base walking speed is 30 feet.

You may also use a special phase-walking speed of 20 feet that ignores difficult terrain and does not provoke attacks of opportunity. You may only use your phase-walking speed while in areas of Environment.

Choose a terrain type as your Environment, such as woodland, urban, or tundra. You may select any commonly occurring environment but you gain no additional ability to survive your chosen environment from this trait. For example, if your chosen environment is "magma" you will need to select some other appropriate traits to survive traversing it.

4 RP

Ethereal Flight. Your kind flow silently through the air. You have a base walking speed of 25 feet and a fly speed of 25 feet. You have a +2 bonus to Dexterity (Stealth) checks made to use your flying speed stealthily. **5 RP**

Fire Jets. Your kind have either an infernal link or a heritage tracing back to the elemental plane of fire that allows you to hold yourself aloft using jets of intense flame.

You have a base walking speed of 30 feet.

As a bonus action, you can activate your fire jets and gain a fly speed of 40 feet until the beginning of your next turn. You have 5 uses of your fire jets, which are restored whenever you finish a long rest.

Any creature that starts their turn adjacent to you or moves adjacent to you for the first time on their turn while you are utilizing your fire jets must succeed on a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus or take 1d6 fire damage. **4 RP**



Fixed Wing Flight. Your kind have long stiff wings capable of long sustained flight, but they require substantial momentum.

Your base walking speed is 30 feet.

If you move and take the dash action, using all of your available speed to move in a straight line, you can use your bonus action to lift off. Once you lift off you have a flying speed of 60 feet. While not in use your wings fold onto your back. **5 RP**

Flapping Wings. Your kind possess a pair of wings capable of great speed and maneuverability, though the rapid flapping is quickly draining.

You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor. You gain a level of exhaustion for each 3 consecutive rounds you spend airborne without landing. These levels of exhaustion are removed upon finishing a short rest.

Your base walking speed is 25 feet. **4 RP**

Flinging Movement. Your kind can't really walk, and instead jump or essentially throw themselves to move.

You have a fly speed of 40 feet. While you use this movement you must end your turn on a solid surface or fall as per normal falling rules. **3 RP**

Flittering Wings. Your kind possess two pairs of insectile wings, providing you with unparalleled maneuverability while airborne.

You have a base walking speed of 25 feet and a fly speed of 35 feet. While using your fly speed, you may suddenly shift course as a bonus action, moving 5 feet in any direction. This special movement does not provoke attacks of opportunity.

6 RP

Floral Step. Your kind view all life as connected, and know how to travel along those connections.

Your base walking speed is 30 feet.

Once per turn, you may use 5 feet of your movement to move into a space occupied by flora and immediately exit out of another space occupied by flora that you can see within 30 feet, arriving in any unoccupied space adjacent to that flora. Both of these areas of flora must be large enough to fully cover you (such as thickets, large trees, or areas of magical entanglement). **5 RP**

Fluttering Wings. Your kind have reliable and deliberate wings, providing a slower but dependable flight. You have a base walking speed of 25 feet and a fly speed of 25 feet. **4 RP**

Fluvial. Your base walking speed is 5 feet. You have a swim speed of 35 feet. You can also breathe in both air and water.

2 RP

Galloping. Your kind possess a quadrupedal form capable of running at great speeds.

Your base walking speed is 40 feet.

Due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount.

As you do not possess proper hands you will find many tasks difficult, falling back on your forelimbs and mouth to perform even mundane actions. To cast spells requiring somatic components you must have both forelimbs free instead of only one.

You are unable to wield martial or ranged weapons and you make Dexterity (Sleight of Hand) checks at disadvantage.

2 RP

Gastropod. Your kind rely on a mucus coated foot to slowly slime your way around.

Your base walking speed is 20 feet, you also have a climb speed of 20 feet. Neither of your movement speeds are reduced by wearing heavy armor and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

You're also particularly difficult to dislodge from where you want to be. You make all checks and saving throws to resist being moved, repositioned, or knocked prone at advantage.

2 RP



Gelatinous. Your kind are primarily composed of an amorphous gel, usually adjusting to a rough humanoid shape but inherently existing as a formless blob.

You have the ooze creature type.

You are amorphous, and whatever structures you form (through other racial traits) are intrinsically temporary forms. You can move through a space as narrow as 1 inch wide without squeezing, though any objects you're carrying or armor you're wearing may not.

You have a base walking speed of 20 feet, and a climb speed of 20 feet.

You are immune to the prone condition. You may still choose to assume the prone position but you cannot be forced prone.

0 RP

Gliding Wings. Your kind possess smaller wings, ill-suited for proper flight but well-shaped for gentle gliding.

Your base walking speed is 30 feet.

You have a flying speed of 30 feet, however, you cannot move upwards using this flying speed and whenever you use this flying speed you must end your movement at least 10 feet lower from where you started. **2 RP**

Goat-like. Your legs are like wound springs and you cling to the rock face as if it were flat ground.

Your base walking speed is 30 feet and you have proficiency with Dexterity (Acrobatics) skill checks.

You can stand firmly on ledges as narrow as 2 inches wide without requiring a skill check (double this width for each size category above medium and halve it for each size category below medium). **2 RP**

Gravitational Boost. Your kind are used to much stronger gravity and can practically fly with every step.

You have a base walking speed of 25 feet.

You have a fly speed of 30 feet, you may not fly higher than 10 feet off the ground or another similar surface using this fly speed.

Whenever you fall, you fall at a rate of 60 feet per round, and suffer no ill effects from falling when you land.

Due to your high relative density, creatures find you difficult to push around and all attempts to reposition, shove, knock prone, or otherwise move you are made at disadvantage.

4 RP

Gravitational Pressure. Your kind are used to much weaker gravity and struggle to stand against their own weight.

You have a base walking speed of 20 feet, this movement speed is not reduced by wearing heavy armor.

Due to your low relative density, creatures find you easy to push around and all attempts to reposition, shove, knock prone, or otherwise move you are made at advantage. - **3 RP**

Gravitational Shifter. Your kind can freely shift your center of gravity, allowing you to easily walk up walls.

You have a base walking speed of 30 feet.

You have a climb speed of 30 feet. You can climb up even sheer vertical surfaces (but not across ceilings) without requiring the use of your hands. **4 RP**

Gyroscopic Sphere. Your design revolves around a gyroscopic sphere held in place with magnets or arcane energy.

You have a base walking speed of 40 feet. You move at $\frac{1}{4}$ speed in difficult terrain (moving 1 foot in difficult terrain costs 4 feet of speed) and you treat ascents such as stairs or steep inclines as difficult terrain.

You can use your bonus action to move up to 40 feet if all of that movement is spent descending a steep decline (such as moving down a steep hill or flight of stairs). **3 RP**

Hovering Wings. Your kind have stout, wide wings that flap rapidly, providing not so much flight as a slow and steady hovering. You have a base walking speed of 20 feet and a fly speed of 20 feet. **2 RP**

Ice Slider. Your kind have a heritage tracing back to the elemental plane of water, and can produce and slide across temporary bridges made of ice.

Your base walking speed is 30 feet.

As a bonus action, you can generate ice slides and gain a fly speed of 30 feet until the beginning of your next turn. You have 5 uses of your ice slides, which are restored whenever you finish a long rest.

Alternatively, you can utilize one use of your ice slides to temporarily coat solid ground so that you can slide across it faster. If you do so, your base walking speed increases to 45 feet until the beginning of your next turn. **4 RP**

Immobile. Your kind have no natural way to move about and live sedentary lives. Without either magical means, some mechanical transport, or a helping hand, you are simply stuck wherever you find yourself.

Your base walking speed is 0 feet. - **6 RP**

Insect-taur. You possess a multi-legged insectile body that truncates into an upper humanoid form.

Your base walking speed is 30 feet, you also have a climb speed of 30 feet.

Due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your elongated back, in such a situation, you continue to act independently, not as a controlled mount. **2 RP**

Inchworm Movement. You possess numerous small stubby legs that don't move terribly fast, but do allow you to navigate precarious footing easily.

Your base walking speed is 25 feet, you also have a climb speed of 25 feet, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. **2 RP**

Intertidal Float. You can drift and propel yourself gracefully underwater, and through magical means you can propel yourself just as well above the waves. You have a swim speed of 25 feet and can breathe in both air and water. You also have a magical fly speed of 25 feet. Your magical flight relies on proximity to the ground and you cannot use this magical flying speed to move further than 15 feet above the ground or another similar surface. If you drop from a height greater than 15 feet, you fall and take falling damage as normal. If somehow forced to walk, your walking speed is 5 feet. **5 RP**



Jell-Born. Your kind are essentially humanoid, but your bodies are far more malleable and gelatinous than most. You have the ooze creature type.

You are amorphous, and whatever structures you form (through other racial traits) are intrinsically temporary forms. You can move through a space as narrow as 1 inch wide without squeezing, though any objects you're carrying or armor you're wearing may not.

You have a base walking speed of 30 feet.

You are immune to the prone condition. You may still choose to assume the prone position but you cannot be forced prone.

2 RP

Jelly Cube. Your body is a solid gelatinous cube, sticky to the touch and quick to dissolve whatever enters your odd rectangular mass.

You have the ooze creature type.

You are amorphous, and whatever structures you form (through other racial traits) are intrinsically temporary forms. You fully occupy the space you control in combat as per your size, this means that a medium creature with this trait fully fills a 5 by 5 by 5 foot cube.

Whenever you successfully use your attack to perform a shove against a creature the same size as you or smaller, you instead perform a special attack called engulf. When you engulf a creature, they have a chance to avoid its effects by making a Dexterity saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus.

On a successful save, the creature can choose to be pushed 5 feet back or to your side rather than be engulfed. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, you enter the creature's space, and the creature takes an amount of acid damage equal to 2d6 + your Constitution modifier and is engulfed. The engulfed creature can't breathe, is restrained, and takes acid damage equal to 2d6 + your Constitution modifier at the start of each of your turns.

When you move, the engulfed creature moves with you.

An engulfed creature can try to escape by making an opposed Strength (Athletics) check as per escaping a grapple.

On a success, the engulfed creature escapes and enters a space of its choice within 5 feet of you. An engulfed creature automatically escapes you if you fall unconscious. Other creatures can enter your space, but a creature that does so is engulfed.

Creatures inside you can be seen but have total cover. A creature within 5 feet of you can take an action to pull an engulfed creature or object out of you. Doing so requires a successful opposed Strength (Athletics) check, and the creature making the attempt takes 1d6 acid damage. You can hold only one creature of the same size as you or up to four smaller creatures inside it at a time.

You have a base walking speed of 20 feet, and a climb speed of 20 feet. You are immune to the prone condition. You may still choose to assume the prone position but you cannot be forced prone.

You cannot wear armor, but you can still wield weapons, gain the benefits of a shield, and generally utilize items using the gelatinous pseudopod limbs you choose to form from your amorphous body. **8 RP**

Jet Propulsion. Your kind can propel yourselves by rapidly emitting either magical essence or some form of gas.

Your base walking speed is 30 feet.

As a bonus action, you can activate your jets and gain a fly speed of 50 feet until the beginning of your next turn. You have 5 uses of your jets, which are restored whenever you finish a long rest. **3 RP**

Laggard. Your kind don't tend to get anywhere quickly. Your base walking speed is 20 feet. Your speed is not reduced by wearing heavy armor. **4 RP**

Lightning Nimbus. Your kind either trace heritage to the elemental plane of air or your existence is a true technological marvel as you can rise within a nimbus of electric current.

Your base walking speed is 30 feet.

As a bonus action, you can surround yourself with lightning and gain a fly speed of 30 feet until the beginning of your next turn. You cannot use this movement speed to move further than 15 feet from the ground or another solid surface. You can ascend sheer surfaces or even along ceilings in this way as long as you move no further than 15 from a solid surface at any time. You have 5 uses of your lightning nimbus, which are restored whenever you finish a long rest.

Any creature that starts their turn adjacent to you or moves adjacent to you for the first time on their turn while you are utilizing your fire jets must succeed on a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus or take 1d8 lightning damage, creatures made of metal or creatures wearing metal armor make this saving throw at disadvantage. **4 RP**

Lots of Legs. Your kind possess 6 to 12 small legs that work in unison to move you along.

Your base walking speed is 25 feet.

You have a climb speed of 25 feet.

Due to your extra legs you make all checks or saves to resist being knocked prone at advantage. **1 RP**

Lurch. Your kind move slowly, but in a particularly horrifying or threatening way.

Your base walking speed is 25 feet. You have a +2 bonus on Charisma (Intimidation) checks on turns that you have utilized your movement speed. **1 RP**



Magi-Mechanical Hover Throne. Your ability to move on your own is limited, a weakness your kind has long ago remedied using your inherent ingenuity. You have constructed a magical and mechanical conveyance that you rest upon. Your transport has the same size category as you and weighs twice your weight. It has a flying speed of 30 feet. Without it, you have a walking speed of 5 feet. Your transport is considered part of the equipment you are wearing. Traveling in your transport takes some attention but is hardly tiring, you do not suffer exhaustion from traveling at a fast pace.

You know the mending cantrip, Intelligence or Charisma (your choice) is your spellcasting ability for it. Your transport has an AC equal to your own AC and a number of hit points equal to 4 times your character level. If your transport is destroyed, you can create a new one using 4 hours of uninterrupted tinkering and 20 gp worth of magical and mechanical parts. If you still have a transport and create another, the previous one crumbles to dust. Your transport can be repaired by the mending spell, healing 1d4 hit points for each casting of the spell. **5 RP**

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Your transport can be repaired by the mending spell, healing 1d4 hit points for each casting of the spell. **2 RP**

Naga-Kin. You are born of the naga, ancient, powerful, and magical reptiles.

You do not possess limbs, rather your body is that of a large serpent with an intelligent humanoid face.

Your base walking speed is 30 feet.

You know the Mage hand cantrip. Your kind have grown accustomed to performing most mundane tasks using this cantrip and are innately comfortable doing so. Your Mage Hand cantrip does not have a duration limit and can be maintained indefinitely. It can be used to wield weapons and its weight limit is increased to 30 pounds.

Naga-kin, no matter what magical discipline they aspire to, can see with unparalleled clarity of arcane purpose. You are proficient with the Intelligence (Arcana) skill and ignore any somatic components a spell requires.

Without hands wielding weapons is innately difficult, even with the Mage Hand's assistance. You make all martial and ranged weapon attacks at disadvantage.

You can still wear armor if it is made to fit your serpentine frame. You may not wear any item that would require hands or feet. You may still wear rings by putting them over the tip of your tail.

As your serpentine form is always low to the ground you can maintain a low profile without sacrificing speed. You do not incur a movement penalty and can move at full speed when prone.

Your kind's serpentine movements afford you a degree of unpredictability when moving quickly. When you take a dash action you may also take a dodge action as a bonus action.

9 RP

Natural Climber. Your base walking speed is 30 feet. You have a climbing speed of 30 feet. **1 RP**

Natural Sprinter. Whether your kind were hunters or were hunted, the chase is in your blood.

Your people know how to cover ground quickly and maneuver through chaos. Your base walking speed is 35 feet, and you make all Dexterity (Acrobatics) skill checks relating to running at advantage. **3 RP**

Nimble Footwork. Your base walking speed is 30 feet. You can take the Disengage or Hide action as a bonus action on each of your turns. **7 RP**

Pack Beast. Your kind possess a quadrupedal form and you amble along at your own pace.

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

Due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount.

As you do not possess proper hands you will find many tasks difficult, falling back on your forelimbs and mouth to perform even mundane actions. To cast spells requiring somatic components you must have both forelimbs free instead of only one.

You are unable to wield martial or ranged weapons and you make Dexterity (Sleight of Hand) checks at disadvantage.

- 2 RP



Pelagic. Your kind amble carefully or clumsily through the water. Your base walking speed is 5 feet. You have a swim speed of 25 feet. You can also breathe in both air and water. **-2 RP**

Phantom. Your kind are spirits, manifestations of will made material that can easily pass through smaller solid objects. Your base walking speed is 25 feet. You can move through non-magical solid objects, and occupied spaces as if they were difficult terrain. You cannot move further than 5 feet into walls or other solid objects in this way. If for whatever reason you would end your turn in an occupied space, you are shunted into the nearest unoccupied space (randomly selected if multiple unoccupied spaces are equidistant) and take 1d6 damage that bypasses all resistances and immunities. **5 RP**

Phase Step. Through either temporal or planar instability, your kind walk unbound from the physical world. Your base walking speed is 30 feet. You may also use a special phase-walking speed of 10 feet. Your phase-walking speed ignores difficult terrain and does not provoke attacks of opportunity. **4 RP**

Pheasant's Flight. Your kind possess wings, but not nearly large or strong enough wings for true sustained flight. You have a base walking speed of 30 feet. Your flight is more akin to a game bird's short flutter and glide. In practice this means that your jump distance is tripled for both long and high jumps. When falling you can use your wings to descend at 60 feet per round and take no falling damage. **3 RP**

Profile of the Pegasus. Your kind possess a quadrupedal form with two mighty wings along your flanks. Your base walking speed is 30 feet. You have a flying speed of 30 feet. Due to your extra legs you make all checks or saves to resist being knocked prone at advantage. A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount. As you do not possess proper hands you will find many tasks difficult, falling back on your forelimbs and mouth to perform even mundane actions. To cast spells requiring somatic components you must have both forelimbs free instead of only one. You are unable to wield martial or ranged weapons and you make Dexterity (Sleight of Hand) checks at disadvantage. **4 RP**

Puffball. Your kind are lighter than air and at the mercy of the wind, held aloft by buoyant gasses and maneuvered by tiny jets or wings. Your base walking speed is 20 feet. You have a flying speed of 25 feet. To use this speed, you can't be wearing medium or heavy armor. Whenever you are 50 feet or more above the ground in an outdoor area (due to flying to that height or being dropped), you catch an air current and begin a 1d4 mile journey in a random direction. You move at a speed of 50 feet per round, ascending to ½ a mile up until descending gently to the ground at the journey's end. During this journey and for its duration you are unable to direct yourself using your fly speed. You and other creatures can end this journey prematurely if you can be caught or can be moved lower than 50 feet above the ground through some means other than your fly speed. You make all checks and saving throws to resist the effects of high winds or storms at disadvantage. **2 RP**

Purposeful Gait. Your kind take their time when deciding the correct action to take, such as where to step next. Your base walking speed is 20 feet. Your speed is not reduced by wearing heavy armor. When using your base walking speed, you gain a +2 bonus to your passive perception score for the purpose of detecting traps. **-3 RP**

Quadruped. Your kind possess a quadrupedal form akin to that of common animal. Your base walking speed is 35 feet. Due to your extra legs you make all checks or saves to resist being knocked prone at advantage. A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount. As you do not possess proper hands you will find many tasks difficult, falling back on your forelimbs and mouth to perform even mundane actions. To cast spells requiring somatic components you must have both forelimbs free instead of only one. You are unable to wield martial or ranged weapons and you make Dexterity (Sleight of Hand) checks at disadvantage. **0 RP**

Quadrupedal Climber. Your kind possess a quadrupedal form akin to that of common animal but are adapted for an arboreal environment or one in which climbing is a necessity. Your base walking speed is 35 feet. You have a climb speed of 35 feet. Due to your extra legs you make all checks or saves to resist being knocked prone at advantage. A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount. As you do not possess proper hands you will find many tasks difficult, falling back on your forelimbs and mouth to perform even mundane actions. To cast spells requiring somatic components you must have both forelimbs free instead of only one. You are unable to wield martial or ranged weapons and you make Dexterity (Sleight of Hand) checks at disadvantage. **1 RP**



Quadrupedal Swimmer. Your kind possess a quadrupedal form akin to that of common animal but are adapted for an aquatic environment.

Your base walking speed is 35 feet.

You have a swim speed of 35 feet.

Due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount.

As you do not possess proper hands you will find many tasks difficult, falling back on your forelimbs and mouth to perform even mundane actions. To cast spells requiring somatic components you must have both forelimbs free instead of only one.

You are unable to wield martial or ranged weapons and you make Dexterity (Sleight of Hand) checks at disadvantage.

1 RP

Quick Creeper. Your kind reach and grab far better than they really walk.

You have a base walking speed of 20 feet.

You have a climb speed of 40 feet. You may use this climb speed in place of your base walking speed if the terrain is particularly rough and has numerous potential handholds, such as rocky terrain or areas of forest undergrowth. You may not use your climb speed in this way on particularly flat or even floors, such as beaten paths, level roads, or the floors of most buildings or dungeons. **3 RP**

Quickroot Tunneling. Your kind are more adept at tunneling just below the surface like roots, than you are at traveling above ground.

Your base walking speed is 25 feet.

You have a burrow speed of 40 feet in soft substrates such as loamy soil, sand and mud. You may not use this burrow speed to dig further than 5 feet below the surface. **4 RP**

Repulsor Flight. Your kind float purposefully just above the ground through arcane repulsion.

You have a magical fly speed of 25 feet. Your magical flight relies on proximity to the ground and you cannot use this magical flying speed to move further than 5 feet above the ground or another similar surface. If you drop from a height greater than 5 feet, you fall and take falling damage as normal. If somehow forced to walk, your walking speed is 5 feet. **2 RP**

Rocket Propelled. Your kind have inbuilt thrusters along your back and limbs, allowing for extremely swift movements while your arcane reserves last.

Your base walking speed is 25 feet.

As a bonus action, you can choose to utilize your rockets, if you do, until the beginning of your next turn your walking speed increases to 50 feet and your jumps are enhanced. While using your rockets, your long jump can cover a number of feet equal to 3 times your Strength score and your high jump can leap into the air a number of feet equal to 10 plus your Strength modifier.

You have 5 uses of your rockets, which are fully restored whenever you finish a long rest. **3 RP**

Rooted. Your kind don't so much walk as they grow forward, leaving behind small roots and stems.

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

All attempts to knock you prone or reposition you are made at disadvantage.

As you leave behind roots, all Wisdom (Survival) checks made to track you are made at advantage, as are any Wisdom (Survival) checks made to retrace your steps or determine where you've already been. **0 RP**

Sailing Fins. Your kind have wide folding fins and a powerful physique that can slice through the waves at incredible speeds. Your base walking speed is 5 feet.

You have a swim speed of 40 feet.

You can also breathe in both air and water. **4 RP**

Scuttling. Your kind are built for coastal areas, scuttling in and out of the surf.

Your base walking speed is 30 feet. You also have a swim speed of 20 feet. You can breathe in both air and water.

You can also choose to use your walking speed underwater, you walk along the bottom of bodies of water as easily as you would walk on land. **2 RP**

Sea-Serpentine. Your body is legless, armless, and greatly elongated, similar to that of a snake or eel.

Your base walking speed is 5 feet.

You have a swim speed of 30 feet.

Without hands, using many items can be particularly difficult. You make all martial and ranged weapon attacks at disadvantage.

The somatic components of spells also present an arduous challenge, your kind can overcome this challenge by using your tail for complex motions rather than movement. Casting a spell with somatic components uses 10 feet of your movement speed for the current turn, or 10 feet of your next turn's movement speed if you cast a somatic spell outside of your turn.

You can still wear armor if it is made to fit your serpentine frame. You may not wear any item that would require hands or feet. You may still wear rings by putting them over the tip of your tail.

Your kind's serpentine movements afford you a degree of unpredictability when moving quickly. When you take a dash action you may also take a dodge action as a bonus action.

1 RP

Sea-Snail. Your kind rely on a mucus coated foot to slowly slime your way around.

Your base walking speed is 20 feet, you also have a climb speed of 20 feet. Neither of your movement speeds are reduced by wearing heavy armor and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

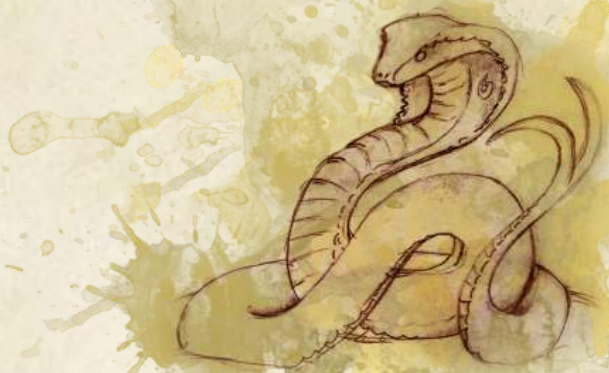
You can also breathe both air and water.

You can also choose to use your walking and climb speeds underwater, you walk along the bottom and solid surfaces while underwater as easily as you would walk on land.

You're also particularly difficult to dislodge from where you want to be. You make all checks and saving throws to resist being moved, repositioned, or knocked prone at advantage.

3 RP





Serpent Body. Your kind's lower torso stretches into a long snake-like form, providing you with fluid serpentine movement.

Your base walking speed is 35 feet.

As your serpentine form is always low to the ground, you can maintain a low profile without sacrificing speed. You do not incur a movement penalty when prone and can move at your full movement speed.

Your kind's serpentine movements afford you a degree of unpredictability when moving quickly. When you take a dash action you may also take a dodge action as a bonus action.

6 RP

Serpentine. Your body is legless, armless, and greatly elongated, similar to that of a snake or eel.

Your base walking speed is 30 feet.

Without hands, using many items can be particularly difficult. You make all martial and ranged weapon attacks at disadvantage.

The somatic components of spells also present an arduous challenge, your kind can overcome this challenge by using your tail for complex motions rather than movement. Casting a spell with somatic components uses 10 feet of your movement speed for the current turn, or 10 feet of your next turn's movement speed if you cast a somatic spell outside of your turn.

You can still wear armor if it is made to fit your serpentine frame. You may not wear any item that would require hands or feet. You may still wear rings by putting them over the tip of your tail.

As your serpentine form is always low to the ground you can maintain a low profile without sacrificing speed. You do not incur a movement penalty and can move at full speed when prone.

Your kind's serpentine movements afford you a degree of unpredictability when moving quickly. When you take a dash action you may also take a dodge action as a bonus action.

2 RP

Silent as the Grave. Your kind makes barely a sound as you move. Your base walking speed is 30 feet. You are proficient in the Stealth skill. Your sudden presence can be unnerving and you also gain a +5 bonus to Charisma (Intimidate) checks made when hidden. **2 RP**

Slimefoot. Your kind rely on a mucus coated foot to slowly slime your way around, leaving a slimy and slippery trail wherever you go.

Your base walking speed is 20 feet, you also have a climb speed of 20 feet.

Neither of your movement speeds are reduced by wearing heavy armor and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

You're also particularly difficult to dislodge from where you want to be. You make all checks and saving throws to resist being moved, repositioned, or knocked prone at advantage. Whenever a creature moves to within 5 feet of you for the first time in a turn, they must make a DC 12 Dexterity saving throw. On a failed save they are knocked prone. **3 RP**

Slow. Either by simply having shorter legs or a lack of motivation, your kind move slower than the norm. Your base walking speed is 25 feet. **- 2 RP**

Speed. Your base walking speed is 30 feet. **0 RP**

Spectral. Your kind aren't bound by physical barriers and pass through them like smoke.

Your base walking speed is 30 feet.

You can easily move through non-magical objects. While doing so, you don't disturb the material you move through and leave no tunnel or trace of your passage behind. **12 RP**

Spectral Float. Your kind drift just above the ground with no concern for petty gravity.

You have a base walking speed of 30 feet.

You do not actually walk using this walking speed but instead float about half a foot off the ground. You ignore any hazards connected to contacting the ground, such as caltrops, swampy difficult terrain, or pressure sensitive traps. You can also choose to traverse water surfaces in this way, instead of submerging into them. If you fall, you fall at a rate of 60 feet instead of falling normally, and suffer no ill-effects from falling when you land. **5 RP**



Splitting Slime. Your kind are made of slime, and your consciousness is cleanly divided among your cells, allowing you to essentially be in two places at once. You have the ooze creature type. You are amorphous, and whatever structures you form (through other racial traits) are intrinsically temporary forms. You can move through a space as narrow as 1 inch wide without squeezing, though any objects you're carrying or armor you're wearing may not. You have a base walking speed of 20 feet, and a climb speed of 20 feet.

You are immune to the prone condition. You may still choose to assume the prone position but you cannot be forced prone. As an action, you can subdivide your biomass into two identical but smaller halves that share your space. Each half is one size category smaller than you normally are. Each half has half of your current hit points, which also becomes their hit point maximum until they recombine. These halves essentially become two independent creatures that can perform any actions you can perform, except they cannot subdivide again. One half retains all of the your worn or carried objects, your halves can then pass any items between them as normal for passing items between characters. The half that retains any armor you were wearing may still wear this armor despite the size change. These halves share your consciousness and your action economy, meaning that while you can essentially be in two places at once, you still only have one creature's worth of actions to perform.

For example: On a given turn you could have half A utilize 15 feet of your movement speed, and perform an action, then have half B utilize the remaining 5 feet of your movement speed, and perform a bonus action.

While both halves are within 5 feet of each other, you can use your action to recombine and restore yourself to normal. Your new hit point total is equal to the remaining hit points of both halves. You maintain awareness of both halves across any distance and even between planes through quantum entanglement.

If one of your halves is destroyed, the remaining half can return to normal and restore your size, biomass, and hit point maximum, by consuming an amount of food equal to half your weight over the course of a long rest. **7 RP**

Steadfast and Stubborn. Your kind slowly amble forward, but nothing and no one can halt your advance. Your base walking speed is 20 feet. Your speed is not reduced by wearing heavy armor. Once per turn you may make a shove attack as a bonus action. **2 RP**

Steady Plodding. You'll get there eventually, and nothing stands in your way. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor. - **1 RP**

Stride of the Centaur. You possess a 4-legged equine body that truncates into an upper humanoid form. Your base walking speed is 40 feet, due to your extra legs you make all checks or saves to resist being knocked prone at advantage. A creature the same size category or smaller can choose to ride on your equine back, in such a situation, you continue to act independently, not as a controlled mount. In addition, any climb that requires hands and feet is especially difficult for you because of your equine form. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot. **3 RP**

Suction Grip. Your kind has suction pads on your fingertips and toes capable of gripping most surfaces with ease. Your base walking speed is 30 feet. You also have a natural climb speed of 30 feet and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. **3 RP**

Swamp Strider. Your kind are naturally suited to marshlands and swampy environments, easily surmounting the obstacles in your path. Your walking speed is 30 feet, and you have a swim speed of 20 feet. You ignore any difficult terrain and penalties due to mud, underbrush or otherwise swampy terrain. You also make any check to resist diseases at advantage. **2 RP**

Swift Footed. Your kind are blessed with nimble swiftness. Your base walking speed is 35 feet. **2 RP**

Swooping Flight. You possess a pair of wings and are capable of great aerial feats when unencumbered. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor. Your base walking speed is 25 feet. **8 RP**

Tank Treads. Your design incorporates continuous tracks that loop around a series of guide wheels. You have a base walking speed of 25 feet. You ignore all difficult terrain and pressure based surface hazards such as spiked ground or caltrops. **0 RP**

Tempting Prize. Your kind have endured generations of hunting, quickly avoiding those after your magical essence or some part of your mortal body that is highly prized in far off markets. You have a base movement speed of 50 feet. All attacks of opportunity against you are made at advantage. To the right buyers, your mortal remains are worth 100 times your level in gp. **2 RP**

Thalassic. Your kind slowly drifts through the water, depending mostly on the currents to pull you or the safety of the reef. Your base walking speed is 5 feet. You have a swim speed of 20 feet. You can also breathe in both air and water. - **4 RP**



Tuck and Roll. Your kind can curl into a ball for protection and quick downhill escapes.

You have a base walking speed of 30 feet.

As an action you can curl into a ball or uncurl from a ball. While curled into a ball you gain a +2 bonus to your AC and you cannot perform any actions other than movement, and uncurling from your balled up state.

While curled into a ball, you move at $\frac{1}{4}$ speed in difficult terrain (moving 1 foot in difficult terrain costs 4 feet of speed) and you treat ascents such as stairs or steep inclines as difficult terrain.

While curled into a ball, you can use your bonus action to move up to 40 feet if all of that movement is spent descending a steep decline (such as moving down a steep hill or a flight of stairs). **4 RP**

Undergrowth Step. Your kind have a trained or innate affinity with plant life and wild flora propels you forward through ancient magics.

Your base walking speed is 30 feet.

You may also use a special phase-walking speed of 10 feet, you can only use this phase-walking speed while walking through or climbing plant life. Your phase-walking speed ignores difficult terrain and does not provoke attacks of opportunity. **2 RP**

Untethered. Your kind only adhere to gravity's law by choice. You have a base walking speed of 30 feet.

You have a magical fly speed of 20 feet. This flying speed can only be used to move directly up or down and cannot be used for lateral movement. This flying speed requires your concentration as you manipulate gravity around you.

Whenever you take damage while airborne for the first time during a round you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save your control breaks, roll a D4, on a 3-4 you immediately shoot 100 feet upwards, on a 1-2 you immediately fall 100 downward. You may resume flying at the start of your next turn if you are still conscious. **3 RP**

Viscous Blob. Your body is formed from a sticky amorphous goo that easily adheres to any surface you choose, taking shape if you so choose but usually reverting to your blobby shape.

You have the ooze creature type.

You are amorphous, and whatever structures you form (through other racial traits) are intrinsically temporary forms. You can move through a space as narrow as 1 inch wide without squeezing, though any objects you're carrying or armor you're wearing may not.

You have a base walking speed of 25 feet, and a climb speed of 25 feet, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

You are immune to the prone condition. You may still choose to assume the prone position but you cannot be forced prone. **4 RP**

Warren Digger. Your kind took to the ground to carve their safety out of the earth itself. You can dig through soil, sand or mud with relative ease.

Your base walking speed is 30 feet.

You have a burrow speed of 20 feet in soft substrates such as loamy soil, sand and mud. **2 RP**

Water-Borne. Your base walking speed is 5 feet. You have a swim speed of 30 feet. You can also breathe in both air and water. **0 RP**

Waterstrider. Your kind have 4 long nimble legs that can perfectly distribute your weight so that you can glide effortlessly across the water rather than sinking into it. You have a base walking speed of 30 feet.

You can use this walking speed to walk across the surface of water or similar liquids as if it were solid ground. If there are light, moderate, or severe waves on the water you attempt to walk on, you treat the water's surface as if it were difficult terrain. If you end your turn walking on water currently experiencing severe waves or storms, you must make a DC 15 Dexterity (Acrobatics) check, on a failed check you are knocked into the water. **3 RP**

Webslinger. Your kind have a spinneret that fires webs you can use to swing nimbly through the air.

You have a base walking speed of 30 feet.

You have a special web-slinging fly speed of 40 feet.

You can only use this special web-slinging fly speed while within 30 feet of solid objects that are at least 20 feet tall, such as trees or 2-story or taller buildings.

Your webbing is rather sticky, but is otherwise harmless to the objects it contacts.

Any webs you create dissolve away after 24 hours. **5 RP**

Weightless Drift. Either through small wings, a mastery of gravity, or a simple lack of weight, your kind drift gently downwards where others plummet.

Your walking speed is 30 feet.

When falling, your decent is only 60 feet per round. You can land on your feet and you suffer no falling damage. **2 RP**

Wheels. Your design incorporates spinning wheels that can build up considerable momentum.

You have a base walking speed of 30 feet.

You build up momentum at the end of any turn in which you made both the move and the dash action. While you have momentum your base walking speed increases to 50 feet. While you have momentum, you must utilize all 50 feet of your movement speed if able, and you may not move into a space you have already occupied this turn. If you are unable to utilize all of your movement, you impact an object or skid out, suffering a number of d6 bludgeoning damage equal to your level.

While you have momentum, you may slow down as an action and lose your momentum, you may only use this action after making the move action on your turn. **3 RP**



Winged Arms. Your kind's arms stretch into feathered or leathery wings, wonderful for flying but while doing so your arms are rather occupied.

Your base walking speed is 30 feet.

You have a flying speed of 30 feet, however, you cannot use your arms while airborne. While airborne you cannot make any attack or perform any action that would require the use of your arms, this includes the somatic components of spells and retrieving and stowing of items. **3 RP**

Wings of Glory. Your kind have either angelic wings or wings of pure light, wings that stifle and freeze in the darkness.

You have a base walking speed of 25 feet.

You have a fly speed of 30 feet, you can only use this flying speed in bright light. **4 RP**

Wings of Midnight. Your kind have either batlike wings or wings of pure darkness, wings that singe and burn in the light.

You have a base walking speed of 25 feet.

You have a fly speed of 30 feet, you can only use this flying speed in dim light or darkness. **4 RP**

Wings of Prayer. Through concentrated belief in either the divine or the infernal, you sprout ethereal wings and take to the sky.

You have a base walking speed of 30 feet.

As a bonus action, you can sprout ethereal wings and gain a fly speed of 60 feet. You retain this fly speed for 10 minutes, after which your ethereal wings dissipate and you will fall as normal if still airborne.

Once you use this trait, you cannot do so again until you finish a long rest. **4 RP**

Won't Stay Buried. Your kind remember being buried and know how to claw your way to the surface.

You have a base walking speed of 30 feet.

You also have a burrow speed of 20 feet in most substrates, including soil, sand, dirt, loose rubble, gravel, and most other substrates other than solid stone. You can only use this burrow speed to move towards the surface and you instinctively know which direction leads to the surface while digging. **2 RP**







SENSE TRAITS

Adjustable Focus. Your kind's eyes can zoom in and out to better focus on the subject of your vision. You can perform Intelligence (Investigation) checks on objects you can see within 60 feet as if you were adjacent to them. You can even read the fine print on objects within 60 feet as if you were adjacent to them. **4 RP**

Advanced Antenne. Your kind have advanced sensory antenne that are far superior to normal ears, and far more sensitive. You have a +5 Bonus to Wisdom (Perception) checks relating to hearing.

Your advanced antenne can be painfully blown out by very loud noises, you have vulnerability to thunder damage and you make any saving throw to avoid becoming deafened at disadvantage. **3 RP**

Advanced 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. **2 RP**

A Taste of Pollen. Your kind are particularly attuned to the pollen and pheromones of the surrounding flora. As a bonus action, you can become magically aware of what varieties of plants are within 5 miles of you at any time, this includes creatures with the plant type. You are not aware of their numbers, direction, or exact locations, only that those varieties of plants are within 5 miles. Once you use this trait, you cannot do so again until you finish a short or long rest. **1 RP**

Blindsight. Your kind have other methods of perceiving the world around you beyond sight. You have blindsight in a 30-foot range. **7 RP**

Blood Frenzy. The sight of carnage and gore can send your kind into a frothing mad frenzy. Whenever you deal damage for the first time in a turn, you must make a Wisdom saving throw with a DC equal to 8 + half the damage dealt. On a failed save you enter a blood frenzy for 1d4 rounds. If you are already in a blood frenzy, a failed save extends the blood frenzy's duration by 1d4 rounds.

While in a blood frenzy you must make an attack action if able and you must use any available attacks against creatures within your reach.

If there are multiple creatures within your reach, determine which creature you attack at random.

If there are no creatures within your reach, you must move towards the nearest creature, choosing one of the nearest creatures at random if there are multiple creatures. **- 6 RP**

Bloodlust. Your kind relish the kill and mercy is far from your mind in the heat of battle. You cannot choose to inflict non-lethal damage on your attacks. **- 1 RP**

Blood Tracker. Your kind have minds hard-wired to sense the weak and wounded. You have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points. **2 RP**

Cave Dweller's Eyes. Your kind's vision picks up the slightest hint of motion and is perfect for hunting in darkened environments but suffers in brightened ones. 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 grey.

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. **-1 RP**

Celestial Omen. Either through kinship with them or a tradition of combat against them, your kind are acutely aware of nearby celestials. As an action, you can magically detect if there are any celestials within 100 feet, this does not reveal the celestials' location or number, only if there is or isn't a celestial within 100 feet. **1 RP**

Chemical Analyser. Your kind can determine detailed data from any substance with just a sample. As an action, you can taste or otherwise intake a very small amount of a substance, you can determine the following information about the substance:

If the substance is poisonous.

If the substance contains any diseases.

If the substance is alive.

If the substance is magical.

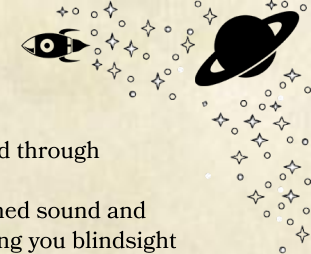
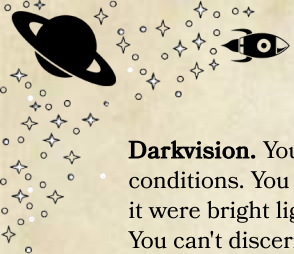
If a minute amount of a substance would have an effect if consumed, those affects apply to you as normal. **3 RP**

Compound Eyes. Your kind's eyes are composed of hundreds of smaller "eyes", giving you multiple views at once. They're perfect for spotting something sneaking up but confusing when inspecting something closely. You are proficient in the Wisdom (Perception) skill and you add double your proficiency bonus to your Passive Perception score. You also have a -2 penalty to Intelligence (Investigation) checks. **3 RP**

Corpse Scent. Whether your kind are repulsed by them or are ravenous to feed on them, your kind can always sniff out a corpse. You can detect the smell of even a small amount of dead flesh from up to 1000 feet away and have advantage on all Wisdom (Survival) checks made to find dead flesh or corpses. **1 RP**

Cyclopean. Your kind either has a single eye or suffers from poor depth perception. You have disadvantage on any attack roll against a target more than 30 feet away. **- 2 RP**





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. **1 RP**

Deepsight. Your kind's eyes are designed to detect even the smallest hint of light in the deep abyss. 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, this distance increases to 300 feet while you are underwater. You can't discern color in darkness, only shades of gray. **3 RP**

Dimensional Gaze. Your kind can see the influence of the planes as clearly as color, viewing the same world with far more dimensions.

You can see 60 ft. into the Ethereal Plane when you are on the Material Plane, and vice versa. You can also see a strangely colored aura around creatures and objects within 30 feet that are non-native to the plane they currently occupy. This sense does not penetrate other objects or creatures and only applies to creatures and objects you observe directly. A different color surrounding a creature or object provides clues as to what their native plane may have been (black for the abyss, opalescence for heaven, Ect.) but these clues are not strictly conclusive beyond proving that they are non-native to the current plane.

You gain a +5 bonus to any Intelligence checks made to analyze extraplanar creatures or objects. **4 RP**

Discerning Eyes. Either through training or a homeland filled with mirages or charms, your kind see right through tricks and illusions. You make all saving throws against illusion spells at advantage and make all checks to see through illusion spells at advantage. **1 RP**

Dulled Senses. Your kind have either through dwelling in caves or other less than ideal environments have had one of your senses weakened. You are at disadvantage on all Wisdom (Perception) and Intelligence (Investigation) checks utilizing Sense. Choose either Hearing or Sight as the chosen weakened Sense. - **1 RP**

Earth Attuned. Your kind are naturally attuned to the rock and soil and can sense subtle shifts in the earth. You have tremorsense in a 60-foot range, this ability only functions on natural earthen substrates such as rock, sand, or soil and does not function on worked stone or any artificial surfaces. **4 RP**

Easily Distracted. Your kind are well aware of your surroundings, but suffer from a lack of focus. You have a +2 bonus to Wisdom (Perception) checks. You do not apply this bonus to your passive perception, and any Wisdom (Perception) checks you make for keeping watch through a short or long rest (or any other situation where you must keep alert for 10 minutes or more) are made at disadvantage. **1 RP**

Echolocation. Your kind can sense the world through incredibly accurate hearing.

As a bonus action, you can make a high-pitched sound and listen closely as it echoes around you, granting you blindsight in a 60-foot range until the end of your current turn. **3 RP**

Extra Long Feelers. Your kind have particularly long antennae you can use to inspect things from a somewhat safe distance. You can touch (but not pick up or manipulate) objects up to 10 feet away from you as if they were adjacent to you. You can perform Intelligence (Investigation) checks while investigating objects in this way as if you were adjacent to them. **1 RP**

Eyeless Sight. Your kind "see" with a combination of simple senses, such as primeval senses of light, heat, and vibrations. You can "see" in a 60-foot range, you can't discern color using this sight, and you can only read indented or raised writing by touching it. You can only read normally written text if you are able to hold the pages up to a light. You may still attempt to perceive things beyond this range using your hearing or other senses but you cannot see beyond 60 feet even if you would otherwise gain vision from another trait, spell, or ability. Because you don't have any actual eyes, you have immunity to the blinded condition. **2 RP**

Eyestalks. Your kind have eyestalks, small tentacles that end in an ocular sphere.

Your eyestalks are retractable and reflexively protect themselves, you make all checks and saving throws to resist gaining the blinded condition at advantage.

Your eyestalks can also regenerate if removed or injured. If one of your eyes is removed or damaged, it will heal to full functionality after 1 week. **2 RP**

Fiend Omen. Either through kinship with them or a tradition of combat against them, your kind are acutely aware of nearby fiends. As an action, you can magically detect if there are any fiends within 100 feet, this does not reveal the fiends' location or number, only if there is or isn't a fiend within 100 feet. **1 RP**

Flicking Tongue. Your kind have tongues that flick out of your mouths constantly, tasting the air to detect subtle air movements or fluctuations with a particular sensitivity to the quick motion of the fearful. You have a +5 bonus to Wisdom (Perception) checks made to detect living creatures that have moved at least half of their movement speed during the previous turn or are currently frightened. **1 RP**

Full Surround Senses. While your design has no enhancements to its senses, it does have a lot of them, and they cover a full 360 radius. You cannot be surprised and will be able to act within surprise rounds. **1 RP**



Glow of Righteousness. Good is a visible and beautiful physical thing to your kind, the more righteous the act the more glorious the aura.

You physically see a glow of righteousness around those doing good deeds, opalescent or brightly shining penumbra glows around their heads. The brightness and color of the aura directly correlates to the impact or sacrifice of the good deed, minor considerations produce a light glow whereas great acts of self-sacrifice or valor will shine like a beacon. Those who undertake good deeds will have this glow about them for the entire length of the act, and it will maintain for 1 hour after the deed is done.

You can clearly see creatures with an aura of good, even if they would be lightly or heavily obscured. You can also clearly pick people who've recently done a good deed out of a crowd. **2 RP**

Heeder of Prayers. The chorus of prayers from the faithful call out to you, awaiting answer.

Your kind have an association with a particular deity. You can magically overhear any prayer to your deity said within 1000 feet. **1 RP**

Hotheaded. When your kind feel slighted or aggravated, your senses fall back and are overtaken by blind rage.

Whenever a creature openly mocks you, makes a Charisma (Intimidation) check against you, or makes an attack against you that results in a critical success, you must make a DC 15 Wisdom saving throw. On a failed save, you must make the attack action if able during your next turn targeting the offending creature with any and all attacks you make that turn. You also suffer a -5 penalty to Wisdom (Perception) checks during that turn. **-2 RP**

Hydra-Kin. Like the fearsome hydras, you have 5 small regenerating heads that cooperate as a single entity. You have five heads connected to your shoulders by long serpentine necks. While you have more than one head, you have a +2 bonus to Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and being knocked unconscious.

Whenever you take 15 or more damage in a single attack, one of your heads die. If all your heads die you are reduced to 0 hit points and begin making death saving throws.

At the end of your turn, if one or more of your heads are dead, you regrow a head unless you have taken fire damage since your last turn or are currently unconscious. You regain 5 hit points whenever you regrow a head in this way.

Your maximum number of heads is 5 you may never have more than 5. You may not regrow a head if you have taken fire damage in the previous turn. While you sleep, at least one of your heads is awake and aware of your surroundings. **8 RP**

Incredibly Big Eyes. Your kind have absolutely massive bulbous eyes capable of catching minute details but far more sensitive to bright lights. You have a +5 Bonus to Wisdom (Perception) checks relating to sight. Your huge eyes easily singe with bright light, you have vulnerability to radiant damage and you make any saving throw to avoid becoming blinded at disadvantage. **3 RP**

Instinctual Reactions. Your kind survived because of instincts honed to a knife's edge and you react quickly to danger. You may add your proficiency bonus to Dexterity checks made for Initiative. **2 RP**

Keen Hearing. Your kind have a highly attuned sense of hearing. You make Wisdom (Perception) checks relating to sound at advantage. **1 RP**

Keen Hearing and Smell. Your kind have the highly trained senses of a wild animal. You make Wisdom (Perception) checks relating to sound or smell at advantage. **2 RP**


Light Drawn. Your kind have difficulty resisting the allure of bright lights.

Whenever you start your within 15 feet of a fire, spell, object, or any other source that radiates bright light, you must make a DC 12 Wisdom saving throw. On a failed save, you become charmed by the light source and must move adjacent to the source of light or into its space if possible. At the end of each of your turns or any time you would take damage from the light source, you may repeat the DC 12 Wisdom saving throw. On a successful save the charmed condition ends and your do not need to make any further saves for the next hour, regardless of any present light sources. **- 3 RP**

Lit from Within. Your kind possess an inborn magical light source. As a bonus action, you can cause magical light to emanate from some point on your body, causing it to shine bright light of a color you choose in a 20-foot radius and dim light for an additional 20 feet. If that part of your body is completely covered, the light is blocked.

As a bonus action you can choose to emanate only dim light in a 20-foot radius or deactivate the light entirely. **1 RP**





Magic Sight. Magical auras are visible to your kind, like a wavelength of light that others seem unable to see. You can see a strangely colored (a non-existent color described as a sort of greenish purple yellow) aura around magical items within 30 feet. This sense does not penetrate objects and only applies to objects you observe directly. This sight does not provide you with any insight towards the magic's qualities or power, only that an item is magical in nature. **2 RP**

Malfunctioning Sensors. Either due to age or an inclement environment, your senses are prone to malfunction. Whenever you are struck with a critical hit you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save you become either blinded or deafened until the end of your next turn, determined randomly. **- 2 RP**

Melodic Recall. Your kind have a particular affinity for melodies and can perfectly recall any melody they hear. You can perfectly recall any musical piece that you've heard in the last 24 hours. You have a +2 bonus to Charisma (Performance) checks made to replicate musical pieces that you remember in this way. **1 RP**

Multi-Headed. Your kind are never really alone, as you are adorned with more than one fully formed head. You have Number heads. Each head has its own personality, but they work together as a single entity. You gain a +2 bonus to Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned and knocked unconscious for each head you have beyond the 1st. While you sleep, at least one of your heads is awake and aware of your surroundings. Choose a Number of heads, this trait costs an additional 2 RP for each head beyond 2. **5 RP**

No Sense Trait. You have no innate sense trait. Remove this trait in the Cleanup Step. **0 RP**

One-Sided. Your kind have both eyes on the same side of your head, somewhat comical on the move, but particularly useful for staying alert while hidden. You have a -2 penalty to Wisdom (Perception) checks. You lose this penalty and instead gain a +2 bonus to Wisdom (Perception) checks made while hidden (you gain and maintain this bonus after taking the hide action while you are moving stealthily). **1 RP**

Orbiting Eyes. Your kind keep your senses mobile, as linked but separate creatures.

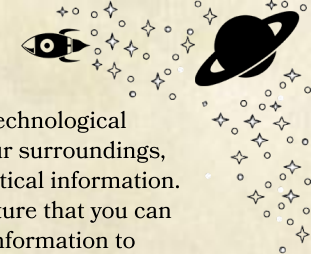
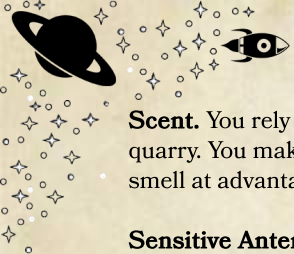
You have Number orbiting eyes. You see clearly through these eyes and they normally float around your person. As a bonus action, you can separate from one of your orbiting eyes. While separated from you these eyes have a fly speed of 15 feet and can move independently of you during your turn, allowing you to see different perspectives without moving to those locations yourself. Your orbiting eyes cannot take actions, bonus actions, or reactions, and can only utilize movement speed.

Your orbiting eyes cannot wear armor of any kind and have an AC equal to 8 + your Dexterity modifier + your proficiency bonus. Your orbiting eyes have a number of hit points equal to your Constitution modifier + your character level. Your orbiting eyes heal fully during short or long rests and if an eye is destroyed you can spend some time and effort to create or grow a new one during a long rest. If you do so, you regain 1 fewer spent hit dice than you normally would. You lose sight through your orbiting eyes if they are ever farther than 500 feet from you or if you are on a different plane from them. Orbiting eyes separated from you in this way will attempt to return to you, and will wither away and die if separated from you for more than 24 hours. Choose a Number of orbiting eyes, this trait costs an additional 1 RP for each eye beyond 1. **3 RP**

Proximity Alarm. Your kind have a magical or technological mechanism that alerts you to potential danger. As an action, you can set your alarm. While your alarm is set, any creature small sized or larger that moves to within 10 feet of you will activate your alarm. Your alarm makes a loud audible noise and will alert any sleeping creatures or otherwise unaware creatures within 60 feet. **2 RP**

Redundant Eyes. Your kind have quite a few more eyes than the regular 2. Whenever you would gain the blinded condition, you instead gain a -5 penalty to Wisdom (Perception) checks for the duration you would have been blinded for. If you would gain the blinded condition again while you have a penalty gained in this way, you gain the blinded condition as normal. **1 RP**

Reek of Evil. Evil is a wretched and physically pungent thing to your kind, the more wicked the evil the more noxious the stench. You can physically smell evil acts, a smell described as a mix of brimstone and rotten viscera. The severity of the smell directly correlates to the severity of the evil act, minor indiscretions are merely unpleasant whereas capital sins such as murder are nearly vomit-inducing. The perpetrators of an evil act and the location in which an evil act was perpetrated remain pungent for 1 hour before dissipating. You can make Wisdom (Survival) checks to track evildoers based on this scent as if it were a mundane physical scent, though any attempts made to track evildoers in places where evil acts are common (such as most large cities) are made at disadvantage. **2 RP**



Scent. You rely on your nose to catch the scent of your quarry. You make Wisdom (Perception) checks relating to smell at advantage. **1 RP**

Sensitive Antennas. Your kind have antennas that help you sense minute changes in the air movement around you. Whenever you would make an attack at disadvantage due to the blinded condition or a heavily obscured area (such as an area of darkness or fog) you instead make that attack with a -2 penalty. **1 RP**

Sensory Pits. Your kind have small pits around your snout that detect minute changes in the air, giving you a clear sense of your immediate surroundings. In addition to your normal vision, you have blindsight within 10 feet. **3 RP**

Sixth Sense. Your kind see behind the veil into the ethereal plane. You can see 60 ft. into the Ethereal Plane when you are on the Material Plane, and vice versa. **1 RP**

Spirit Sight. Those with your curse see the material world as hazy and blurred but see spirits and living things with utmost clarity.

You see living creatures and spirits clearly and brightly, as if they were emitting light. It's difficult for living creatures to hide from you and you add your proficiency bonus to any Wisdom (Perception) checks made to locate hidden living creatures or spirits, if you already have proficiency in Wisdom (Perception) checks then add double your proficiency bonus instead. However, your passive Perception score is reduced by 2 due to the hazy blur that surrounds inanimate objects. **1 RP**

Stereoscopic Eyes. Your kind's eyes are untethered to each other, allowing for you to keep an eye out even when your attention is focused. You add your proficiency bonus to your Passive Perception score, if you are also proficient in the Wisdom (Perception) skill, you add double your proficiency bonus to your Passive Perception score instead. **2 RP**

Sun Lock. Either through dedication to the celestial or necessity of photosynthesis, your kind always lean towards the sun.

You are always magically aware of which direction the sun currently is, or suns in worlds with multiple suns. **1 RP**

Survival Instincts. Your kind developed in areas where death lurks around every corner, and sensing threats was key to survival.

As a bonus action, you can magically discern if there are any creatures with a CR at least 5 higher than your own character level within 1 mile. You don't learn what the creatures are, their direction, numbers or any specifics about the creatures, only if there is or isn't such a creature within a mile of you. **3 RP**

Tactical Scanner. Either through magical, technological brilliance, or an instinctual awareness of your surroundings, your kind have an uncanny ability to gain tactical information. As a bonus action, you can analyze one creature that you can see and choose one of the following bits of information to learn about the creature: their AC, remaining hit points, one damage immunity, one damage weakness, one damage vulnerability, or one condition immunity.

You may choose a new bit of information to learn each time you use this ability. **3 RP**

Tech Sense. Your kind are intrinsically aware of the processes of machines. You can instantly sense the activation of any mechanical or electronic device within 30 feet of you. Creatures with the construct creature type have a -2 penalty on attack rolls against you due to your anticipation of their movements. **2 RP**

The Feeling of Storms. Your kind can feel the oncoming weather as an ache in your joints or hair standing on end. You receive a premonition 8 hours before any major weather event and can accurately predict the size and severity of any oncoming weather events. **1 RP**

The Hunter's Awareness. After countless hunts, your kind have learned how to become acutely aware of their surroundings.

As a reaction, you may pause to heighten your perceptions to gain advantage on all Wisdom (Perception) checks, Wisdom (Insight) checks and Wisdom (Survival) checks for the next 10 minutes. Once you use this trait, you can't use it again until you finish a short or long rest. **2 RP**

Thermal Imaging. You can see the world through a spectrum of heat and cold.

As a bonus action, you can activate or deactivate your thermal imaging. While your thermal imaging is active, sources of heat appear as reds that verge to oranges, yellows and whites as they grow hotter. Areas of cold start as blues that verge darker and become pitch black with areas of pure cold. Lightly and heavily obscured objects and creatures can be seen clearly when viewed in this way if their temperature is significantly different from the surrounding area. Your thermal imaging is not reliant on light and functions in pitch darkness but is still blocked by magical darkness and other effects that block line of sight. **4 RP**

The Snapping of Twigs. Your kind are instinctually aware of natural sounds and you can sense when something is off. While in a forest, jungle, or other natural flora-rich environment, you gain a +2 bonus to your Passive Perception. **2 RP**





Time-Sight. Your kind either hail from the inverted timestreams of the feywild or have otherwise traversed the eons, and you can see its effects as clearly as you would look across a room.

Objects and creatures that have traveled through time or have been displaced from their proper timeline seem oddly out of focus to you. This sense does not penetrate objects, and only applies to creatures and objects you observe directly. This sight does not provide you with any insight about the nature of the creature or object, only that they have time-traveled, or have been to the feywild or had chronomantic magic cast on them within the “last” 24 hours. **1 RP**

Tremorsense. Your kind are constantly aware of minute vibrations in the ground. You have tremorsense in a 30-foot range. **7 RP**

Unfazed Sensibility. Cold calculation lies behind your eyes and it's difficult to goad a reaction out of you. Charisma (Intimidation) checks made against you are made at disadvantage. **1 RP**

Veiled Sight. Your clouded blind eyes are unimportant, you rely on far greater perceptions. You have blindsight in a 30-foot range. However, you are completely blind beyond this range. You may still attempt to perceive things beyond this range using your hearing or other senses but you cannot see beyond 30 feet even if you would otherwise gain vision from another trait, spell, or ability. **4 RP**

Vibrative Stomp. Much like a bat's echolocation, your kind have learned to strike the earth and carefully listen to the returning vibrations. As a bonus action, you can impact the ground and gain tremorsense in a 60-foot range until the end of your current turn. **3 RP**

Vision Based on Movement. While your eyes are well suited towards detecting movement, detecting subtle details and inspection are not your strong-suits. You make all Intelligence (Investigation) checks at disadvantage. - **1 RP**

Water Diviner. Your kind have small pits along your face that detect minute changes in the water around you, giving you a clear sense movement around you. In addition to your normal vision, you have blindsight within 20 feet, this blindsight only functions underwater. **3 RP**

Web Sense. Whether spinners of your own webs or veteran survivors of them, your kind know how to navigate webbing. You do not treat areas of web or webbing as difficult terrain. While in an area of webbing, you are instantly aware of any creature's movement in that same contiguous webbing (up to a radius of 150 feet). **1 RP**





OFFENSIVE TRAITS

Absorbing Tendrils. Your kind have tendrils or roots that can sink in and drain your enemy's vital essence. You can use your tendrils to make unarmed strikes against creatures you are grappling or grappled by. If you hit with them you deal piercing damage equal to 1d6 + your Constitution modifier, instead of the bludgeoning damage normal for an unarmed strike. You gain a number of temporary hit points equal to the amount of damage actually dealt in this way, not counting damage resisted or damage in excess of the target's remaining hit points. **4 RP**

Absurd Weaponry. Either through a link to the feywild or strange powers of belief, your kind can add real threat to bizarre and ridiculous weaponry. You can wield mundane objects and improvised weapons as if they were simple weapons of comparable size and shape. For example, you can wield a rubber chicken as a club, or a sunflower as a spear. These objects otherwise gain no magical properties, and cannot be wielded in this way by other creatures. Nevertheless, when you wield objects in this way, they deal damage and have the same weapon properties of the corresponding weapons. You can wield any mundane object in this way, but your GM has final discretion on what weapon correlates to any given object (a broom might correlate to a quarterstaff or a javelin, for example). "Weapons" you wield in this way are indiscernible from mundane objects and easily pass weapons checks and searches. Simple weapons that require ammunition can be loaded with mundane objects of comparable shape and size. **2 RP**

All-Consuming Light. Starting at 3rd level, you can use your action to unleash the energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you. This magical overflow lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. **4 RP**

Ambusher. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat. **3 RP**

Arcane Grip. Your kind are far removed from the mundanities of the material world, and even simple cudgels glow with arcane power in your hands. Any weapon you wield or natural attack you make is considered magical. Weapons you imbued with magic in this way lose any magical properties they gained once they leave your person. **2 RP**

Arsenal of the Kraken. Like the mighty kraken and other eldritch horrors, you have a pair of sinister claws and a nest of writhing tentacles.

Both your tentacles and claws are natural weapons that you can use to make unarmed strikes.

If you hit with your claw, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

If you hit with your tentacles you deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

When grappling a creature or when grappled, you may make unarmed strikes with your tentacles as a bonus action. **5 RP**

Arsenal of the Scorpion. Like a scorpion, you have a pair of large claws and a tail ending in a venomous stinger. Both your tail and claws are natural weapons that you can use to make unarmed strikes.

If you hit with your claw, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

If you hit with your tail the target creature must make a Constitution saving throw with a DC of 8 + your Constitution Modifier + your proficiency bonus, on a failed save they become poisoned for 1 hour.

When grappling a creature or when grappled, you may make unarmed strikes with your tail as a bonus action. **4 RP**

Bare Knuckles. Your kind has great cudgel-like fists. When you hit with an unarmed strike, you can deal 1d4 + your Strength modifier bludgeoning damage, instead of the normal damage for an unarmed strike. **1 RP**

Backstabber. Your kind prefer cozy up and betray your foes rather than engage them directly. As a bonus action, you can choose to deal additional damage to a creature that regards you as a friendly acquaintance, friend, or closer. The additional damage is equal to twice your level. **3 RP**



Befuddling Strike. When your kind throw a punch, it'll likely rearrange their senses as well as their face. When you hit with an unarmed strike, you deal 1d4 + your Strength modifier bludgeoning damage, instead of the normal damage for an unarmed strike and the target must make a Wisdom Saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus. On a failed save, creatures become confused and at the start of their next turn must roll a D10 and follow the directions on the following table:

BEFUDDLING STRIKE TABLE

d10 Result

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

Once a creature fails this save and becomes confused, they cannot become confused in this way again for the next 24 hours. **3 RP**

Big Meaty Claws. Your kind have large muscular crushing claws. You can use your claws to make unarmed strikes, if you hit with them, you deal piercing damage equal to 1d10 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Your claws are ill-suited for delicate work and you make all Dexterity (Sleight of Hand) checks at disadvantage. **3 RP**

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

Bushwhacker's Training. Your kind survive off the land and have trained for generations to survive out in the wilds. You have proficiency with boomerangs, blowguns, nets, and herbalism kits. **1 RP**

Can of Bees. Bizarrely, inexplicably, your kind always seems to have a can of bees. Your can of bees is a natural weapon, which you can use to make ranged unarmed strikes with a range of (20/40). If you hit with it, you deal 2d4 poison damage instead of the bludgeoning damage normal for an unarmed strike.

Once you make a ranged natural attack in this way you can't do so again until you finish a long rest. **4 RP**

Carnage Fangs. Your snapping and slicing mouth is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d8 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. Whenever you kill a small sized or larger creature with your unarmed strike in this way, you gain temporary hit points equal to your Constitution modifier (minimum of 1). **4 RP**

Chainsaw Hand. Your kind have a rotating saw blade at the end of one of your arms where your hand would be. Your chainsaw hand 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.

Your chainsaw hand can be revved up as an action. If you do so, it will remain revved up for 1 minute or until you choose to stop it as a bonus action.

While your chainsaw hand is revved up, it can be used to make unarmed strikes, if you hit with it, you deal slashing damage equal to 1d12 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If the damage die rolls a natural 12, you may roll an additional 1d12 damage die and add the result to the damage total of the attack, you may continue doing this until you roll a result other than a natural 12. Once you rev up your chainsaw hand, it cannot be revved up again until you finish a long rest. Your chainsaw hand actually replaces the hand that would be attached to that limb, meaning you may not use that arm to wield other weapons, perform somatic spell components, or use items, etc. **6 RP**

Charger. Your kind work best when taking your opponents head on. If you move at least 10 feet straight toward a creature and then hit it with a melee attack on the same turn, you can cause the melee attack to do extra damage to the creature and attempt to shove the creature as part of the attack. The extra damage equals your level.

Once you use this trait, you can't use it again until you finish a short or long rest. **3 RP**

Cruel Tricks. Your kind know that the real goal of any battle is to hurt your enemy's pride.

Once per turn, you can choose to replace a melee attack with a Dexterity (Sleight of Hand) check contested by the target's Dexterity saving throw. If you win the contest, you humiliate the target with a cruel trick, such as dropping their pants or putting a literal egg on their face.

Creatures you humiliate in this way make all attack rolls against you at advantage and all other attack rolls and ability checks at disadvantage until they successfully hit you with an attack or 1 minute passes, whichever comes first. **4 RP**



Dark Form. Your kind's bodies are completely or almost entirely composed of darkness, the other shapes and aspects of your body are composed of hazy void and necrotic energy. You have the elemental creature type.

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

A creature that touches or hits you with a melee attack while within 5 feet of you takes an amount of necrotic damage equal to your proficiency bonus. In addition, you can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of necrotic damage equal to your proficiency bonus. Creatures who share a space with you cannot see outside of that space, as per magical darkness. This does not obscure their vision of you and does not obscure their vision if they can normally see in magical darkness. If you take radiant damage, the damaging and vision obscuring portions of this trait don't function until the end of your next turn.

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. **5 RP**

Divine Bolt. Your kind have enough excess energy running through you that you can hurl it at others as a weapon. Your bolts are natural weapons which you can use to make ranged unarmed strikes at a range of (30/60). If you hit with your bolts, you deal radiant damage equal to 1d6 + your Wisdom or Charisma modifier (your choice) instead of the bludgeoning damage normal for an unarmed strike. **5 RP**

Dramatic Slip. Inexplicably, creatures that flee from you have a strong tendency to trip and fall over themselves. Whenever a creature adjacent to you takes the disengage action, you can use your reaction to knock that creature prone. A creature knocked prone in this way has their movement speed reduced to 0 until the beginning of their next turn. **4 RP**

Eldritch Conflagration. Your kind possess a horrifying collection of smaller limbs, either tentacles, claws, or other indescribable appendages. These limbs are too small to be of much use independently, but when used together they can horrifyingly ravage your opponents.

Your eldritch conflagration is a natural weapon. You can use your eldritch conflagration to make unarmed strikes. If you hit with it, you deal 1d6 slashing damage instead of the bludgeoning damage normal for an unarmed strike and they must make a Wisdom saving throw with a DC of 8 + your Intelligence or Charisma Modifier (your choice) + your proficiency bonus. On a failed save they become frightened of you for 1 minute or until they end their turn without line of sight to you. On a successful save, the creature becomes immune to your fear effect for the next 24 hours. **3 RP**

Energy Ray. Your kind are able to fire pulses of energy out of some part of your body. Your energy ray is a natural weapon, which you can use to make ranged unarmed strikes with a range of (25/50). If you hit with it, you deal force damage equal to 1d4 + your Intelligence modifier, instead of the bludgeoning damage normal for an unarmed strike. **4 RP**

Engulf. Your kind are known to swallow enemies whole. Whenever you successfully use your attack to perform a shove against a creature the same size as you or smaller, you instead perform a special attack called engulf. When you engulf a creature, they have a chance to avoid its effects by making a Dexterity saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus.

On a successful save, the creature can choose to be pushed 5 feet back or to your side rather than be engulfed. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, you enter the creature's space, and the creature takes an amount of acid damage equal to 2d6 + your Constitution modifier and is engulfed. The engulfed creature can't breathe, is restrained, and takes acid damage equal to 2d6 + your Constitution modifier at the start of each of your turns. When you move, the engulfed creature moves with you. An engulfed creature can try to escape by making an opposed Strength (Athletics) check as per escaping a grapple. On a success, the engulfed creature escapes and enters a space of its choice within 5 feet of you. An engulfed creature automatically escapes you if you fall unconscious.

You can only have a maximum of 1 creature engulfed at any time, you cannot attempt to engulf another creature while one is already engulfed. Creatures inside you can be seen but have total cover.

A creature within 5 feet of you can attempt to pull an engulfed creature or object out of you as an action. Doing so requires a successful opposed Strength (Athletics) check, and the creature making the attempt takes 1d6 acid damage.

7 RP

Exotic Combatants. You are proficient with one exotic weapon of your choice. **2 RP**

Exploding. Your kind carry potent reservoirs of dangerous power within you, a weapon of last resort used in only the most desperate situations. As an action you can cause yourself to explode and immediately drop to 0 hit points, regardless of how many hit points you had remaining. When you explode, any creature within 10 feet of you must make a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus, taking a number of d8 in force damage equal to your level on a failed save or half as much on a successful one. Once you use this trait, you can't use it again until you finish a long rest. **4 RP**

Feral Bite. Your kind possess fearsome teeth that snap with feral desperation. You can use your bite to make unarmed strikes. If you hit with it, you deal 1d6 piercing damage, instead of the bludgeoning damage normal for an unarmed strike. **1 RP**



Fire Form. Your kind's bodies are completely or almost entirely composed of flame, the other shapes and aspects of your body are composed of writhing semi-solid fire. You have the elemental creature type.

You can move through a space as narrow as 1 inch wide without squeezing. A creature that touches or hits you with a melee attack while within 5 feet of you takes an amount of fire damage equal to your proficiency bonus. In addition, you can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of fire damage equal to your proficiency bonus and catches fire. Until someone takes an action to douse the fire, the creature takes an amount of fire damage equal to your proficiency bonus at the start of each of its turns. You shed bright light in a 30-foot radius and dim light in an additional 30 feet.

As a being of fire, any flammable objects you physically interact with will catch fire. The heat moves upwards, so you will not catch the ground or floor on fire simply by moving over it.

For every 5 feet you move in water, or for every gallon of water splashed on you, you take 1 cold damage that bypasses any resistance or immunity.

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. 5 RP

Frantic Bite. Your kind often feed in a mad frenzy, snapping repeatedly to steal chunks of flesh from larger prey before darting away from any repercussions. Your bite is a natural weapon, which you can use to make unarmed strikes, which deal piercing damage equal to 2d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. Whenever you successfully hit a creature at least 1 size category larger than you, you may immediately take the disengage action as a bonus action. 8 RP

Graceful Claws. Your claws are slender, sharp, and retractable, you can use these instruments of death to make unarmed strikes. If you hit with them you deal slashing damage equal to 1d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. 2 RP

Haunted Object. You are a soul trapped within an object, given life through stubborn malice or powerful intervention. You have both the construct and undead creature types. Choose a mundane object (not a weapon) that is within your size category, you are a soul occupying your chosen object. If you didn't move during your last turn, you gain a +5 bonus on Charisma (Deception) checks made to appear like a mundane inanimate version of your chosen object. You make Charisma (Deception) checks in this way at advantage if the object makes logical sense in the area (such as a dresser in a bedroom) and at disadvantage if your chosen object is illogical in the area (such as a dresser in an open field).

You can project spiritual energy and limbs to perform most actions a humanoid creature would be capable of, all of your racial traits that refer to specific limbs instead use these spiritual energy limbs. If something would affect you due to contact with your spiritual energy limbs (such as touching a magic trap) it affects you as normal, your energy limbs are a core part of you and any damage that would specifically affect them affects you as well. Your spiritual energy limbs disappear when not in use.

You still retain any functionality of your chosen object, and can be used as such as you wish.

As an object, you can be used as a natural weapon by slamming into your enemies. Your slams are natural weapons, and if you hit with them you deal Damage + your Strength or Dexterity modifier (your choice) in either bludgeoning, piercing, or slashing damage, depending on the most appropriate damage type for your chosen object.

The RP cost of this trait and damage dealt by the slam attacks is dependant on the race's size category. Consult the following table to determine the cost of this trait and the damage dealt by its slam attacks:

Haunted Object Table

Size Category	Slam Damage	RP Cost
Diminutive	1d4	2 RP
Tiny	1d6	3 RP
Small	1d8	4 RP
Medium	1d10	5 RP
Large	1d12	6 RP
Huge	2d6	8 RP
Gargantuan	2d10	11 RP

X RP



Haunted Weapon. You are a soul trapped within a weapon, given life through stubborn malice or powerful intervention. You have both the construct and undead creature types. Choose a weapon, you are a soul occupying a weapon built for a creature of your size category. You can “wield” yourself, and make attacks as if you were wielding your chosen weapon. You are always proficient with your chosen weapon (or rather, yourself). You can also choose to permit another creature to wield you as if they were wielding a mundane version of your chosen weapon.

Any creature that makes attacks with you may add your proficiency bonus to their attack rolls (in addition to their own, assuming they are proficient with your weapon type). While another creature wields you, you cannot make attacks, you can still however take the help action to benefit your wielder.

A magical force bonds you to your wielder, dropping you takes some effort. You can force your wielder to drop you as an action. Your wielder can also voluntarily drop you as an action.

If you didn't move during your last turn, you gain a +5 bonus on Charisma (Deception) checks made to appear like a mundane inanimate version of your chosen weapon. You make Charisma (Deception) checks in this way at advantage if your weapon makes logical sense in the area (such as a sword in an armory) and at disadvantage if your weapon is illogical in the area (such as a sword in a bakery). You can project spiritual energy and limbs to perform most actions a humanoid creature would be capable of, all of your racial traits that refer to specific limbs instead use these spiritual energy limbs. If something would affect you due to contact with your spiritual energy limbs (such as touching a magic trap) it affects you as normal, your energy limbs are a core part of you and any damage that would specifically affect them affects you as well. Your spiritual energy limbs disappear when not in use. **4 RP**

Hidden Arsenal. Your kind can have a wide variety of weapons built into one of your arms, allowing you to transform it into a weapon and back into a hand at will. Choose a one-handed simple, martial, or exotic weapon as your inbuilt retractable weapon. Your chosen retractable weapon is built into one of your arms and can be extended or retracted as a bonus action. Your chosen weapon is a natural weapon, you are proficient with it. You can use your chosen weapon to make weapon attacks as if you were wielding it normally. You cannot be disarmed of your inbuilt weapon, and any attempts to remove your inbuilt weapon automatically fail. While your chosen weapon is retracted within your arm it is easy to keep concealed. Any Wisdom (Perception) checks to perceive your retractable weapon are made at disadvantage while your chosen weapon is retracted in this way. Your retractable weapon actually replaces the hand that would be attached to that limb while it is extended. Meaning that while your weapon is extended, may not use that arm to wield other weapons, perform somatic spell components, or use items, etc. **4 RP**

Hooked Claws. Your claws curve in a wicked arc, helping to sink deep into whatever you grasp. Your claws are natural weapons, which you can use to make unarmed strikes, if you hit with them, you deal piercing damage equal to 1d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. Your claws are well suited for grasping. You have a +2 bonus on any Strength (Athletics) checks made for climbing or for grappling. **3 RP**

Horrifying Sucker. Your kind have a terrifying tooth-filled sucker, useful as a weapon but horribly unnerving. Your sucker is a natural weapon, which you can use to make unarmed strikes and if you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Sickeningly, you can drink the fluids of creatures caught in your maw. If you are grappling a creature at the beginning of your turn, you regain a number of temporary hit points equal to your proficiency bonus and the grappled creature loses an equal number of hit points. Due to the horrifying nature of your appearance, you have a -5 penalty to any Charisma (Persuasion) checks made to influence any creatures other than members of your race. **5 RP**

Hunting Tentacles. Your kind have a pair of extremely long spiked tentacles you can launch out to spear your prey. Your tentacles are natural weapons you can use to make unarmed strikes with a natural reach of 10 feet, 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. **5 RP**

Ice Form. Your kind's bodies are completely or almost entirely composed of ice, the other shapes and aspects of your body are composed of frigid semi-solid frost and pure cold essence. You have the elemental creature type. You can move through a space as narrow as 1 inch wide without squeezing. A creature that touches or hits you with a melee attack while within 5 feet of you takes an amount of cold damage equal to your proficiency bonus. In addition, you can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of cold damage equal to your proficiency bonus and must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save the creature's movement speed is reduced by 20 feet until the end of their next turn. If you take fire damage, the damaging and speed reducing portions of this trait don't function until the end of your next turn. *If you would take multiple “form” traits such as “Fire Form” and “Lightning Form”, your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt.* **5 RP**

Ichor-Stained Claws. Your kind have ragged claws that drip with sickening black ichor. Your claws are natural weapons which you can use your claws to make unarmed strikes, if you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Creatures hit by your claws must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save they become poisoned until the end of their next turn. On a successful save creatures become immune to the poisonous effects of your claws for the next 24 hours. **3 RP**

Inbuilt Arsenal. Your kind have a wide variety of weapons built into one of your arms where your hand would be. Choose a one-handed simple, martial, or exotic weapon, you have your chosen weapon instead of a hand on one of your arms, you are proficient with it. Your chosen weapon is a natural weapon, which you can use to make weapon attacks as if you were wielding it normally. You cannot be disarmed of your inbuilt weapon, and any attempts to remove your inbuilt weapon automatically fail. Your inbuilt weapon hand actually replaces the hand that would be attached to that limb, meaning you may not use that arm to wield other weapons, perform somatic spell components, or use items, etc. **2 RP**

Inner Fire. Your kind have a fire, a passionate core that burns within you and burns brightly when you need it most. As a bonus action, you can choose to let your magical flames course through you and your weapons. Until the beginning of your next turn, whenever you deal damage with an attack or spell, that damage is increased by 1d6 fire damage. Once you use this trait, you can't use it again until you finish a short or long rest. **3 RP**

Jealousy Beguiling. Either through alluring song, sweet whispered nothings or the simple allure of your beauty, your kind are always charmingly beguiling. As an action, you can attempt to charm a humanoid creature you can see within 30 feet. The target creature must make a Wisdom saving throw with a DC equal to 8 + your Charisma modifier + your proficiency bonus. If it fails the saving throw, it is charmed by you for up to 10 minutes or until you or your companions do anything harmful to it. While a creature is charmed in this way they jealousy regard you as a close friend or even as a romantic interest, and will act with hostility towards any other creature within 10 feet of you or any other creature you have used this ability to charm. When the charmed condition ends, the creature knows it was charmed by you and cannot be charmed in this way by you again for 24 hours. **7 RP**

Laser Eyes. When you concentrate your energy, your gaze becomes a deadly weapon. Your eyes are a natural weapon, which you can use to make ranged unarmed strikes with a range of (30/80). If you hit with it, you deal fire damage equal to 1d12 + your Intelligence modifier, instead of the bludgeoning damage normal for an unarmed strike. Once you make a ranged unarmed strike in this way, you can't do so again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. **5 RP**

Light Form. Your kind's bodies are completely or almost entirely composed of light, the other shapes and aspects of your body are composed of shimmering glows and radiant energy.

You have the elemental creature type.

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

A creature that touches or hits you with a melee attack while within 5 feet of you takes an amount of radiant damage equal to your proficiency bonus. In addition, you can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of radiant damage equal to your proficiency bonus and must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature is blinded until the end of their next turn. You shed bright light in a 60-foot radius and dim light in an additional 30 feet.

If you take necrotic damage or enter an area of magical darkness, the damaging and vision obscuring portions of this trait don't function until the end of your next turn.

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. **6 RP**

Lightning Form. Your kind's bodies are completely or almost entirely composed of lightning, the other shapes and aspects of your body are composed of sparking semi-solid energy. You have the elemental creature type.

You can move through a space as narrow as 1 inch wide without squeezing. A creature that touches or hits you with a melee attack while within 5 feet of you takes an amount of lightning damage equal to your proficiency bonus. In addition, you can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of lightning damage equal to your proficiency bonus.

You shed bright light in a 30-foot radius and dim light in an additional 30 feet.

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. **5 RP**

Little Arms. Your kind has small forelimbs in proportion to your size, making wielding weaponry with them difficult. You may not wield martial weapons. - **2 RP**



Long Charger. If you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, you can cause the melee attack to do extra damage to the creature and attempt to shove the creature as part of the attack. The extra damage equals your level. Once you use this ability, you can't use it again until you finish a short or long rest. **2 RP**

Maritime Weapon Training. Your people live and die by the sea and traditionally train with nautical weapons and tools. You have proficiency with the net and trident, and with waterborne vehicles and cartographer's tools. **1 RP**

Martial Traditions. You are proficient with two martial weapons of your choice and with light armor. **3 RP**

Militia's Weapon Training. Your people traditionally train with weapons that can keep your fellow neighbor safe in a time of need. You have proficiency with the sickle, sling, shortsword, and with land vehicles. **1 RP**

Missile Launcher. Your kind have an innate instinct or built in function that allows you to construct and launch propelled explosives. Your missile launcher is a natural weapon with the loading weapon quality which you can use to make ranged unarmed strikes with a range of (60/120). If you hit with it, you deal 2d6 fire damage to the target and any other creatures within 5 feet of that target also take 1d6 fire damage.

The projectiles fired by your missile launcher are finite. You have the innate knowledge of how to construct more. Constructing a missile requires an hour worth of work and 20 gp worth of alchemical ingredients and scrap metal. **7 RP**

Mounted Weapon Training. Your people traditionally train with weapons that are best used atop a mount. You have proficiency with the lance, warpick, javelin, and mace. **1 RP**

Mucoid Cloud. Your kind can exude a choking slime as either a thin and adhesive mist in the air or a thick and noxious mucus while underwater.

As an action, you can exude this cloud in a 10 foot area around you. Any creature besides you or others of your kind that start their turn within this cloud or enter it for the first time on a turn must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save creatures become poisoned for 1d4 rounds. Creatures that fail this save by 10 or more also suffocate for the same duration.

Once you use this trait you can't use it again until you finish a long rest. **4 RP**

Multi-Armed. Your kind possess more arms than the norm, a decided advantage when it comes to martial prowess.

You have Number extra arms. You may wield additional weapons with your extra arms. Holding a two-handed weapon requires two extra arms. Despite the extra limbs you can still only gain an AC benefit from a single shield. Your extra arms do not grant you additional attacks, but they do grant you the ability to make off-hand attacks with larger weapons or with greater precision.

When you take the Attack action and attack with a melee weapon that you're holding, you can use a bonus action to attack with a different melee weapon that you're holding in your extra hands. You don't add your ability modifier to the damage of the bonus attack.

If the weapon you use to make your bonus action attack is a light melee weapon, you may add your ability modifier to the damage of the bonus attack. *When you select this trait, the Number of extra arms is 1. You may spend additional RP as you select this trait, for each 1 RP you spend this way increase the Number of extra arms by 1.* **3 RP**

Natural Combatants. You are proficient with one martial weapon of your choice and with light armor. **2 RP**

Natural Grappler. Through either athletic skill or natural advantage, your kind are especially suited towards grabbing an opponent and carrying them away. You have a +2 bonus on Strength (Athletics) checks made for grappling.

While you are grappling a creature, you may move with a grappled creature at your full movement speed rather than at half speed as normal. **2 RP**

Natural Nimbleness. Your kind are adept at nimbly darting about the larger and cumbersome. You can move through the space of any creature that is of a size larger than yours. **2 RP**

Necrotic Shroud. Starting at 3rd level, you can use your action to unleash the dark energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant your dark energy overflows, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. This magical overflow lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. **4 RP**

Neurotoxic Fangs. Your mouth houses sharpened fangs dripping with venom. You can use your bite to make unarmed strikes. If you hit with them, you deal poison damage equal to 1d6 + your Constitution modifier, instead of the bludgeoning damage normal for an unarmed strike. Creatures hit with your bite must make a Constitution saving throw with a DC of 8 + your Constitution modifier, gaining the stunned condition for 1d4 rounds on a failed save. If a creature's saving throw is successful, the creature is immune to the venom for the next 24 hours. **4 RP**



Noble Weapon Training. Your people traditionally train with the weapons of nobility. You have proficiency with the longsword, rapier, shortbow, and longbow. **1 RP**

No Offensive Trait. You have no innate offensive trait. Remove this trait in the Cleanup Step. **0 RP**

Only Playing. Even in life or death situations, your kind continually feel like combat is some sort of game and that finishing somebody off is just mean. You must make a DC 14 Wisdom saving throw whenever you target a creature that is below 25% of their maximum hit points with an attack or harmful spell or magical ability. On a failed save, you are unable to strike and waste the attack, spell, or magical ability. **- 3 RP**

Pacifist. Your kind have an innate aversion to violence. You must make a Wisdom saving throw with a DC equal to 20 whenever you make an attack, or cast a spell or use a magic ability that is capable of dealing damage. On a failed save, you are unable to strike and waste the attack, spell or magical ability. The DC of this saving throw is reduced by 5 for each of your allies within 60 feet that have taken damage within the last minute. Once you successfully save against this effect, you do not need to make it again for the next 10 minutes. **- 4 RP**

Pacifying Spores. Your kind are either fungal in nature or permeated with calming 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 equal to 8 + your proficiency modifier + your Constitution modifier, on a failed save they become stunned for 1 minute or until the next time it takes damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this trait in this way, you cannot do so again until you finish a short or long rest. **6 RP**

Petrifying Gaze. Like the ancient medusa or terrifying basilisk, your kind have a fearsome gaze that can turn people to stone. You can force a creature within 30 feet that you can see and that can also see you, to make a Constitution saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other similar magical effects.

Once you use this trait you can't use it again until you finish a long rest. **7 RP**

Photodevotion. Your kind flourish when blessed with sunlight and wither away in the darkness. While in sunlight you gain a +2 bonus to attack rolls and your base walking speed increases by 5 feet. While in darkness and dim light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. **3 RP**

Pile Bunker. Your kind have a spike or drill built into one of your fists that can be launched out at high speed through pneumatic pressure. Your pile bunker fist is a natural weapon, which you can use to make unarmed strikes. When you hit with an unarmed strike, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the normal damage for an unarmed strike. When you hit with your pile bunker fist, you can choose to launch the spike as a bonus action. If you do so the attack deals an additional 1d12 piercing damage.

Once the spike is launched in this way, you cannot do so again until you reset the pneumatics. You can reset the pneumatics as a bonus action. **5 RP**

Poison Form. Your kind's bodies are completely or almost entirely composed of poison, the other shapes and aspects of your body are composed of swirling ichors and toxins. You have the elemental creature type.

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

You can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of poison damage equal to your proficiency bonus and must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature is poisoned until the end of their next turn.

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. **4 RP**

Polearm Training. Your people either live nomadically or in an environment where your weapon needs to be a reliable tool for everyday life. You have proficiency with the quarterstaff, spear, glaive, and pike. **1 RP**

Pounce. Your kind are acutely adept at pouncing upon your opponent and confirming the kill. If you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, you can attempt to knock the creature prone with a shove as part of the attack. If you successfully knock the creature prone you may immediately make another melee attack as a bonus action.

Once you use this trait, you can't use it again until you finish a short or long rest. **5 RP**

Proboscis and Blood Sac. Through a long proboscis your kind prefer to gorge on the blood of others like ticks or mosquitos. You can use your proboscis to make unarmed strikes. If you hit with it you deal piercing damage equal to 1d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Any creature dealt damage in this way must also make a Constitution saving throw with a DC of 8 + your Constitution Modifier + your proficiency bonus, on a failed save they gain 1 level of exhaustion and you gain 1d8 temporary hit points.

4 RP



Psychic Weapon. Your kind can manifest a weapon from your own spiritual essence. You can use a bonus action to form a psychic weapon that appears in your hands, which can take the form of any melee weapon that you are proficient with. This weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage and deals psychic damage instead of any other damage type it would normally deal.

Your psychic weapon disappears if it is more than 5 feet away from you at any time. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

Once you use this trait, you can't use it again until you finish a short or long rest. **2 RP**

Quick Claws. Your forelimbs slash rapidly around you with the speed of an assassin's dagger. Your claws are natural weapons which you can use to make unarmed strikes, you may use a bonus action to make unarmed strikes with your claws. If you hit with it, you deal piercing damage equal to $1d4 + \text{your Dexterity modifier}$, instead of the bludgeoning damage normal for an unarmed strike. **3 RP**

Radiant Glory. Starting at 3rd level, you can use your action to unleash the energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

This magical overflow lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. **4 RP**

Ramming Horns. Your kind have large curving horns built for solid impacts. Your horns are a natural weapon that you can use to make unarmed strikes, which deal $1d8 + \text{your Strength modifier}$ bludgeoning damage on a hit instead of the bludgeoning damage normal for an unarmed strike.

Creatures hit by your ramming horns must make a Strength saving throw with a DC equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$, on a failed save they are pushed back 5 feet directly away from you. **4 RP**

Raptor's Claws. Choose either your feet or hands, they end in sharp reptilian claws that help your kind tear apart your quarry. You can use your claws to make unarmed strikes, if you hit with them, you deal slashing damage equal to $1d4 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike. When using your claws for unarmed strikes in this way you may treat your unarmed strikes as having the light and finesse weapon qualities. **2 RP**

Ravaging 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. **4 RP**

Retractable Weapon. Your kind have a weapon built into one of your arms, allowing you to transform it into a weapon and back into a hand at will.

Your arm can extend into a Weapon or retract back into your regular arm as a bonus action, you are proficient with it.

Your retractable Weapon is a natural weapon, which you can use to make weapon attacks as if you were wielding a Weapon normally.

You cannot be disarmed of your retractable weapon, and any attempts to remove your retractable weapon automatically fail.

While your Weapon is retracted within your arm it is easy to keep concealed. Any Wisdom (Perception) checks to perceive your retractable weapon are made at disadvantage while your Weapon is retracted in this way.

Your retractable Weapon actually replaces the hand that would be attached to that limb while it is extended. Meaning that while your weapon is extended, may not use that arm to wield other weapons, perform somatic spell components, or use items, etc.

Choose a one-handed simple, martial, or exotic weapon as your Weapon. **3 RP**

Riftswipe. The veil between worlds is a paltry barrier for your kind. You can open a small and temporary portal through which you can attack and take or manipulate objects. As a bonus action, choose a space within 15 feet, until the end of your turn you may interact with creatures and objects in that space as if you were adjacent to them. This interaction can include attacks and objects weighing no more than 10 pounds can be pulled through the portal.

Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. **3 RP**

Sand Form. Your kind's bodies are completely or almost entirely composed of earth, the other shapes and aspects of your body are composed of shifting sands or gravel. You have the elemental creature type.

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

You can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of slashing damage equal to your proficiency bonus and must make a Constitution saving throw with a DC equal to $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$. On a failed save, the creature is blinded until the end of their next turn.

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. **4 RP**

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

As a bonus action, you can make a special attack with your savage jaws. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier; you can't use your savage jaws in this way again until you finish a short or long rest. **3 RP**

Scrap Weaponry. Your kind incorporates weaponry half engineered and half improvised. Sharp edges and spikes protrude from these fearsome if unreliable weapons. You can use your scrap weapons to make unarmed strikes. All attacks with them are made at disadvantage, but if you hit with them, you deal slashing or piercing damage (your choice) equal to 1d12 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

When you use your scrap weaponry to make an unarmed strike, you can not make another unarmed strike with them until the beginning of your next turn. **2 RP**

Scoundrel's Weapon Training. Your people traditionally train with swift and versatile weaponry. You have proficiency with the rapier, shortsword, dagger, and hand crossbow. **1 RP**

Seed Shot. Your kind can fire small seed pellets at high velocity. Your seeds are a natural weapon, which you can use to make ranged unarmed strikes with a range of (30/60). If you hit with them, you deal bludgeoning damage equal to 1d4 + your Dexterity modifier, instead of the damage normal for an unarmed strike. **3 RP**

Serrated Pincers. Your kind have claws that snip and slice quickly through your enemies. Your pincers are natural weapons that you can use to make unarmed strikes. If you hit with your pincer, you deal slashing damage equal to 1d8 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. **3 RP**

Sharp Horns. Long horns adorn your head, which can be used as natural weapons. You can use your horns to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. **1 RP**

Shrine Keeper's Weapon Training. Your people traditionally train with weapons necessary for survival and the defense of holy places. You have proficiency with the quarterstaff, scimitar, shortbow, and longbow. **1 RP**

Sleeping Mist. Your kind can emit a cloud of somnambulant vapor that can lull their enemies to sleep.

You can use your action to blow out a cloud of sleeping gas. Each creature in a 15-foot cone must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature falls unconscious for 1 minute, or until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to the charmed or poisoned condition aren't affected by this ability.

After you use your sleeping mist, you can't use it again until you complete a short or long rest. **3 RP**

Smashing Tail. Your kind possess a strong, muscular tail that can bash into your enemies, particularly dangerous in close combat brawls. You can use your tail to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When grappling a creature or when grappled, you may make unarmed strikes with your tail as a bonus action. **2 RP**

Snagging Tongue. Your kind possess a long and sticky tongue coiled within your mouths, it shoots fast like a cracked whip and snags its target with pinpoint accuracy. You can use your tongue to grab items that would normally be outside of your reach and bring them to you. As an action you can grab objects at least 1 size category smaller than you from up to 15 feet away as if you were adjacent to them. As an action you can also attempt to grab objects that are being wielded or carried by a creature within 15 feet. To do so make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check.

If you win the contest, the wielded or carried item is drawn directly to you and can be held (but not wielded) in your mouth or immediately transferred to a free hand. You have disadvantage on this Dexterity (Sleight of Hand) check if the target is holding the item with two or more hands. The target has advantage on its ability check if it is at least 1 size larger than you, or disadvantage if it is at least 1 size smaller than you.

As an action you can also attempt to grab creatures that are your size category or smaller that are within 15 feet. To do so make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the target is moved into an unoccupied space of your choice that is adjacent to you. **3 RP**





Snake Anchor. Your kind have a nest of snakes writhing atop your head like a medusa, a snapping serpentlike tail, or otherwise a host to serpents somewhere on your body. Whenever you would use a reaction to make an attack of opportunity, you may instead make a serpent bite as an unarmed strike, if you hit with it, you deal poison damage equal to 1d4 + your Dexterity modifier. Making unarmed strikes in this way does not require the use of a reaction. **2 RP**

Snap-lock Bite. Your mouth acts like a spring-loaded trap, snapping down hard on whatever is unfortunate enough to wind up in your maw. You can use your bite 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. When you hit a creature with your unarmed strike in this way, you may immediately make a Strength (Athletics) check at advantage to grapple the creature. Once you successfully use this trait to grapple a creature, you cannot attempt to do so again until you finish a short or long rest. **3 RP**

Snapping Bite. Your kind's mouths contain pearly white instruments of death. You can use your bite to make unarmed strikes. If you hit with your bite, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. **2 RP**

Solid Slam. Your body's heft and weight is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d10 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You do not need any free hands to make unarmed strikes in this way. **5 RP**

Spined Tail. Your kind have a limber tail that hides a sharp spike. You can use your tail to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. When grappling a creature or when grappled, you may make unarmed strikes with your tail as a bonus action. **3 RP**

Spore Strike. Your body exudes noxious spores that billow out with every strike. Your fists are natural weapons, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier and an additional 1d6 poison damage, instead of the bludgeoning damage normal for an unarmed strike. **5 RP**

Stinger. Your kind have a sharp stinger that drips with insectile venom. Your stinger is a natural weapon that you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Dexterity modifier and 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike. **4 RP**

Stinging Lance. Your abdomen ends in a long sharp stinger, useless in close quarters but deadly with some room to maneuver. You can use your stinger to make unarmed strikes only if you have moved 20 feet or more in a straight line towards your target this turn and have made no other melee attacks this turn.

If you hit with them, you deal piercing damage equal to 1d6 + your Dexterity or Strength modifier (your choice) and 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Creatures hit with your stinger must make a Constitution saving throw with a DC of 8 + your Constitution modifier, and on a failed save gains the poisoned condition for 1d4 rounds. **5 RP**

Stinging Tail. Like the savage wyvern or the diminutive pseudodragon your tail ends in a poisoned stinger. You can use your tail to make unarmed strikes. If you hit with it they must make a Constitution saving throw with a DC of 8 + your Constitution Modifier + your proficiency bonus, on a failed save they become poisoned for 1 hour.

When grappling a creature or when grappled, you may make unarmed strikes with your tail as a bonus action. **3 RP**

Stinging Tendrils. You can attempt to stun creatures who foolishly attack through your tendrils. When you take damage from a melee weapon attack, you can use your reaction to attempt to sting the attacking creature. The attacking creature makes a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save the creature is stunned until the beginning of their next turn.

After you use this trait, you can't use it again until you finish a short or long rest. **4 RP**

Talon-Footed. Your feet end in sharp talons which you can use to make unarmed strikes. Your talons deal 1d4 slashing damage on a hit instead of the bludgeoning damage normal for an unarmed strike. **1 RP**

Taskmaster's Weapon Training. Your people traditionally train with weapons that serve to keep the rabble in line. You have proficiency with the whip, net, and flail, and also with the drum. **1 RP**

Tentacles. Your kind have muscular tentacles you can use to grip and crush your enemies. Your tentacles are natural weapons you can use to make unarmed strikes, if you hit with them you deal bludgeoning damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Your suckered tentacles make it difficult to escape your grasp, you have a +2 bonus to Strength (Athletics) checks made to grapple a creature or maintain a grapple. **4 RP**

The Bigger They Are. You can take advantage of your nimble maneuvers to bring down opponents that tower over you. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level.

Once you use this trait, you can't use it again until you finish a short or long rest. **2 RP**

Thorn Slam. Your body has numerous sharp spikes, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. As these spikes cover your body, you can make unarmed strikes in this way without requiring any free hands. Your spike covering is also useful in cutting binds or unwary attackers, you have advantage on all checks made to escape a grapple or end the restrained condition. **3 RP**

Undermountain Training. Your kind trains in ancient traditions from deep below the mountains. You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer. **1 RP**

Unholy Devourer. Your kind are ravenous and you hunger for the flesh of humanoid creatures. Your bite is a natural weapon which you can use to make unarmed strikes. They deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

By consuming the flesh of humanoid creatures, you can restore your own vitality. If you spend at least a minute consuming fresh humanoid flesh (killed no more than 24 hours ago) you regain a number of hit points equal to 2d8 + your Constitution modifier.

Any hit points regained in excess of your hit point maximum are converted into temporary hit points.

Once you regain hit points in this way, you cannot do so again until you finish a long rest. **4 RP**

Unwilling Shield. Either by fully enveloping your opponent or through a mastery of martial maneuvering, your kind are adept at putting another creature between yourselves and danger. If you would take damage while grappling a creature, instead you take half of that damage and the creature you are grappling takes half of that damage. **6 RP**

Vampiric Bite. Two slender hollow fangs glisten in your mouth, perfect for siphoning off the blood of helpless creatures. Your fangs are natural weapons, which you can use to make unarmed strikes. You may only make unarmed strikes in this way against willing creatures, restrained creatures, incapacitated creatures, or creatures you are grappling.

If you hit with your fangs you deal piercing damage equal to 1d4 + your Strength modifier, and 2d6 necrotic damage, instead of the bludgeoning damage normal for an unarmed strike. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you gain temporary hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. **8 RP**

Venom Spit. Your kind can draw upon reservoirs of foul venomous ichor to spit at your enemies. Your venom is a natural weapon, which you can use to make ranged unarmed strikes with a range of (20/40). If you hit with your venom, you deal 1d8 poison damage instead of the bludgeoning damage normal for an unarmed strike. **4 RP**

Vine Whip. Your kind have long vines that you use to snap and lash at your enemies.

Your vines are natural weapons, which you can use to make unarmed strikes, your natural reach with these unarmed strikes is 10 feet. If you hit with your vines, you deal slashing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. **3 RP**

Viper's Bite. Your kind's jaws hide venom glands and needle-like teeth, death awaits those injected with the venom that rushes from your fangs. You can use your bite to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Creatures hit with your bite must make a Constitution saving throw with a DC of 8 + your Constitution Modifier, on a failed save they take an additional 2D6 of poison damage. **5 RP**



Water Form. Your kind's bodies are completely or almost entirely composed of water, the other shapes and aspects of your body are composed of flowing streams of water.

You have the elemental creature type.

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

In addition, you can enter a creature's space and stop there. If you successfully grapple a creature that shares your space, they immediately begin suffocating (unless that creature can breathe water or otherwise does not require air).

If you take cold damage, you partially freeze and all of your movement speeds are reduced by 20 feet until the end of your next turn (subsequent cold damage does not further reduce your movement speeds).

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. 4 RP

Water Jet. Your kind have an innate mastery over water and magically produce a pressurized jet of water that arcs and dances towards your targets. Your water jet is a natural weapon which you can use to make ranged unarmed strikes with a range of (30/60). If you hit with your jet, you deal 2d4 bludgeoning damage instead of the bludgeoning damage normal for an unarmed strike and the target must make a Strength saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus.

On a failed save creatures are pushed directly away from you by 5 feet + an additional 5 feet if they failed the save by 5 or more. Creatures pushed into other creatures or solid objects in this way are knocked prone. Any water you create in this way disappears at the end of your turn. 6 RP

Weak Forelimbs. Your kind have traditionally valued things other than overt aggression and as such lack predatory strength.

You make Strength saving throws at disadvantage. - 1 RP

Weapon Hand. Your kind have a weapon built into one of your arms where your hand would be. You have a Weapon instead of a hand on one of your arms, you are proficient with it. Your Weapon is a natural weapon, which you can use to make weapon attacks as if you were wielding a Weapon normally. You cannot be disarmed of your Weapon, and any attempts to remove your Weapon automatically fail. Your Weapon hand actually replaces the hand that would be attached to that limb, meaning you may not use that arm to wield other weapons, perform somatic spell components, or use items, etc.

Choose a one-handed simple, martial, or exotic weapon as your Weapon. 1 RP



Weapon summoner. Your kind can manifest a weapon from your own body, either through magical means or some physiological quirk. You can use a bonus action to form a weapon that appears in your hands, which can take the form of any melee weapon that you are proficient with. Your summoned weapon dissolves away if it is more than 5 feet away from you at any time. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. 2 RP

Web Shot. Your kind have a spinneret you can use to fire out sticky webbing. You can fire webs as a ranged natural attack with a range of (20/40). Creatures hit by your web must make a Dexterity saving throw with a DC of 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature is restrained until it breaks free. A creature restrained by your web can attempt to break free by making a Strength check against 8 + your Constitution modifier + your proficiency bonus. If it succeeds, it is no longer restrained. Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges.

Any webs you create dissolve away after 24 hours. 3 RP



Wicked Tongue. Your kind possess a long sticky tongue capable of immobilizing your prey or enemies. Your tongue is 10 feet long and is dexterous enough to perform simple actions a hand could perform, it cannot wield weapons.

You may make melee attacks with your tongue, it has reach and does no damage on a successful hit, instead it attaches your tongue to the target.

A creature attached to your tongue cannot move further away from you and takes a -2 penalty to AC as long as the tongue is attached.

The tongue can be detached by succeeding an opposed Athletics check or by dealing slashing damage to the tongue, the tongue has an AC of 14.

If for whatever reason you and the attached creature are forced further than 10 feet apart, your tongue detaches.

You cannot move more than 10 feet away from an attached creature, but you can release your tongue as a bonus action.

5 RP

Wind Form. Your kind's bodies are completely or almost entirely composed of air, the other shapes and aspects of your body are composed of rushing semi-solid winds.

You have the elemental creature type.

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

In addition, you can enter a creature's space and stop there. If you successfully grapple a creature that shares your space, you may throw them up to 20 feet away as a bonus action. If a thrown creature strikes an object, such as a wall or floor, the creature takes 1d6 bludgeoning damage for every 10 feet it was thrown and is knocked prone. If a thrown creature is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't or knocked prone.

If you would take multiple "form" traits such as "Fire Form" and "Lightning Form", your body is instead composed of a combination of those two elements. Any damage dealt by these two traits does not stack, but instead you may choose to deal the damage as either component type, or a combination of the two. You may choose a different combination of damage every time this damage is dealt. **4 RP**

Writhing Tentacles. Your kind have several long tentacles that writhe and snap at your enemies. Your tentacles are natural weapons you can use to make unarmed strikes, if you hit with them you deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

When grappling a creature or when grappled, you may make unarmed strikes with your tentacles as a bonus action. **4 RP**

EXOTIC WEAPONS

The current ruleset does not have a term for "exotic weapons" and this book uses the term in several traits to mean any type of weapon that falls outside of the scope of simple and martial weapons. This includes technologically advanced weapons, racially exclusive weapons, and potentially firearms of whatever type are appropriate to the setting. What constitutes an "exotic weapon" is determined at GM discretion, but it is meant to encapsulate any unusual weapon a player may come into contact with in any particular setting.







DEFENSIVE TRAITS

RESISTANCES, IMMUNITIES, AND VULNERABILITIES

The following traits simply provide a resistance, immunity, or vulnerability to a specific damage type. They are all normal traits in the defensive category, just separated out so you can find them conveniently.

Stalwart Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage. **2 RP**

Toxin Immunity. You are immune to poison damage and the poisoned condition. **4 RP**

Weak Immune Systems. You are vulnerable to poison damage. **-1 RP**

Thrive Under Pressure. You have resistance to thunder damage. **2 RP**

Unshakable. You are immune to thunder damage. **4 RP**

Shatter Prone. You are vulnerable to thunder damage. **- 1 RP**

Being of Light. You have resistance to radiant damage. **3 RP**

Resplendent Scion. You are immune to radiant damage. **6 RP**

Scorched By Light. You are vulnerable to radiant damage. **- 2 RP**

Unrelenting. You have resistance to force damage. **3 RP**

Immovable Object. You are immune to force damage. **6 RP**

Paltry Resistance. You are vulnerable to force damage. **- 2 RP**

Mental Discipline. You have resistance to psychic damage. **3 RP**

Impervious Ego. You are immune to psychic damage. **6 RP**

Unprotected Mind. You are vulnerable to psychic damage. **- 2 RP**

Being of Darkness. You have resistance to necrotic damage. **3 RP**

Underworld Scion. You are immune to necrotic damage. **6 RP**

Naive Purity. You are vulnerable to necrotic damage. **- 2 RP**

Fireproof. You have resistance to fire damage. **4 RP**

Fireborn. You are immune to fire damage. **8 RP**

Flammable. You are vulnerable to fire damage. **- 3 RP**

Grounded. You have resistance to lightning damage. **4 RP**

Stormborn. You are immune to lightning damage. **8 RP**

Lightning Rod. You are vulnerable to lightning damage. **- 3 RP**

Insulated. You have resistance to cold damage. **4 RP**

Frost Born. You are immune to cold damage. **8 RP**

Cold Blooded. You are vulnerable to cold damage. **- 3 RP**

Unreactive Physiology. You have resistance to acid damage. **4 RP**

Caustic Walker. You are immune to acid damage. **8 RP**

Melting. You are vulnerable to acid damage **- 3 RP**

Impact Resilience. You have resistance to non-magical bludgeoning damage. **5 RP**

Impact Immunity. You are immune to non-magical bludgeoning damage. **10 RP**

Impact Vulnerability. You are vulnerable to bludgeoning damage. **- 4 RP**

Puncture Resilience. You have resistance to non-magical piercing damage. **5 RP**

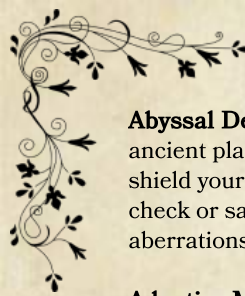
Puncture Immunity. You are immune to non-magical piercing damage. **10 RP**

Puncture Vulnerability. You are vulnerable to piercing damage. **- 4 RP**

Shear Resilience. You have resistance to non-magical slashing damage. **5 RP**

Shear Immunity. You are immune to non-magical slashing damage. **10 RP**

Shear Vulnerability. You are vulnerable to slashing damage. **- 4 RP**



Abyssal Delver. Your kind are either born of deep and ancient places, or have learned over generations how to shield your mind against the void. You have a +2 bonus to any check or saving throw made to resist spells effects caused by aberrations. **1 RP**

Adaptive Mantle. Your kind possess adaptive skin, scales, feathers or a fluid morphic covering capable of readjusting to fit your needs.

As a bonus action, you can change your adaptive mantle into one of the following configurations:

- **Defense.** You shift your mantle into overlapping layers to help deflect blows. While in this configuration, your AC increases by 1.
- **Camouflage.** You shift your mantle's colors and textures to match your surroundings. While in this configuration, you gain a +2 bonus to Dexterity (Stealth) checks.
- **Display.** You shift your mantle's colors and shape to be as impressive as possible. While in this configuration, you gain a +2 bonus to Charisma (Persuasion) checks.
- **Threaten.** You shift your mantle's shape and color to be as large and intimidating as possible. While in this configuration, you gain a +2 bonus to Charisma (Intimidate) checks.

6 RP

Arcane Resistance. You have advantage on saving throws against spells and other magical effects. **11 RP**

Armory Master. Your kind train for every battlefield and threat. You have proficiency with light armor, medium armor, heavy armor, and shields. **8 RP**

Bark Skinned. Your kind are protected by a covering of rough bark or bark-like skin, it's tough but potentially flammable.

You have the Plant creature type.

Your AC can't be less than 16, regardless of what kind of armor you are wearing.

You also have vulnerability to fire damage. **3 RP**

Backdraft. Your kind possess a burning heat that flares back when your body is injured.

Whenever a creature within 5 feet of you hits you with a melee attack, they take an amount of fire damage equal to your Constitution modifier (minimum 1). **5 RP**

Benign Appearance. Your kind possess otherworldly talents but with minimum effort your more striking features can be easily hidden. You have advantage on all Intelligence and Charisma (Deception) checks made to disguise or hide your true nature or to otherwise appear human. **1 RP**

Bioluminescent Flash. Your kind have patterns of natural biological lights, and when in danger you can reflexively produce a burst of light. You can generate a blinding flash as a reaction when you are targeted by an attack. You momentarily produce bright light in a 20-foot radius and dim light for an additional 20 feet. The attacking creature must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus, on a failed save the attacking creature becomes blinded until the end of your next turn and loses the triggering attack.

Once you use this trait, you can't use it again until you finish a short or long rest. **4 RP**

Brittle Form. Your kind aren't suited for rigorous combat and can require a moment to regain their bearings when struck with a serious blow. Whenever you are struck by a critical hit you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed concentration check you are stunned until the end of your next turn. - **3 RP**

Chameleonic. Your kind can change their skin color at will, granting you unparalleled stealth if you have something to blend in with. You are proficient with the Dexterity (Stealth) skill.

You may perform the hide action while in direct line of sight if you are adjacent to a solid object or prone.

When hidden, sight based checks to detect you are made at disadvantage. **5 RP**

Chitinous. Your kind have a chitinous exoskeleton that shrugs off lesser threats but is useless when crushed. Whenever a source would deal 4 or less non-magical piercing or slashing damage to you, you are dealt 0 damage instead. You are vulnerable to bludgeoning damage. **1 RP**

Chivalric Armor Training. Like resplendent knights, your people train with thick armors and broad shields. You have proficiency with heavy armor and shields. **6 RP**

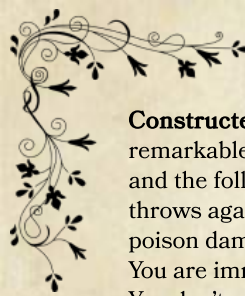
Color Out of Space. Your kind come from the deepest strangest corners of the universe, a hue given strange and fearsome sentience.

You lack a proper body but rather you move about as an energy source that spreads your color to nearby objects. The core of your being can be described as a shimmering color given shape. Any physical forms you constitute of color energy are intrinsically temporary forms.

You can enter and occupy the space of another creature and you can pass through small holes, narrow openings, and even mere cracks, though objects you carry may not.

You can wield weapons, but you cannot wear armor. Your otherworldly nature does provide you with a degree of protection. While not wearing armor your AC is equal to 13 + your Charisma modifier.

Your body is intrinsically magical and difficult to get a grasp on physically, you have resistance to all non-magical damage. As your body is intrinsically magical, you are vulnerable to all damage dealt by spells and other magical sources. **11 RP**



Constructed Resilience. You were created to have remarkable fortitude, you gain the construct creature type and the following benefits: You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

You are immune to disease.

You don't need to eat, drink, or breathe. **5 RP**

Cornered Animal. Your kind have survived against long odds, you refuse to give up even when your back is against the wall. While you are below half of your maximum hit points and there are 3 or more hostile creatures within 5 feet of you, your AC increases by 2 and you gain a +2 bonus to your attack rolls. **1 RP**

Crystalline. Crystalline structures form all or most of your kind's body. These crystals refract light in astounding ways and ground you but put you at risk of shattering.

You count as a creature made of crystal for spells and abilities.

You have vulnerability to thunder damage.

You have resistance to lightning damage.

Light reflects and refracts strangely around you. Whenever you make a save against or are otherwise affected by a color or light based spell such as color spray or moonbeam, all creatures within 5 feet of you must make saves against or are affected by the spell as if they were targeted by the spell or were within the spell's area of effect. **4 RP**

Cyborg. You are a flesh and blood creature with either symbiotic technological enhancements or are somehow grafted or contained within an inorganic body.

The inorganic parts of your body are often more resilient than flesh, you have an innate +1 bonus to your AC.

Your inorganic parts do not heal naturally, whenever you are dropped to 0 hit points they become damaged and no longer provide your innate bonus to AC.

Whenever you take a short rest, you may spend one of your hit die to repair your inorganic parts (spending time and effort to repair them). Your inorganic parts are automatically repaired after a long rest.

Due to your mechanical components, you have vulnerability to lightning damage. **1 RP**

Darting Reflex. Your kind survive by quickly darting away from danger. As a reaction whenever a creature first moves adjacent to you, you may immediately move up to 10 feet, this movement does not provoke attacks of opportunity. **5 RP**

Deepwater Denizen. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment. **5 RP**

Delicate Fragility. Your body is inherently fragile either due to a single precarious weak-point or a critical and exploitable weakness. Any critical hit against you is maximized, this means that the damage die of the critical hit are doubled as normal, then each die is treated as if it rolled its maximum result. - **5 RP**

Dependable Armor Training. Your people trust more in iron and stone than magic and wizardry. You have proficiency with light and medium armor. **3 RP**

Detachable Limbs. Your kind can easily remove and reattach their limbs. Whenever you are hit by an attack that results in a critical hit, instead resolve the attack as if it were a normal hit and one of your limbs (a non-head limb determined randomly) is knocked off and sent 10 feet in a random direction.

Your hit point maximum is reduced by the amount of damage dealt by this attack, and will remain reduced in this way until your missing limb is restored.

While you are missing a limb, you cannot perform any actions associated with that limb. If a limb associated with a movement speed is removed, that movement speed is reduced by half.

While adjacent to one of your missing limbs, you can reattach it as an action.

If you cannot retrieve a limb lost in this way, you can restore it yourself during a long rest. **1 RP**

Disposable Tail. Your kind can sever their own tails in times of intense stress to appease and confuse predators long enough to get away. When you are grappled, you can use your reaction to drop your tail and immediately remove the grappled condition and move up to your movement speed without provoking attacks of opportunity. This ability fully removes the tail and this trait and any traits linked to it (such as Smashing Tail) cannot be used until the tail is fully reformed. The tail will grow back fully in 1D4 + 1 days. **2 RP**

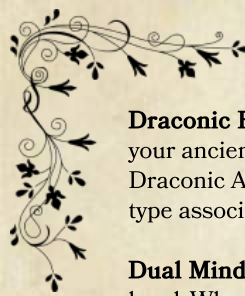
Divine Resistance. Your divine heritage grants you resistance to necrotic damage and radiant damage. **6 RP**

Doppelganger. Your kind have an uncanny talent for shifting your appearance.

As a bonus action, you can rearrange yourself to strongly resemble an object or creature that you've seen before that shares your size category.

While resembling an object, if you didn't move during your last turn, you gain a +10 bonus on Charisma (Deception) checks made to appear like the object that you now resemble. You make Charisma (Deception) checks in this way at advantage if the object makes logical sense in the area (such as a dresser in a bedroom) and at disadvantage if your chosen object is illogical in the area (such as a dresser in an open field).

While resembling a creature, you gain a +10 bonus on Charisma (Deception) checks made to impersonate that creature. You make Charisma (Deception) checks in this way at advantage if the creature makes logical sense in the area (such as a clown in a carnival) and at disadvantage if your creature is illogical in the area (such as a clown practically anywhere else). **9 RP**



Draconic Resistance. Your kind's scales reflect the colors of your ancient draconic kin. Select one type of dragon from the Draconic Ancestry table. You have resistance to the damage type associated with your selected draconic ancestry. **5 RP**

Dual Minded. More than one consciousness roils within your head. When you make a Wisdom saving throw, you can use your reaction to gain advantage on the roll. You can use this trait immediately before or after you roll, but before any of the roll's effects occur. **2 RP**

Easily Overlooked. You find it easy to blend in amongst others.

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you. **2 RP**

Ectoplasmic. Your kind are phantasms tenuously held together with spiritual energy made manifest into ectoplasm. You have the Undead creature type.

Acids often fail to interact with your otherworldly ooze, you have resistance to acid damage.

Any creature that you grapple or attempts to grapple you or ends their turn sharing your space becomes covered in slick ectoplasm. Creatures that end their turn covered in ectoplasm must succeed on a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus or fall prone. Creatures can clean themselves off as an action or they are cleaned off automatically if they are submerged in water. **5 RP**

Environmental Suit. Your kind are not suited to the material plane and must take extra precautions to protect themselves. It can take the form similar to a diving suit, a skin-tight covering, or a loose protective shroud. However it appears, you have a magical garment that protects you from some aspect of the material plane.

You know the mending cantrip, Intelligence or Charisma (your choice) is your spellcasting ability for it.

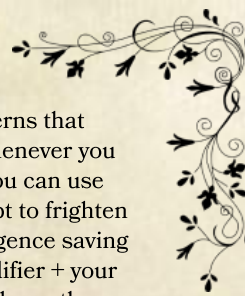
While wearing this garment, you are immune to poison damage and the poisoned condition.

While wearing this garment, you can breathe in both air and water. Your garment can be worn underneath armor and other worn items. Whenever you take a critical hit, your garment becomes damaged and must be repaired.

Your garment can be repaired with a casting of the mending spell, or by spending an action and making a DC 15 Intelligence check to make a quick patch.

Whenever you end your turn without your garment or with a damaged garment, you take 1d8 damage that ignores any resistance or immunity and you gain a level of exhaustion. You are native to an area of Environment. While within this type of environment you can live without your garment without suffering any ill effects.

Choose an Environment, such as a different plane, a planet, or some other type of location that differs vastly from what is typical on the material plane. - **1 RP**



False Eyespots. Your kind have flamboyant patterns that look like enormous eyes from the right angle. Whenever you are attacked for the first time during a combat, you can use your reaction to display your eyespots and attempt to frighten your attacker. Your attacker must make an Intelligence saving throw with a DC equal to 8 + your Charisma modifier + your proficiency bonus. On a failed save your attacker loses the triggering attack and becomes frightened of you until the end of their turn. **4 RP**

Fey Meditation. Those of your kind see sleep as essentially optional. You don't need to sleep. Instead, you meditate deeply, remaining semi-conscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. **2 RP**

Frilled. You possess a fin or frill that you can unfold threateningly, or just to radiate some heat and cool off. You make all Charisma (Intimidation) checks against creatures of the same size category or smaller at advantage. You are also naturally adapted to environments of extreme heat, and do not suffer levels of exhaustion due to high temperatures. **2 RP**

Fungal Spores. Your kind live amidst a cloud and dusting of choking spores that billows up when struck.

You have the plant creature type.

You are immune to your own fungal spores and fungal spores from others of your race.

Whenever a creature within 5 feet of you hits you with a melee attack, they must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save creatures become poisoned for the next 1d6 rounds.

Once a creature makes a successful saving throw against this effect, they are immune to your fungal spores for the next 24 hours. **4 RP**

Gibbering Madness. Your kind are tortured by maddening spirits or a tinge of eldritch knowledge. You constantly mumble and ramble under your breath. Each creature that starts its turn within 5 feet of you and can hear you must succeed on a Wisdom saving throw with a DC equal to 8 + your proficiency bonus. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn.

- On a 1 to 4, the creature does nothing.
- On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.
- On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Once a creature successfully saves against this effect they are immune to it for the next 24 hours. **4 RP**

Glamored. Your kind always seem to look your best, regardless of the circumstances.

As an action, you can project a magical glamor around you that makes yourself (you, not any clothing or items) look different than you normally would otherwise.

You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You will always look like “you” with this glamor, but you can alter your appearance for cosmetic purposes or to hide or create some form of identifying marks. You cannot add or remove limbs to your form or significantly rearrange your facial features. Otherwise, the extent of the illusion is up to you.

The changes wrought by the glamor fail to hold up to physical inspection. For example, if you use the glamor to appear a foot taller, objects pass through your head, and anyone who touches it would feel nothing. If you use this glamor to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are glamored, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against a DC equal to 8 + your Charisma modifier + your proficiency bonus. Your glamor remains until you choose to end or change the effect, or you fall unconscious. **1 RP**

Golem. Your kind are magical constructions, simple matter sculpted from a material into the shape of a living thing and bound by magic.

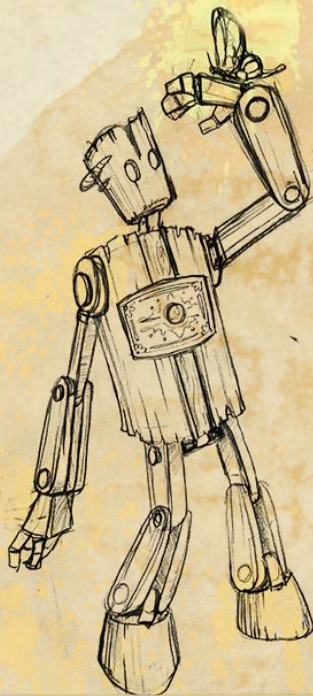
You have the construct creature type.

You have advantage on saving throws against spells and other magical effects.

As you are made out of Material, you are vulnerable to Type damage.

Whenever you take Type damage, you make all attack rolls and ability checks at disadvantage until the end of your next turn.

Choose a Material that you are constructed out of, and a damage Type. If you choose bludgeoning, piercing, or slashing damage as your damage Type, reduce the RP cost of this trait by 2. **7 RP**



Hallucinogenic. Something you produce or grow naturally is a potent hallucinogenic to other creatures.

You can produce 1 gp worth of this hallucinogenic by spending 10 minutes harvesting this substance. If you do, you cannot do so again for the next 24 hours.

Whenever a creature hits you with a bite attack or other natural attack that uses their mouth, they must make a Wisdom saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save they become confused by hallucinations until the end of their next turn and must roll a d10 on the following table and follow its results:

- 1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6: The creature doesn't move or take actions this turn.
- 7-8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10: The creature can act and move normally.

2 RP

Heavy Armor Training. Your people's traditions train you to put as much metal between yourself and your foe as possible. You have proficiency with heavy armor. **5 RP**

Hologram. Your kind's bodies are merely projections of hard light generated by a physical core.


Whenever you drop to 0 or fewer hit points, your holographic body disappears and you are reduced to your physical core, which drops to the ground. Your physical core is a magical or advanced technological object measuring only a few inches to a side. Your core can be picked up, moved, and otherwise stored normally.

While reduced to your physical core, you are unconscious but automatically stabilized and do not need to make death saving throws.

Healing, magical or otherwise has no effect on you while you're reduced to your physical core.

After you spend 1 hour while reduced to your core, you regain consciousness as your holographic body reforms around your core. You are reformed with any previous conditions removed and you are restored to your maximum hit points. You cannot reform if there is insufficient unoccupied space around your core for your body to occupy. If blocked in this way, you will remain reduced to your physical core until there is sufficient unoccupied space around your core.

Your physical core is durable, but not indestructible. While reduced to your physical core, if your core is dealt 15 or more damage by a single attack or effect, it is destroyed and you are instantly killed. **3 RP**



Host. You bear host to a seemingly endless swarm of smaller creatures who are either born of you or live symbiotically with you.

These swarming creatures are always 2 size categories smaller than you (to a minimum of diminutive) and occupy your space with you.

These swarming creatures are mindless and cannot act independently, they only attempt to return to you or wither away and die if separated from you.

Physically they can resemble anything, from small insects to tiny versions of you.

You can direct your swarming creatures to aid you or aid your allies.

As a bonus action, you can have your swarm take the help action, granting advantage to a check or attack to yourself or an ally within range as if a separate creature sharing your space took the help action. **6 RP**

Inborn Toughness. Your heritage allows you to shrug off assaults that would topple weaker creatures. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. **5 RP**

Inborn Weakness. Your demure physiology makes you more vulnerable to assaults that wouldn't phase more robust creatures. Your hit point maximum decreases by 1 (to a minimum of 1), and it increases by 1 less every time you gain a level (minimum 0). - **5 RP**

Inbuilt Armor I. Your design had protection in mind with layers of thick plating. You can choose to forgo this protection, but removing and installing your inbuilt plating is an arduous process requiring 1 hour of work.

If you choose to utilize your inbuilt armor, you have an AC of 14 and are considered to be wearing heavy armor, you are considered proficient with this armor and resting while doing so does not incur exhaustion.

You may benefit from a shield as normal.

Whenever you are dropped to 0 hit points while using your inbuilt armor, your armor becomes damaged. The AC provided by your inbuilt armor is reduced by 1 for each time you are reduced to 0 hit points.

This damage will remain until you have a chance to carefully repair it during a long rest. **2 RP**

Inbuilt Armor II. Your design had protection in mind with layers of thick plating. You can choose to forgo this protection, but removing and installing your inbuilt plating is an arduous process requiring 1 hour of work.

If you choose to utilize your inbuilt armor, you have an AC of 16 and are considered to be wearing heavy armor, you are considered proficient with this armor and resting while doing so does not incur exhaustion.

You may benefit from a shield as normal.

Whenever you are dropped to 0 hit points while using your inbuilt armor, your armor becomes damaged. The AC provided by your inbuilt armor is reduced by 1 for each time you are reduced to 0 hit points.

This damage will remain until you have a chance to carefully repair it during a long rest. **3 RP**

Inbuilt Armor III. Your design had protection in mind with layers of thick plating. You can choose to forgo this protection, but removing and installing your inbuilt plating is an arduous process requiring 1 hour of work.

If you choose to utilize your inbuilt armor, you have an AC of 18 and are considered to be wearing heavy armor, you are considered proficient with this armor and resting while doing so does not incur exhaustion.

You may benefit from a shield as normal.

Whenever you are dropped to 0 hit points while using your inbuilt armor, your armor becomes damaged. The AC provided by your inbuilt armor is reduced by 1 for each time you are reduced to 0 hit points.

This damage will remain until you have a chance to carefully repair it during a long rest. **5 RP**

Independent Limbs. Your kind can remove and reattach their limbs and can even control them independently. Whenever you are hit by an attack that results in a critical hit, instead resolve the attack as if it were a normal hit and one of your limbs (a non-head limb determined randomly) is knocked off and sent 10 feet in a random direction. Your hit point maximum is reduced by the amount of damage dealt by this attack, and will remain reduced in this way until your missing limb is restored.

You can also intentionally remove one of your limbs as an action, which reduces your maximum hit points by 10 for each limb severed in this way.

While you are missing a limb, you can still perform actions associated with a missing limb if those actions can be performed independently (such as a one-handed weapon attack made by an arm). Your limbs have a base walking speed of 5 feet while detached from you, and this movement is detracted from your own movement on a given turn (if for example you have a base walking speed of 30, and you move your arm 5 feet in a turn, you have 25 feet of movement left to utilize).

If a limb associated with a movement speed is removed, that movement speed is reduced by half.

While adjacent to one of your missing limbs, you can reattach it as an action.

If you cannot retrieve a limb lost in this way, you can restore it yourself during a long rest. **4 RP**

Ink Spray. Your kind can spray ink to make a quick escape.

As a reaction when you are targeted by a melee attack you can spray your attacker with ink. If you do, your attacker must succeed on a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus or become blinded until the beginning of their next turn.

Once you use this ability you can't do so again until you finish a long rest. **6 RP**

Innate Invisibility. Your kind are born with the ability to turn invisible at will. As an action you can turn invisible along with everything you're wearing and carrying. You instantly turn visible if you make an attack or cast a spell. If you take damage while invisible, you must make a concentration check (a Constitution saving throw, with a DC of either 10 or half the damage taken, whichever is higher). You turn visible on a failed concentration check.

You can remain invisible indefinitely and while invisible you can voluntarily become visible as a bonus action.

Once you use this trait to become invisible, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. **9 RP**

Innocuous Disguise. Your kind resemble something mundane, harmless or adorable. You have advantage on Charisma (Deception) checks made to appear non-threatening.

During your first turn in initiative, you have advantage on attack rolls made against any creature that hasn't taken a turn. **2 RP**

Integrated Armor. Your body has built-in protective layers, which can be replaced and adjusted and which determine your Armor Class.

You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Armor table, provided you meet the mode's prerequisite.

INTEGRATED ARMOR

Mode	Prerequisite	Armor Class
Exposed Core (Unarmored)	None	11 + your Dexterity modifier
Composite Plating (Armored)	Medium armor proficiency	13 + your Dexterity modifier (maximum of 2)
Heavy Plating (Armored)	Heavy armor proficiency	16 ; you also have disadvantage on Dexterity (Stealth) checks

3 RP

Light Armor Training. Your people have lived harsh lives, and have learned the value of a tough hide and a swift foot. You have proficiency with light armor. **1 RP**

Lush Plant. As a weedy green, your kind are difficult to crush but easy to burn or freeze. You have the plant creature type. You have resistance to non-magical bludgeoning damage and vulnerability to cold and fire damage. **0 RP**

Magical Cunning. Your people's magical minds are innately resistant to attack. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. **8 RP**

Medium Armor Training. Your people carry on the military traditions, and train with armors both tough and maneuverable.

You have proficiency with medium armor. **2 RP**

Mimic-Kin. Your kind have an uncanny talent for impersonating objects.

As a bonus action, you can rearrange yourself to strongly resemble an object that you've seen before that shares your size category.

If you didn't move during your last turn, you gain a +10 bonus on Charisma (Deception) checks made to appear like the object that you now resemble.

You make Charisma (Deception) checks in this way at advantage if the object makes logical sense in the area (such as a dresser in a bedroom) and at disadvantage if your chosen object is illogical in the area (such as a dresser in an open field). **6 RP**

Mobile Planter. Your body is host to a wide range of symbiotic plant-life that grows freely along your frame. You have advantage on Dexterity (Stealth) checks while in a swampy or forested terrain. **1 RP**

Natural Armor. You have tough or scaly 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. **2 RP**

Natural Camouflage. Your kind look uncannily like foliage or other objects commonly found in your natural environment. Your kind are native to areas of Environment and while in such areas you have advantage on Dexterity (Stealth) checks. *Choose a terrain type as your Environment, such as woodland, urban, or tundra. You may select any commonly occurring environment but you gain no additional ability to survive your chosen environment from this trait. For example, if your chosen environment is "magma" you will need to select some other appropriate traits to survive traversing it.* **2 RP**

No Defensive Trait. *You have no innate defensive trait. Remove this trait in the Cleanup Step.* **0 RP**

Noxious Skin. Your skin exudes a noxious poison. Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.

A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage. **7 RP**

Obvious Weak Point. Your kind have a glaring weak point (or points) that your opponents can target. Creatures can target your weak point by making their attacks at disadvantage. Attacks that successfully hit your weak point are critical hits. - **4 RP**

Otherworldly Grace. Your kind have an indescribable and captivating presence that can dismiss any thoughts of violence.

As a reaction when a creature targets you with an attack or a harmful spell, you can force that creature to make a Wisdom saving throw with a DC equal to 8 + your Charisma modifier + your proficiency bonus. On a failed save, the creature must choose a new target or lose the attack or spell. This ability doesn't protect you from area effects, such as the explosion of a fireball.

Once you use this ability, you can't do so again until you finish a long rest. **5 RP**

Permanent Invisibility. Your kind simply aren't visible. You are invisible, items you wear or pick up remain visible. Creatures are not blind to your presence if you wear clothing or armor and can attack you freely as if you were visible. As your body language is always invisible, you make Charisma (Persuasion) checks at disadvantage and Wisdom (Insight) checks made about you are made at disadvantage. It's also quite difficult to perform any kind of medicine on you and all Wisdom (Medicine) checks made about you are made at disadvantage. **7 RP**

Phoenix Resurrection. Your kind sees death as only a momentary inconvenience.

Whenever you drop to 0 or fewer hit points, your body bursts into flames and turns to ashes. You are unconscious while your body is in this ashen state.

All forms of healing have no effect on you while you are in this ashen state. Whenever you make a death saving throw for starting a turn at 0 hit points, you automatically pass it. Your body can still be damaged as normal, as the ashes that constitute your body can be scattered and dispersed. If you suffer 3 failed death saving throws, your ashes flare as they try to reassemble your form and fail, you are dead. If you reach 3 successful death saving throws, your ashes reform your body and you are restored to life with half of your maximum hit points.

Any equipment that was left on your ashen body remains equipped when you reform. **6 RP**



Phylactery. Your kind's souls are inexorably trapped within a trinket or bauble of arcane importance.

You have the undead creature type.

You possess a phylactery, a tiny or diminutive object that contains your own soul. Your phylactery has an AC equal to 8 + your proficiency bonus + your highest ability modifier, and has a number of hit points equal to ¼ of your maximum hit points. If your phylactery is destroyed, you die, and your soul is permanently destroyed.

Whenever you drop to 0 or fewer hit points, your body disintegrates, leaving behind any items you were carrying or gear you were wearing.

24 hours after your body disintegrates, your body automatically reforms with full hit points in an unoccupied space of your choice within 5 feet of your phylactery.

If there is no available unoccupied space, the new body remains unformed until enough unoccupied space becomes available. **5 RP**

Pitiful Sniveling. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you.

Once you use this trait, you can't use it again until you finish a short or long rest. **6 RP**

Planar Instability. Your kind are not properly moored to the material plane, and strong enough forces can separate you from it.

Whenever you are struck with a critical hit you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save you gain the stunned condition until the end of your next turn and are shunted into the ethereal plane. You can only be affected by other creatures on the ethereal plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you in any way, unless a special ability or magic has given them the ability to do so.


You ignore all objects and effects that aren't on the ethereal Plane, allowing objects and creatures you perceive on the plane you originated from to move through you.

At the end of your next turn, you reappear on the plane you originated from.

If you would appear in an occupied space you instead appear in the nearest unoccupied space and take 2d8 force damage, you may choose which unoccupied space to appear in if multiple spaces are equally close. - **2 RP**

Planar Pilgrim. Your kind are visitors here, you come from another place and your souls return to reform there in death. You are a native of Native Plane. If you are killed on another plane besides your native plane, your body dissolves away and your soul returns to a random location in your native plane and begins reconstituting a new body. Your soul will form a new body after 1 week if your soul is not interfered with. You are permanently killed if you are killed while on your native plane.

Choose a plane other than the material plane as your Native Plane. Note that this trait gives you no special means of surviving other planes, and your race should be designed with your native plane in mind. For example, you will likely want to select a trait that gives fire immunity if you plan on designing a race that is native to the plane of fire. **6 RP**



Prey Animal. Your kind's history is not one of triumph, many of your ancestors were ended on tooth and claw, and those ancestral memories haunt your dreams. You have disadvantage on saving throws against being frightened. - **1 RP**

Push Beyond Limits. Something from beyond this mortal world resides within you, and you can draw strength from it when times are dire. You may spend a hit die to recover hit points equal to the die result + your Constitution modifier as a bonus action. You can only use this ability if your current hit points are below half of your maximum hit points. Once you use this trait you cannot use it again until you finish a long rest. **2 RP**

Raised Hackles. Your kind's features betray your ire, such as raised hairs, extending claws or the clear signs of rage within your eyes. If you have taken or dealt damage within the last minute, you gain a +2 bonus to Charisma (Intimidation) checks and Charisma (Intimidation) checks made against you are made at disadvantage. **1 RP**

Regenerative. Given food, water and a bit of proper rest, your kind can recuperate from the most grievous of wounds. When regaining hit points for resting, assume your hit dice roll the highest results. If you lose a body part, it will regrow and return to full functionality after 1D6 + 1 days if you maintain at least 1 hit point for the duration. **6 RP**

Reincarnation Seed. When your kind die, they do so knowing that they shall be reborn again. You have the plant creature type. When you die, your soul retreats into a seed somewhere deep within your body, usually in your chest or head. If your seed is planted in fertile soil and watered daily, you will be reborn as a seedling after a week's time. You retain all of your previous memories and skills, but are 1 size category smaller than your normal size (minimum of diminutive). Any equipment or items you had before remain on your former body unless they are physically retrieved. Your seedling form grows steadily, and will reach your normal size category after 1 month. Your seed has 5 hit points and an AC of 10, if your seed is destroyed you die permanently and your soul ascends to its intended afterlife. **4 RP**

Relentless Resolve. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest. **4 RP**

Sap Laden. Your kind's "blood" is thick, sticky, and hazardous in a combat situation.

Whenever a creature deals you 10 or more damage with a melee weapon attack, the creature must make a Strength (Athletics) check contested by your own Strength (Athletics) check. If the attacking creature fails the check, their weapon becomes lodged on you.

You can dislodge a weapon attached to you as an action, other creatures can attempt to retrieve the weapon by making a Strength (Athletics) check contested by your own Strength (Athletics) check, and will retrieve the stuck weapon on a won contest.

If a natural weapon would become lodged in this way, or the weapon is somehow attached to the attacking creature beyond typical welding, you instead automatically grapple the attacking creature. **3 RP**


Schooling. Your kind have repeating patterns that blend together and confuse your attackers while you're in groups. Any creature that attempts to target you or another member of your race while you are adjacent to each other instead randomly determines one of the members of your race to target that is within range. **1 RP**

Scintillating Shell. Your kind have a scintillating shell that shimmers with arcane reflections. 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.

Whenever a creature makes a spell attack against you that results in a natural 1, the spell reflects back at them and the spell's caster suffers any damage and effects of the spell as if they had targeted and hit themselves with their own spell. **4 RP**

Seen All the Tricks. Your kind either originate from the feywild or are in routine contact with them, you've seen all their tricks. You have a +5 bonus to Wisdom (Insight) checks made about fey creatures and you have advantage on all checks or saving throws made to see through fey illusions. **1 RP**

Shelled. Your kind possess a heavy armored shell. Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal. You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell. **7 RP**



Shield Training. Your people value defence over offence and traditionally train with shields. You have proficiency with shields. **4 RP**

Shifting Appearance. As an action, you can transform your appearance or revert to your natural form. You can't duplicate the appearance of a creature you've never seen, and you revert to your natural form if you die. You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics.

You can make yourself appear as a member of another race, though none of your game statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this trait to become quadrupedal, for instance. Your clothing and other equipment don't change in appearance, size, or shape to match your new form, requiring you to keep a few extra outfits on hand to make the most compelling disguise possible.

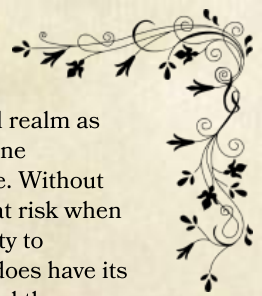
Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection. When you remain in one form for long enough, your kind has a habit of developing new personas. You gain proficiency with one tool of your choice.

Define a persona associated with that proficiency: establish the name, race, gender, age, and other details. While you are in the form of this persona, the related proficiency bonus is doubled for any ability check you make that uses that proficiency. **6 RP**

Shimmer Glare. Your kind's fey purity shimmers and sparkle distractingly, as long as you keep away from dark and dingy things. Attack rolls made against you have a -2 penalty due to your ethereal shimmer. You also have vulnerability to poison and necrotic damage.

Creatures who have blindsight, tremorsense, or are immune to the charmed condition are immune to your shimmer glare and do not suffer an attack penalty due to it. **5 RP**

Shimmering Scales. Your kind are designed for open water, and your shimmering scales make you blend into the water at a distance. While underwater, you are invisible to any observer that is more than 100 feet away. **4 RP**



Skeletal. Your kind are cursed to walk the mortal realm as naught but ancient bones animated by some arcane machinations. You have the Undead creature type. Without flesh to bind you together, your brittle bones are at risk when smashed with enough force. You have vulnerability to bludgeoning damage. Freedom from weak flesh does have its benefits. You have immunity to poison damage and the poisoned condition. You are also immune to the effects of exhaustion, but you can still die from 6 levels of exhaustion as your body literally falls apart. **1 RP**

Space Worthy. Your kind are built to withstand the vacuum of space. You can hold your breath for up to an hour. Your body is insulated and tempered to survive space and you suffer no ill-effects when subjected to the vacuum of space. **1 RP**

Specialized Mimicry. Your kind have a specialized talent for impersonating Chosen Objects.

As a bonus action, you can rearrange yourself to strongly resemble a Chosen Object. If you didn't move during your last turn, you gain a +10 bonus on Charisma (Deception) checks made to appear like a Chosen Object. You make Charisma (Deception) checks in this way at advantage if the object makes logical sense in the area (such as a dresser in a bedroom) and at disadvantage if your chosen object is illogical in the area (such as a dresser in an open field). Choose a type of object that shares this race's size category as your Chosen Object. **2 RP**

Spined. Your body is covered in thick spines or quills that make you difficult to tackle without injury. If you use your attack action to grapple and succeed or are successfully grappled by another creature, the grappled or grappling creature takes a number of piercing damage equal to half your level (minimum 1) in addition to any other results of the grapple. **3 RP**

Spiny Shield. Your kind are covered in thin hair-like spines that drip caustic poisons.

Any creature that hits you with a natural melee attack or unarmed strike must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, it gains the poisoned condition for 1d4 rounds. **2 RP**

Spirit Flare. With a sudden burst of energy, you can unleash an impossibly bright blinding light.

Starting at 3rd level, you can use your action to generate a bright blinding flash. You momentarily provide bright light in a 50-foot radius and dim light for an additional 50 feet. Any creature within 5 feet of you must make a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier) or become blinded until the end of your next turn. Once you use this trait, you can't use it again until you finish a long rest. **3 RP**

Steadfast. Your kind are used to great battles and are unshakable while the warrior to your side still draws breath. You can't be frightened while you can see an allied creature within 30 feet. **3 RP**

Steam Powered. Your kind are fueled by boilers that produce billowing steam. You have the construct creature type. Your body is built for heat, you have immunity to fire damage. Chills will stifle your boiler, you are vulnerable to cold damage. You become sluggish and can even stop if your boiler is quenched or stifled. Whenever you take cold damage, you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed check you become stunned until the end of your next turn. If you are stunned in this way for 3 consecutive rounds, your boiler freezes and you become paralyzed and unconscious for 1d6 minutes. A creature adjacent to you can relight your boiler as an action, ending the paralyzed condition and waking you up. **3 RP**

Stitched Together. When your kind are brought down, it is more like you are disassembled than killed. You do not fall unconscious when your hit points are reduced to 0 hit points, instead you become incapacitated and immediately fail one death saving throw. You do not make death saving throws when starting a turn at 0 hit points and you cannot naturally stabilize as normal. If you are healed above 0 hit points, you will still retain the incapacitated condition. You will remain incapacitated until another creature "reassembles" you. A creature can reassemble you by spending an action while adjacent to your body and succeeding on a DC 12 intelligence check. Once reassembled, you stabilize, regain 1 hit point and lose the incapacitated condition. You die if you remain at 0 hit points for more than 24 hours without being reassembled. Taking damage while at 0 hit points results in failed death saving throws as normal. **3 RP**

Tougher Stuff. Either through stern resilience or diligent vigilance, your kind are difficult to injure. You have an innate +1 bonus to your AC. **5 RP**

Toxic Skin. Your kind have bright colorful slimy skin that is slicked with toxic chemicals. You are immune to your own toxic slime, which is both an injury and ingested poison type. If other creatures ingest your slime (perhaps from hitting you with a bite attack) or are injured by a weapon coated with it or from one of your unarmed strikes, they must make a Constitution saving throw with a DC of 8 + your Constitution modifier or take 2D4 poison damage, and half as much on a successful one. You may spend an action coating a weapon or up to 3 pieces of ammunition with your poison. It retains its potency for 1 minute before drying out. If you attempt to bottle your toxic slime, it retains its potency for 24 hours and you produce enough excess slime to fill a bottle a day. Once a creature successfully saves against this poison, they are immune to its effects for the next 24 hours. **3 RP**

Tuck and Roll. Either through an innate weightlessness, a durable design or an acrobatic aptitude for mitigating falls, your kind don't suffer as greatly from hard landings. You have resistance to damage taken from falling. **1 RP**



Undaunted. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest. **6 RP**

Undead Fortitude. Your kind have no real vitals anymore, making it difficult to actually bring you down. You have the Undead creature type. If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead. **8 RP**

Unnerving Visage. Some part of you is deceptive or unnatural and revealing it can make enemies hesitate. When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses. Once you use this trait, you can't use it again until you finish a short or long rest. **2 RP**

Unstable Bearings. Your kind are a tad unstable and can become confused when thwacked hard enough. Whenever you are struck with a critical hit you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save you lose composure during your next turn and act as if confused, roll a D10 and follow the directions on the following chart:

- 1: Use all your movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. You can't take an action this turn.
 - 2-6: You can't move or take actions this turn.
 - 7-8: You use your action to make a melee attack against a randomly determined creature within reach. If there is no creature within reach, you do nothing this turn.
 - 9-10: You can act and move normally.
- 2 RP



Vampiric Phantom. Your kind are phantoms that survive off the dead and dying, necrotizing flesh bends to your will and you drink spiritual energy like water.

You have the Undead creature type.

Your body is composed of the corpse of another humanoid creature, reshaped into your appearance.

You can absorb the spiritual essence of the recently deceased.

As an action, you can touch a humanoid creature that has died within the last minute and regain a number of hit points equal to your level. You cannot use this ability more than once on the same creature.

Whenever you drop to 0 hit points or below, your body is destroyed beyond repair and your spirit leaves it entirely and becomes an ethereal phantom.

As a phantom, you have 1 hit point, you have a movement speed of 30 feet, and you can move in any direction, but you cannot take actions, bonus actions, or reactions. You can see and hear, but everything looks gray, and you can't see anything more than 60 feet away.

You can only be affected by other creatures on the ethereal plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you in any way, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the ethereal Plane, allowing you to move through objects you perceive on the plane you originated from. If you move into the body of a deceased humanoid creature, you can choose to attach your soul to its mortal remains. When your soul attaches to a body, it reshapes the body to match your appearance. When this occurs, the corpse becomes your new body, and you awaken within it at half of your maximum hit points.

Your form as a phantom is intrinsically unstable, if you remain in your phantom form for an hour without attaching to a physical body, or if you drop to 0 hit points as a phantom, you disperse forever and die. **4 RP**

Vanishing Trick. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw.

Once you use this trait, you can't use it again until you finish a short or long rest. **3 RP**

Versatile Body Mass. Your kind can quickly repurpose mass to replace lost parts.

Whenever you lose a limb or significant body part (including your head), you can choose to regrow it as a reaction.

Regrowing a lost limb or part requires you to lose body mass elsewhere to form the new limb, you take 10 damage that bypasses all resistances and immunities whenever you regrow a limb.

You can also choose to intentionally sever a limb as a reaction when you are grappled, or something has otherwise adversely affected a limb, such as picking up a cursed item or touching a trap.

If you sever a limb in this way as a reaction to being grappled, you immediately remove the grappled condition. **8 RP**

Zombified. Your kind are dead flesh reanimated through foul necromancy. You have the Undead creature type.

You were born of necromantic energy, you have resistance to necrotic damage. Holy light is your enemy, you have vulnerability to radiant damage. Freedom from weak flesh does have its benefits. You have immunity to poison damage and the poisoned condition.

You are also immune to the effects of exhaustion, but you can still die from 6 levels of exhaustion as your body literally falls apart. **4 RP**



MAGIC TRAITS

Always Behind You. Your kind haunt your victims, always appearing close and where they least expect it. As an action, you can start haunting a creature you can see within 60 feet. Whenever you take the hide action and successfully become hidden, you can choose to magically teleport to an unoccupied space you can see within 20 feet of the creature you are haunting. You arrive in your new location hidden if you are at least lightly obscured from view in your new location.


You may only haunt up to one creature at any given time and immediately cease haunting a creature if you begin haunting a new one or that creature dies.

You can choose to stop haunting a creature as a bonus action. Once you use this trait to teleport, you can't do so again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. **4 RP**

Ancestral Healers. Your kind have been looked to as medicine-men and shamanic healers for generations. Your medical expertise is inborn, and instinctual. You are proficient with the Wisdom (Medicine) skill. Whenever you stabilize a creature using a Wisdom (Medicine) check, you also heal that creature for 1 hit point. Whenever you heal hit point damage from yourself or another creature, you can choose to increase that healing by an amount equal to your level (minimum 1). Once you use this ability you can't use it again until you finish a short or long rest. **4 RP**

Angling Lure. Your kind have a bioluminescent lure that dangles enticingly at the end of a living line. As a bonus action, you can use your lure to magically entice a creature you can see within 60 feet. A creature you entice in this way must make a Wisdom saving throw with a DC equal to 8 + your Dexterity modifier + your proficiency bonus. On a failed save they become charmed by you, but will only act to move closer to your lure and will take no other actions. Whenever a creature charmed by this ability takes damage or ends their turn charmed in this way can make another Wisdom saving throw. On a successful save creatures are no longer charmed and become immune to the effects of your lure for the next 24 hours. **5 RP**





Arcane Eye. A single magical eye sits in your skull, floats around you through mystical forces or sits at the end of an otherworldly tendril. This eye is a source of peculiar ocular magics.

You gain a +2 bonus to Wisdom (Perception) checks.

You can use your eye to fire a magical ray at a creature you can see within 60 feet. However, you're never quite sure what the ray will be until you fire it.

Whenever you fire your ray, roll a d4 to determine which of the following rays you fired.

When you reach 3rd level, you may roll a d6 to determine which ray you fired.

When you reach 5th level, you may roll a d8 to determine which ray you fired.

When you reach 10th level, you may roll a d10 to determine which ray you fired.

1. **Charm Ray.** The targeted creature must succeed on a Wisdom saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus or be charmed by you for 1 minute, or until you or your allies harm the creature.
2. **Stunning Ray.** The targeted creature must succeed on a Constitution saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus or be stunned until the end of your next turn.
3. **Fear Ray.** The targeted creature must succeed on a Wisdom saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus or be frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Slowing Ray.** The targeted creature must succeed on a Dexterity saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a failed save, the target's speed is halved for 1d4 rounds. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Enervation Ray.** The targeted creature must make a Constitution saving throw, with a DC equal to 8 + your Intelligence modifier + your proficiency bonus, taking 4d6 necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Ray.** The targeted creature must succeed on a Strength saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a failed save you may move the creature up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated.
7. **Sleep Ray.** The targeted creature must succeed on a Wisdom saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a failed save they fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a Dexterity saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other similar magic.

9. **Disintegration Ray.** The targeted creature must succeed on a Dexterity saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a failed save, the creature takes 5d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

10. **Death Ray.** The targeted creature must succeed on a Dexterity saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a failed save, the creature takes 5d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.

Once you fire a ray, you cannot fire another until you finish a long rest. *You may spend additional RP when selecting this trait for additional arcane eyes. For each 4 RP you spend in addition to this trait's cost, you have an additional arcane eye. For each additional arcane eye, your bonus to Wisdom (Perception) checks increases by 2, and you may fire an additional ray before needing a long rest to restore use of the ray firing ability.* **8 RP**

Arcane Manifestation. Your kind are beings of pure magic, unstable constructs given form by arcane power. Your body is in some way built from magical energy, either by design or some fluke of intense magical interference.

As a being of magic, any weapon attacks or unarmed strikes you make count as magical for the purposes of overcoming damage resistances. You will always detect as intensely magical by any creature using a detect magic spell or similar ability.

You intimately understand the flow of arcane energy and have a +2 bonus on Intelligence (Arcana) checks.

Anti-magic zones and spells capable of dispelling magical effects are incredibly dangerous to you. Whenever you end your turn within an anti-magic zone or have a dispel magic or similar spell cast on you, you must immediately make a death saving throw. **1 RP**

Aromatherapy. Your kind have a magically peculiar and particularly pleasant scent that few can resist. You can use your magical aroma to cast the spell charm person.

Creatures without a sense of smell or otherwise incapable of smelling your aroma are immune to this spell. Once you cast a spell in this way you cannot do so again until you finish a short or long rest. **4 RP**



Blinking Teleport. Your kind are unconstrained by the physical world and can blink from place to place without effort.

As an action you can teleport along with any equipment you are wearing or carrying to an unoccupied space you can see within 40 feet. As a part of this action you may make a single attack either before or after teleporting.

Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. **8 RP**

Bloodsoaked. Your kind are nourished by a cloth or organ that must be continually soaked in fresh blood.

As an action you can soak in the blood of a humanoid creature that died within the last hour, if you do you become bloodsoaked and remain so for the next hour.

While you are bloodsoaked you have a +2 bonus to attack and damage rolls.

While you are not bloodsoaked you have a -1 penalty to attack and damage rolls. **4 RP**

Bookworm. Your kind love to literally devour knowledge.

As an action, you can physically consume a book or scroll you are holding, if you do so, you can perfectly recall any information that was contained within the written work for the next 24 hours.

After 24 hours have passed, you can attempt to recall information you have consumed in this way as if you had simply read the written work but you no longer have perfect recollection. You cannot consume magical books or scrolls in this way. **1 RP**

Charmer's Mark. Your kind have always been fascinated by the mystical and melodious, making yourselves easy targets for charmers of all sorts. You make all saving throws to avoid charm effects at disadvantage. - **1 RP**

Consume Life. Your kind can devour something far more precious than flesh and blood, you consume life itself.

As a bonus action, you can target one humanoid creature you can see within 5 feet that has 0 hit points and is still alive.

The target must succeed on a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus against this magic or die. If the target dies you gain 3d6 temporary hit points. **6 RP**

Contract Binder. Your kind can infernally bind others to contracts.

By spending at least 10 minutes writing you can compose an infernally sealed contract. You can choose to intentionally obscure the true terms of the contract, if you do, make an Intelligence check, creatures can see through your obfuscation with an equal or higher Intelligence check.

Any willing creature not under any compulsion that signs your infernal contract becomes bound to the contract. If any signer breaks the contract or fails to uphold their part of the bargain before a stipulated time for any reason, 1d4+1 chain devils appear within unoccupied spaces as close as possible to the participant who broke the contract and the contract bursts into flames and is destroyed. These chain devils are hostile towards the participant who broke the agreement and will attempt to kill them and any creatures that defend them if possible.

If the contract breaker is brought to 0 hit points, they disappear along with the chain devils as they are dragged down to hell. **7 RP**

Divine Halo. Your kind have an ethereal penumbra that clearly marks them as holy to a particular deity.

This can be a literal ethereal halo that floats just above your head, a cascade of magical fire that silhouettes you or sigils that float around you. Whatever form your divine halo takes, it constantly emits dim light in a 10 foot radius around you.

Your divine halo is directly linked to a specific deity. You have a +2 bonus to any Charisma check made to influence devout followers of that deity. **1 RP**

Draconic Umbra. Your kind have ancestral draconic power lying dormant within you, waiting for a triumphant moment to emerge. Choose one type of dragon from the Draconic Ancestry table. Your draconic umbra is determined by the chosen dragon type as shown in the Draconic Ancestry table. As a bonus action, you can cause your innate draconic power to course around you in a magical umbra. This magical umbra lasts for 1 minute or until you end it as a bonus action. During it, you have resistance to the damage type associated with your selected draconic ancestry. Also, once on each of your turns, you can deal extra damage of the type associated with your selected draconic ancestry to one target when you deal damage to it with an attack or a spell. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. **4 RP**

EXTENDED DRACONIC ANCESTRY TABLE


Dragon Type	Damage Type	Breath Weapon	Dragon Type	Damage Type	Breath Weapon
Amethyst	Psychic	5 by 30 ft. line (Will. save)	Gold	Fire	15 ft. cone (Dex. save)
Black	Acid	5 by 30 ft. line (Dex. save)	Green	Poison	15 ft. cone (Con. save)
Blight	Necrotic	5 by 30 ft. line (Con. save)	Mithril	Radiant	15 ft. cone (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)	Purple	Psychic	15 ft. cone (Will. save)
Brass	Fire	5 by 30 ft. line (Dex. save)	Red	Fire	15 ft. cone (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)	River	Lightning	15 ft. cone (Con. save)
Celestial	Radiant	15 ft. cone (Con. save)	Sapphire	Thunder	5 by 30 ft. line (Con. save)
Chaos	Force	15 ft. cone (Dex. save)	Sea	Fire (steam)	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)	Silver	Cold	15 ft. cone (Con. save)
Crystal	Force	5 by 30 ft. line (Dex. save)	Spirit	Radiant	5 by 30 ft. line (Dex. save)
Dragon Turtle	Fire	15 ft. cone (Dex. save)	Underworld	Necrotic	15 ft. cone (Dex. save)
Earth	Poison	5 by 30 ft. line (Con. save)	White	Cold	15 ft. cone (Con. save)
Emerald	Thunder	15 ft. cone (Dex. save)			

EXTENDED DRACONIC ANCESTRY TABLE

This new extended table includes new draconic ancestors beyond the metallic and chromatic dragon lineages. Including the deep mysterious gem dragons and the mystical dragons of oriental legend. Several draconic traits reference this table, but it can also be used for your Dragonborn characters and sorcerers of the Draconic Bloodline.

Dragon Breath. Your kind have draconic blood running through your veins. Choose one type of dragon from the Draconic Ancestry table. Your Dragon Breath is determined by the chosen dragon type as shown in the Draconic Ancestry table. You can use your action to exhale destructive energy. Your chosen dragon type determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest. **5 RP**





Dream Mastery. Your kind are masters of the dream realms. As an action, you can touch an unconscious creature and enter a dream trance.

While in a dream trance you are considered unconscious, but you can still perform certain actions within the sleeping creature's dreams, and you can choose to leave the trance by using a bonus action. You also leave the dream trance automatically if you or the unconscious creature take any damage or are otherwise woken up.

Dreams are highly varied, but most dreams are at least partially constructed from the surface thoughts of the creature-what is most on its mind in that moment. To the unconscious creature, you appear as some being that is appropriate for their dream.

While within a dream trance, you may use an action to attempt to probe deeper into the unconscious creature's mind. If you probe deeper, the unconscious creature must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). On a successful save, the unconscious creature knows that you are probing into its mind. Once aware, the creature can use its action on its turn to make a Wisdom check contested by your Wisdom check; if it succeeds, the creature immediately wakes up.

Once you reach 3rd level, you can devour the psychic essence found within the dream realm. Whenever a creature fails a Wisdom saving throw against the probe of your dream trance, you may choose to use a bonus action to consume some of their psychic essence. If you do so, you immediately gain 2d6 temporary hit points and the unconscious creature has their Wisdom score reduced by 2.

Creatures who've had their Wisdom score reduced in this way restore any lost Wisdom points after completing a long rest. If a creature has their Wisdom score reduced to 0 in this way, they enter a coma state and will remain unconscious until either a week has passed, or they are restored to a Wisdom score of 4 or higher by some other means.

Once you reach 5th level, you gain impeccable control over the dream realm and can even cause it to spill out into the material plane. While in a dream trance, you can freely shape yourself and the environment of the dream, creating landscapes, objects, and other images. While in a dream trance, you can use an action to cause an illusory version of the dream to spill outward from the unconscious creature. This illusory dream fills a 30-foot radius around the unconscious creature.

You can choose to construct this illusion from either pleasant dreams or nightmares.

Pleasant dreams are beguiling and fascinating. Each creature (other than yourself and the unconscious creature) that starts their turn within a pleasant dream or enters the area for the first time on a turn must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature becomes charmed for the duration. While charmed by this illusion, creatures are incapacitated and have a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Nightmares are frightening and painful to the psyche. Each creature (other than yourself and the unconscious creature) that starts their turn within a nightmare or enters the area for the first time on a turn must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature becomes frightened of the illusion for the duration and takes 2d6 psychic damage.

A creature carefully examining either of these illusions can attempt an Intelligence (Investigation) check against a DC equal to 8 + your Wisdom modifier + your proficiency bonus to disbelieve it. Creatures who have successfully disbelieved the illusory dream have advantage on all Wisdom saving throws caused by it.

Undead, elves, constructs and any creatures immune to being charmed and creatures immune to sleep effects cannot be affected by any of these abilities. **8 RP**

Ear-Piercing Wail. Your kind are capable of emitting a terrifying eardrum rupturing scream.

As an action, you can belt out a powerful wail. Each creature within a 15 foot radius of you must make a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, a creature takes 2d8 thunder damage and is deafened for the next hour. On a successful save, the creature takes half as much damage and isn't deafened.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and you emit a shrieking wail audible out to 300 feet.

Once you use this ability, you can't do so again until you finish a long rest. **4 RP**

Empath. Your kind have an empathic sense of the emotions and feelings of others, and can through willpower can even change the feelings of those they touch. You are magically aware of the emotional state of any creature you touch, and you can tell if a creature is under the magical influence of a foreign entity. This includes effects such as the charmed and frightened conditions, and the exertion of magical control such as the geas spell and similar effects.

As an action, you can remove the charmed or frightened condition from a willing creature you touch. Once you remove a condition in this way, you cannot do so again until you finish a short or long rest. **3 RP**

Empathic Awareness. Your kind have an empathic sense of the emotions and feelings of others. You are magically aware of the emotional state of any creature you touch, and you can tell if a creature is under the magical influence of a foreign entity. This includes effects such as the charmed and frightened conditions, and the exertion of magical control such as the geas spell and similar effects. **1 RP**

Hacking. Your kind are able to hack into technological devices. You know the command spell and can cast it as a 1st-level spell. You may only target constructs or advanced technological devices with this spell. Once you have cast a spell in this way, you cannot do so again until you finish a short or long rest. **3 RP**

Improvise Widget. Your design is handy with technology and when pressed you can come up with solutions that rival arcane prowess. You can cobble together a device by spending 10 minutes tinkering, when you do so, choose a cantrip from the wizard's spell list.

You may only have one device made in this way at any time, if you begin constructing another, any previously created devices are destroyed. You can activate your device as an action, which reproduce the effects of the spell chosen during its creation as if the spell was cast.

Once used the device then breaks down and is destroyed. Devices made in this way will break down and become inert if not used within 24 hours of their creation. Starting at 5th level you may instead choose any 1st level spell from the wizard's spell list when creating a device.

Once you create a device with this trait, you can't do so again until you finish a long rest. **2 RP**

Imp Summoner. Your kind still have a little pull in the infernal realm and you can summon lesser devils to do your bidding.

Once you reach 5th level, you can summon an Imp as an action. The imp appears in an unoccupied space adjacent to you and will obey your verbal commands but will abandon you if your commands seem obviously self-harmful or suicidal.

Your imp will remain on the material plane for up to 1 hour before returning to hell.

Once you summon an imp, you cannot do so again until you finish a long rest. The number of imps summoned by this ability increases by 1 when you reach 9th level (2), and 13th level (3). **6 RP**

Instinctual Forewarning. You receive visions, flashes of insight or general feelings of foreboding of oncoming dangers.

Within 24 hours of danger threatening the player or party, you might receive some form of foreboding, the specificity of this foreboding is left to GM discretion and the time between receiving it and experiencing the danger will vary greatly. Threats that are not dependent on players actions will receive the largest warning window, such as storms or advancing armies. Player dependent actions such as starting a tavern brawl may incur a warning only a few moments before it occurs. This ability is highly variable and will be used by the GM at their discretion.

Consult your GM before constructing a race with this trait and decide if it's right for your campaign. **1 RP**

Lucid Haunt. Your kind make your journey into the afterlife with lucid clarity of thought and purpose.

When you die, you may choose to linger on the material plane indefinitely before moving onto your intended afterlife. While lingering in this way, you appear as a partially translucent apparition of your idealised self and cannot affect objects on the material plane. Your apparition has a magical fly speed of 30 feet and you pass harmlessly through any objects or creatures you move through. You can only appear within 30 feet of family members and people who were close to you in life and only these people can see or hear you.

Once you chose to stop lingering your soul journeys to its intended afterlife as normal. **1 RP**

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. **6 RP**

Lucky Cricket. Your kind are a good luck charm for others, though not exactly lucky for yourself.

When a creature within 5 feet of you rolls a 1 on an attack roll, ability check, or saving throw, they must reroll the die and must use the new result. **5 RP**

Magical Instincts. Your kind's minds are highly focused machines, you have an instinct for when the natural world has been altered. You make Wisdom (Perception) checks to notice and see through magical illusions at advantage. **2 RP**

Magic Eater. Magical auras stand out to your kind like prey stands out to a predator.

You can see a strangely colored (a non-existent color described as a sort of greenish purple yellow) aura around magical items within 30 feet. This sense does not penetrate objects and only applies to objects you observe directly. This sight does not provide you with any insight towards the magic's qualities or power, only that an item is magical in nature.

As an action, you can consume a magical item that you are holding. If you do so, you regain a number of hit points determined by the rarity of the magic item:

MAGIC EATER

Item Rarity	Healing
Common	4d4 + 4
Uncommon	8d4 + 8
Rare	10d4 + 20
Very Rare	10d4 + 20, any healing that would exceed your hit point maximum are converted into temporary hit points.
Legendary	You heal up to your hit point maximum and gain 20 temporary hit points.

Sentient magic items cannot be consumed in this way.

If you attempt to consume a cursed item in this way, you instead take an amount of damage equal to the amount of hit points that would have been regained, the cursed item is not consumed and instead immediately becomes attuned to you. If you would become attuned in this way and you already have the maximum number of attuned items, one of those items chosen randomly becomes unattuned.

The magical energy of items is completely consumed in this process, any material remains of the item crumble into dust. **4 RP**

Magic Processor. Magical essence calls out to your kind, waiting to be freed from its material prisons. You can see a strangely colored (a non-existent color described as a sort of greenish purple yellow) aura around magical items within 30 feet. This sense does not penetrate objects and only applies to objects you observe directly. This sight does not provide you with any insight towards the magic's qualities or power, only that an item is magical in nature.

As an action, you can extract the magical essence contained within a magical item that you are holding. If you do so, you completely destroy the magic item, but produce a quantity of "magic essence".

A vial's worth of magical essence can be used in several ways, each method consumes the magical essence:

- **Enchanting:** Each vial worth of magical essence used in enchanting a magic item reduces the material costs to create that magic item by up to 100 gp. The cost to create a magic item cannot be reduced below 50% of its original cost in this way.
- **Healing:** Consuming the essence restores 2d4 + 2 hit points.
- **Imbuing:** Spellcasters can imbue themselves with this magical essence to restore their spellcasting. Spell slots can be restored in this way by spending an action to imbue a number of magic essence vials equal to the level of the spell slot being restored.

The number of vial's worth of magical essence produced by processing a magic item is determined by the rarity of the item:

MAGIC PROCESSOR

Item Rarity	Number of Vials Produced
Common	1
Uncommon	2
Rare	4
Very Rare	8
Legendary	20

Sentient magic items cannot be processed in this way. If you attempt to process a cursed item in this way, the cursed item is not destroyed and instead immediately becomes attuned to you. If you would become attuned in this way and you already have the maximum number of attuned items, one of those items chosen randomly becomes unattuned. **4 RP**

Mask of Wilderness. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. **1 RP**

Mesmerizing. Either through swirling patterns, hypnotic melodies, or psionic influence, your kind can affect the thoughts and actions of others.

As an action, you can force a creature within 10 feet that you can see to make a Wisdom saving throw with a DC of 8 + your Charisma modifier + your proficiency bonus. On a failed save, creatures become charmed by you and treats you as a friendly acquaintance. The creature will obey up to a single simple command such as "open this door" or "give that to me" but will not obey any command that would obviously harm itself or others it considers allies.

These effects last for up to 1 minute or until the charmed creature is attacked by you or your allies.

Once you use this trait, you cannot use it again until you finish a short or long rest. **5 RP**

Minor Telekinesis. Your kind have tapped into the power of the mind, and can focus your mental power into physical action.

As an action, you can attempt to exert your will on one object that weighs no more than 10 pounds that you can see within 30 feet.

If your target is an item being worn or carried by a creature, make a Wisdom or Intelligence (your choice) ability check contested by the creature's Strength check. If you win the contest, you may move the carried object up to 10 feet in any direction.

If your target is an unattended object, you can move that object up to 10 feet in any direction.

Instead of moving an object, you can choose to exert fine control on an object telekinetically, such as manipulating a simple tool, opening a door or a container, stowing, or retrieving an item from an open container, or pouring the contents from a vial. **3 RP**

Mist Veil. Your kind are shrouded by a gentle cloud of thin water mist that builds up into billowing clouds if you remain still. Whenever you end your turn without utilizing a movement speed, you are considered lightly obscured until the beginning of your next turn. **3 RP**

Moonlight Basker. Your kind have a curious affinity for moonlight. You regain 1 hit point for each minute you spend in direct moonlight. Spending an hour in direct moonlight grants you an equivalent amount of sustenance to that of a pound of food.

If you go a week without spending at least a minute in direct moonlight, you gain a level of exhaustion. This exhaustion can only be removed by spending a minute in direct moonlight. **2 RP**

No Magic Trait. You have no innate magic trait. Remove this trait in the Cleanup Step. **0 RP**

Overclock. Your kind can exert yourselves to a dangerous degree, calling upon reserves of energy even when you don't have any left to give. You can choose to cast a spell or utilize an ability that you've already expended all available spell slots or activations of. If you do so, you immediately gain a level of exhaustion.

If you cast a spell of 5th level or higher, or activate an ability with a limit that exceeds usage beyond a long rest (such as an ability that can only be activated once per 24 hours or once per week) you immediately gain 2 levels of exhaustion instead. **5 RP**

Petal Dance. Your kind train to magically focus through a rhythmic dance among beautiful flowing petals.

As a bonus action, you can magically fill the air around you with colorful petals and begin a dance that completely focuses your attention on spellcasting. While performing the petal dance, you have advantage on all concentration checks made to maintain your spells, and you cannot take reactions and you cannot take actions that are unrelated to spellcasting.

You can choose at the start of each of your turns to end the dance.

Once you perform a petal dance, you cannot do so again until you finish a short or long rest. **3 RP**

Phasing. Your kind live partially within the material plane and partially within the Ethereal plane.

As an action, you can phase into the ethereal plane and vanish from the material plane. At the start of your next turn you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can only use this ability while on the material plane.

Once you use this ability, you can't use it again until you finish a short or long rest. **3 RP**

Portaling. Your kind can tear rifts through the veil that remain stable for a few seconds before healing shut.

As an action you can create a pair of linked portals, both must be in unoccupied spaces you can see within 40 feet. These portals have a facing, with the front face clearly showing through the other portal, and the back face which is a mirage-like haze of planar energy. Each portal is roughly 5 feet wide and lasts only until the beginning of your next turn before completely disappearing.

While the portals remain open any objects or creatures that enter a portal's front face immediately exit out the other.

Creatures can be targeted by spells and attacks through a portal if they are visible through another, assume the spaces occupied by each portal are contiguous for the purpose of determining range.

Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. Any creature part way through these portals when the portals close may choose which portal to be harmlessly shunted out of.

Unattended objects are harmlessly shunted through either portal at random. **7 RP**

Rain Dancer. Your kind can summon rain through traditional ritual dances. By performing an uninterrupted ritual dance, you can alter the weather within 1 mile of you and cause it to rain. The precipitation caused by this ability is simply rain (as opposed to torrential rain, hail, Ect.) and the surrounding wind conditions change to moderate winds.

These weather changes will take effect after 1 hour of your ritual dance, and will maintain so long as you continue dancing. If you cease dancing, the surrounding weather conditions will revert to their natural states after 10 minutes have passed.

You can only increase the severity of weather conditions in this way, and performing your rain dance during severe weather events has no effect. **7 RP**

Rust Eater. Your kind can magically cause most metals to rust away, providing you with a iron-rich meal. As an action you can magically destroy and consume up to 5 pounds worth of a metal object you are holding or are adjacent to. You cannot consume metal that is magical, silver, or adamantite in this way, and you cannot consume metal that is being worn or carried by an unwilling creature. You can make unarmed strikes against non-magical metal constructs and vehicles in this way, if you hit with it, you deal 10 damage that ignores any resistances and immunities, and bypasses any damage thresholds. **4 RP**



Scrimshaw. Your kind traditionally carve scrimshaw, placing ancestral power and the memory of battles well fought within worthy bones.

As an action, you can remove a small bone from the corpse of a creature CR 1 or higher that has died within the last 24 hours. You may remove only up to 1 bone from a creature in this way and the creature's corpse must actually contain bones.

You can carve a bone collected in this way into a magical scrimshaw totem and attune to it through a process taking 1 hour of uninterrupted work.

Only you can attune to your scrimshaw totems, which give off a faint abjuration aura and are worthless to other creatures. As a reaction when your roll a d20 but before you know the outcome, you can activate and shatter a scrimshaw totem you are attuned to, if you do, you may add a number to the result of your d20 roll equal to the CR of the creature used to create the scrimshaw totem (round down). Scrimshaw totems used in this way flash for a brief moment with a ghostly image of the creature they were carved from before they shatter and disintegrate into dust. **7 RP**

Shed Arcana. Much like a snake sheds its skin, your kind have learned to shed the magic enveloping them, though it leaves them vulnerable.

As an action, you can dispel all spells and magical effects currently affecting you. If you do, all spell attacks made against you have advantage and you make all saves to resist spells and spell like abilities at disadvantage for the next hour.

Once you use this trait you can't use it again until you finish a short or long rest. **1 RP**

Skinwalker. Your kind have a strong affinity with a simple beast, and your form is just a facade for the animal inside. This trait functions as the Druid Wild Shape class feature with the following exceptions: You can stay in beast shape indefinitely.

You must select one small or medium creature of CR 1/4 or lower that has the beast creature type.

Your beast selection cannot be changed once chosen.

You may only use the Wild Shape class feature to assume the form of the chosen beast and do not gain access to any other beast forms.

You do not assume the hit die or hit points of your chosen creature when you transform. Any damage taken while in either form is retained between transformations.

You can use this trait to transform into your beast shape up to two times, regaining any expended uses when you finish a short or long rest. **7 RP**

Telekinetic. Your kind have the power to move and manipulate objects and creatures with only your mind.

As an action, you can attempt to exert your will on one object or creature of a size category equal to or smaller than your own that you can see within 60 feet.

If your target is a creature or an item being worn or carried by a creature, make a Wisdom or Intelligence (your choice) ability check contested by the creature's Strength check. If you win the contest, you may move the creature or carried object up to 15 feet in any direction.

If your target is an unattended object, you can move that object up to 15 feet in any direction.

Instead of moving an object, you can choose to exert fine control on an object telekinetically, such as manipulating a simple tool, opening a door or a container, stowing, or retrieving an item from an open container, or pouring the contents from a vial. **6 RP**

Teleportation. By focusing on the veil between planes, your kind can leap through the void and appear elsewhere unscathed.

As an action you can teleport along with any equipment you are wearing or carrying to an unoccupied space you can see within 40 feet.

Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. **6 RP**

Terrifying Croak. Your kind possess a throat pouch that emits terrifying sounds.

As an action you can emit a loud and horrifying croak. Any enemy creature within 30 feet of you must make a Wisdom saving throw with a DC equal to 8 + your Charisma modifier + your proficiency bonus. Creatures that fail this save become frightened of you for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature.

Creatures that succeed on this save cannot be affected again by it for 24 hours.

Once you use this trait, you can't use it again until you finish a short or long rest. **5 RP**



Tinkerer. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp).

The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it.

You can have up to three such devices active at a time. When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

2 RP

True Name Summons. You have a true name that you dare not share freely, for it has a great power over you.

Any creature that learns your true name can choose to summon you by performing a ritual that takes 10 minutes of uninterrupted concentration and requires a successful DC 12 Intelligence (Arcana) check.

When the ritual is complete you are summoned into a ritual circle from wherever you were, even if you were on separate planes.

You cannot exit the ritual circle or affect any creatures or objects outside of it but you can communicate freely with your summoner. You will remain trapped within the ritual circle for up to 10 minutes or until your summoner chooses to break the circle as a bonus action.

Once the ritual ends, you are magically teleported to wherever you were before being summoned. If a creature or object occupies the space where you were, you instead appear as close to that space as possible. - **2 RP**

Toreador. Your kind can temporarily enthrall their quarry with either flamboyant or nearly hypnotic rhythmic motions, focusing all of their attention on you.

As a bonus action, you can attempt to enthrall a creature you can see within 60 feet by making a Charisma (Performance) check. The target creature must make a Wisdom saving throw with a DC equal to the result of your Charisma (Performance) check.

On a failed save, the target creature makes all attacks during their next turn at disadvantage, and cannot target creatures other than you with any attacks they make.

Spells cast by the target creature during their next turn must include you as a target if able.

Once you use this ability, you can't use it again until you finish a short or long rest. **2 RP**

Uncanny Mimicry. You can mimic sounds you have heard, including voices.

A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check. **3 RP**

Unlucky. When you roll a 20 on an attack roll, ability check, or saving throw, you must reroll the die and must use the new roll. - **6 RP**

Vermin Supreme. Verminous creatures often see your kind as kings.

You know the command spell and can cast it as a 1st-level spell. You may only target beasts with an Intelligence score of 1 with this spell, and you can treat swarms as a single creature for the purpose of this spell.

Once you have cast a spell in this way, you cannot do so again until you finish a short or long rest. **3 RP**

Watershaper. Your kind feel the call of the elemental plane of water, the flow that gives and takes shape to all water through the shared link.

As an action, you can touch a body of water or container of water that contains at least 1 gallon and form an object made of water that measures no more than 1 foot in any dimension.

Objects made in this way can be formed into any shape that suits your purpose. So, for example, you could shape water into a dagger, a holy symbol, an idol, or even attempt to replicate a key.

You cannot create complex objects in this way, and you must study an object thoroughly if you are attempting to replicate an existing object (such as the aforementioned key).

Objects you create out of water in this way are fragile, and revert to mundane water if they take any damage or are used in such a way that would severely impact or torque them.

Whenever you form an object out of water, any object you've previously formed in this way reverts to mundane water.

5 RP



Web Spinner. Your abdomen houses a web spinneret that can exude thin but strong, sticky webbing, usable for traps, bridges, or occasionally just for rope. You can spin a web trap by spending 10 minutes of uninterrupted work to fill up to a 20-foot cube with a mass of sticky and nearly invisible threads. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself. Web traps are difficult to see, and creatures must pass a DC 15 Wisdom (Perception) check to notice them. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw with a DC of 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its actions to make a Strength check against 8 + your Constitution modifier + your proficiency bonus. If it succeeds, it is no longer restrained. Your web traps are considered difficult terrain, you ignore this difficult terrain and can move freely, even vertically within your webbing. Alternatively, you can attempt to span gaps by forming a bridge from your webbing. Choose a point on a solid surface within 50 feet, you create a web strand that connects that point to your current position, traversable as if it were made of rope. Alternatively, you can spin a strand of only slightly sticky web that functions as up to 100 feet of silken rope. Any webs you create dissolve away after 24 hours. Once you use this feature, it cannot be used again until you finish a long rest. **5 RP**



CANTRIP TRAITS

The following traits simply provide your race with a cantrip or selection of cantrips. They are all normal traits in the magic category, just separated out so you can find them conveniently.

Acidic Confluence. You know the acid splash cantrip. Intelligence or Charisma (your choice) is your spellcasting ability for it. **2 RP**

Advanced Mage-Hand. You know the mage hand cantrip. Your kind have grown accustomed to performing most mundane tasks using this cantrip and are innately comfortable doing so. Your mage hand cantrip does not have a duration limit and can be maintained indefinitely. It can be used to wield weapons and its weight limit is increased to 30 pounds. You can make attacks using your mage hand to wield weapons that you are proficient with, any attacks you make in this way are spell attacks. **4 RP**

Arcane Cantrip. You know one Cantrip of your choice from the sorcerer's or the wizard's spell list. Charisma or Intelligence (your choice) is your spellcasting ability for it. **3 RP**

Bardic Cantrip. You know one Cantrip of your choice from the bard's spell list. Charisma is your spellcasting ability for it. **2 RP**

Battle Intuition. You know the true strike cantrip. Intelligence, Wisdom, or Charisma (your choice) is your spellcasting ability for it. **1 RP**

Cairn Touched. You know the chill touch cantrip. Intelligence or Wisdom (your choice) is your spellcasting ability for it. **2 RP**

Cold Reach. You know the ray of frost cantrip. Intelligence or Charisma (your choice) is your spellcasting ability for it. **2 RP**

Compassionate. You know the spare the dying cantrip. Wisdom is your spellcasting ability for it. **1 RP**


Cudgel Affinity. You know the shillelagh cantrip. Wisdom is your spellcasting ability for it. **1 RP**

Deft Repair. You know the mending cantrip. Intelligence or Wisdom (your choice) is your spellcasting ability for it. **1 RP**

Divine Cantrip. You know one Cantrip of your choice from the Cleric's spell list. Wisdom is your spellcasting ability for it. **2 RP**

Divine Fire. You know the sacred flame cantrip. Wisdom is your spellcasting ability for it. **2 RP**

Dramatic Effects. You know the thaumaturgy cantrip. Wisdom or Charisma (your choice) is your spellcasting ability for it. **1 RP**



Fire Starter. You know the fire bolt cantrip. Charisma or Intelligence (your choice) is your spellcasting ability for it. **2 RP**

Fickle Arcana. Your kind are blessed with minor arcane power, though it shifts and changes and your kind have never had a firm grasp on it. You know one cantrip of your choice from the sorcerer's spell list.

Whenever you finish a long rest you forget the existing cantrip and learn a new cantrip from the sorcerer's spell list. You cannot select the same cantrip you knew the day before. Charisma is your spellcasting ability for these spells. **2 RP**

Flickering Wisps. You know the dancing lights cantrip. Intelligence or Charisma (your choice) is your spellcasting ability for it. **1 RP**

Guided Hand. You know the guidance cantrip. Wisdom is your spellcasting ability for it. **1 RP**

In Harmony with Nature. You know the druidcraft cantrip. Wisdom is your spellcasting ability for it. **1 RP**

Light Bringer. You know the light cantrip. Charisma is your spellcasting ability for it. **1 RP**

Mage Hand. You know the mage hand cantrip. Intelligence is your spellcasting ability for it. **2 RP**

Magical Gifts. You know two Cantrips of your choice from any spell list. Charisma, Intelligence, or Wisdom (your choice) is your spellcasting ability for them. **4 RP**

Magical Knack. You know the Cantrip cantrip. Mental Stat is your spellcasting ability for it. *Choose a Cantrip, you may select this cantrip from any spell list. Choose either Charisma, Intelligence, or Wisdom as the Mental Stat.* **2 RP**

Magically Creative. You know the prestidigitation cantrip. Intelligence or Charisma (your choice) is your spellcasting ability for it. **1 RP**

Minor Magician. Your kind are adept at the "vanity cantrips" that most spellcasters train with. You know the druidcraft cantrip, the prestidigitation cantrip, and thaumaturgy cantrip. **3 RP**

Master of Flames. You know the produce flame cantrip. Wisdom is your spellcasting ability for it. **2 RP**

Natural Cantrip. You know one Cantrip of your choice from the Druid's spell list. Wisdom is your spellcasting ability for it. **2 RP**

Natural Illusionist. You know the minor illusion cantrip. Intelligence is your spellcasting ability for it. **1 RP**

Noxious Heritage. You know the poison spray. Intelligence or Wisdom (your choice) is your spellcasting ability for it. **2 RP**

Protectorate. You know the resistance cantrip. Wisdom or Charisma (your choice) is your spellcasting ability for it. **1 RP**

Spark Pulse. You know the shocking grasp cantrip. Intelligence or Charisma (your choice) is your spellcasting ability for it. **2 RP**

Spiteful Comedy. You know the vicious mockery cantrip. Charisma is your spellcasting ability for it. **2 RP**

Strength of the Pact. You know the eldritch blast cantrip. Intelligence or Charisma (your choice) is your spellcasting ability for it. **2 RP**

Sufficiently Advanced Technology. You are innately capable of something normally only achievable through magic. You know a cantrip of your choice, you are capable of "casting" this spell without magic. A spell cast in this way cannot be dispelled or counterspelled as its effects are not produced by magic. Resistances or immunities to magic do not apply to spells cast in this way. **6 RP**

Temporally Gifted. Your kind can perceive the flow of time and can bend it to their will. You know the hourglass' and temporal shunt' cantrips, Intelligence is your spellcasting ability for both spells. **3 RP**

Ventriloquist. You know the message cantrip. Intelligence, Wisdom, or Charisma (your choice) is your spellcasting ability for it. **1 RP**



SPELL SET TRAITS

The following traits provide your race with a set of specifically themed spells along their early progression. They are all normal traits in the magic category, just separated out so you can find them conveniently.

Artificer's Magic. You know the mending cantrip. Once you reach 3rd level, you can cast the identify spell once per day. Once you reach 5th level, you can also cast heat metal as a 2nd level spell once per day. Intelligence or Wisdom (your choice) is your spellcasting ability for these spells. **5 RP**

Athletic Magic. You know the magnify musculature' cantrip. Once you reach 3rd level, you can cast the jump spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the spider climb spell once per day. Wisdom or Constitution (your choice) is your spellcasting ability for these spells. **4 RP**

Authoritative Magic. You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast command as a 1st level spell once per day. Once you reach 5th level, you can also cast the silence spell once per day. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. **5 RP**

Blood Magic. You know the bloodletting' cantrip. Once you reach 3rd level, you can cast the blood baptism' spell once per day. Once you reach 5th level, you can also cast bloodbend' once per day as a 2nd level spell. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. **6 RP**

Deep Magic. The dark magic of deep places flows through you. You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day. When you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. **4 RP**

Desert Magic. You know the produce flame cantrip. Once you reach 3rd level, you can cast create or destroy water once per day as a 1st level spell. Once you reach 5th level, you can also cast sand barrage' as a 2nd level spell once per day. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. **4 RP**

Eldritch Magic. You know the eldritch blast cantrip. Once you reach 3rd level, you can cast the detect magic spell once per day. Once you reach 5th level, you can also cast the darkness spell once per day. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **5 RP**

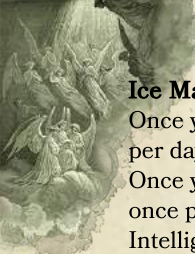
Enchanted Tattoos. Your kind are traditionally inscribed with magical tattoos that pulse with arcane power. Choose a cantrip and a 1st-level spell from the sorcerer's spell list, these spells are represented on your skin as complex sigils and symbolic artwork. You know the cantrip tattooed on your skin, and starting at 3rd level you may cast your chosen 1st-level spell as a 1st level spell. Spells you cast in this way may be cast using only somatic components. Once you cast a 1st level spell in this way, you cannot do so again until you finish a short or long rest. Charisma is your spellcasting ability for these spells. Whenever you cast a spell, your enchanted tattoos glow and even seem to animate along your skin. You make any attempt to conceal your spellcasting at disadvantage. **6 RP**

Fey Magic. You know the dancing lights cantrip. Once you reach 3rd level, you can cast the grease spell once per day as a 1st level spell. Once you reach 5th level, you can also cast the phantasmal force spell once per day without needing any material components. Charisma is your spellcasting ability for these spells. **4 RP**

Fiery Tails. Your kind possess 3 tails of ephemeral arcane flame which stem from the burning power held within. Your fiery tails do not burn yourself, and only generate a gentle warmth and dim light within a 10-foot radius. You may cause your tails to disappear or reignite by using a bonus action. You know the light cantrip. Once you reach 3rd level, you can cast the burning hands spell once per day as a 1st level spell. Once you reach 5th level, you can also cast the flame blade spell as a 2nd level spell once per day. Charisma is your spellcasting ability for these spells. **6 RP**

Fire Magic. You know the firebolt cantrip. Once you reach 3rd level, you can cast the burning hands spell once per day as a 1st level spell. Once you reach 5th level, you can also cast scorching ray once per day as a 2nd level spell. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **6 RP**

Holy Magic. You know the guidance cantrip. Once you reach 3rd level, you can cast the bless spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast aid as a 2nd level spell once per day. Wisdom is your spellcasting ability for these spells. **5 RP**



Ice Magic. You know the ray of frost cantrip. Once you reach 3rd level, you can cast the freeze' spell once per day as a 1st level spell. Once you reach 5th level, you can also cast creeping chill' once per day as a 2nd level spell. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **6 RP**

Infernal Magic. You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. **5 RP**

Illusion Magic. You know the minor illusion cantrip. Once you reach 3rd level, you can cast the silent image spell once per day. Once you reach 5th level, you can also cast the mirror image spell once per day. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **5 RP**

Innately Arcane. Your kind are soaked in arcane energies. You know the mage hand cantrip and any other one cantrip from the wizard's spell list. Starting at 3rd level, you may choose and learn a 1st level spell from the wizard's spell list and may cast it as a 1st level spell, once you cast that spell with this trait, you can't do so again until you finish a long rest. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **5 RP**

Lightning Magic. You know the shocking grasp cantrip. Once you reach 3rd level, you can cast the static aura' spell once per day as a 1st level spell. Once you reach 5th level, you can also cast the arc flight' spell once per day. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **6 RP**

Magical Heritage. You know the Cantrip cantrip. Once you reach 3rd level, you can cast the 1st Level spell spell once per day as a 1st level spell. Once you reach 5th level, you can also cast 2nd Level Spell once per day as a 2nd level spell. Mental Ability Score is your spellcasting ability for these spells. *Select a Cantrip a 1st Level Spell and a 2nd Level Spell. These spells can be from any spell list. Select either Intelligence, Wisdom, or Charisma as the Mental Ability Score.* **6 RP**

Mastery of Air and Water. A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water with it. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells. **3 RP**

Merciful Magic. You know the spare the dying cantrip. Once you reach 3rd level, you can cast healing word as a 1st level spell once per day. Once you reach 5th level, you can also cast the lesser restoration spell once per day. Wisdom is your spellcasting ability for these spells. **5 RP**

Nature Affinity. You know the druidcraft cantrip. Once you reach 3rd level, you can cast the speak with animals spell once per day. Once you reach 5th level, you can also cast the animal messenger spell once per day. Wisdom is your spellcasting ability for these spells. **4 RP**

Ooze Magic. You know the acid splash cantrip. Once you reach 3rd level, you can cast the grease spell once per day as a 1st level spell. Once you reach 5th level, you can also cast ooze eruption' as a 2nd level spell once per day without needing any material components. Intelligence or Wisdom (your choice) is your spellcasting ability for these spells. **5 RP**

Otherworldly Magic. You know the orbit' cantrip. Once you reach 3rd level, you can cast the color spray spell once per day as a 1st level spell. Once you reach 5th level, you can also cast the levitate spell once per day. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **5 RP**

Plant Magic. You know the druidcraft cantrip. 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 once per day. Wisdom is your spellcasting ability for these spells. **5 RP**

Precognitive Magic. You know the true strike cantrip. Once you reach 3rd level, you can cast the guiding bolt spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the augury spell once per day. Wisdom is your spellcasting ability for these spells. **5 RP**

Rot Magic. You know the druidcraft cantrip. Once you reach 3rd level, you can cast the putrefy food and drink' spell once per day as a 1st-level spell. Once you reach 5th level, you can also cast the cadaverous bloom' spell once per day as a 2nd-level spell. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. **4 RP**

Serpent Charming. You know the poison spray cantrip. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells. **3 RP**



Speech Magic. You know the message cantrip. Once you reach 3rd level, you can cast the comprehend languages spell once per day. Once you reach 5th level, you can also cast the magic mouth spell once per day without needing any material components. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **4 RP**

Spiteful Magic. You know the vicious mockery cantrip. Once you reach 3rd level, you can cast the bane spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the inflict wounds spell once per day as a 2nd-level spell. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. **5 RP**

Street Magic. You know the prestidigitation cantrip. Once you reach 3rd level, you can cast the color spray spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the rope trick spell once per day. Intelligence or Charisma (your choice) is your spellcasting ability for these spells. **5 RP**

Swamp Magic. You know the poison spray cantrip. Once you reach 3rd level, you can cast the purify food and drink spell once per day. Once you reach 5th level, you can also cast the pass without trace spell once per day. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. **4 RP**

Time Magic. You know the temporal shunt' cantrip. Once you reach 3rd level, you can cast the premonition' spell once per day. Once you reach 5th level, you can also cast the deja vu' spell once per day as a 2nd level spell. Intelligence is your spellcasting ability for these spells. **5 RP**

Undead Magic. You know the chill touch cantrip. Once you reach 3rd level, you can cast false life as a 2nd level spell once per day. Once you reach 5th level, you can also cast the gentle repose spell once per day. Intelligence or Wisdom (your choice) is your spellcasting ability for these spells. **5 RP**

Verminous Magic. You know the buzzing cloud cantrip. Once you reach 3rd level, you can cast the speak with animals spell once per day. Once you reach 5th level, you can also cast the web spell once per day. Wisdom or Charisma (your choice) is your spellcasting ability for these spells. **4 RP**

Water Magic. You know the water spray' cantrip. Once you reach 3rd level, you can cast create or destroy water once per day as a 1st level spell. Once you reach 5th level, you can also cast geyser' as a 2nd level spell once per day. Intelligence or Wisdom (your choice) is your spellcasting ability for these spells. **4 RP**

Woodland Knack. You can cast detect magic and disguise self with this trait, using Wisdom as your spell casting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with other races. **3 RP**

Wistful Magic. Your kind long ago succumbed to your wanderlust and carefree natures, feeding of the magics in the land you travel and the experiences you enjoy. You know the vicious mockery cantrip. When you reach 3rd level, you can cast Charm Person as a 1st level spell once per day. When you reach 5th level, you can cast the Calm Emotions spell once per day. Charisma is your spellcasting ability for these spells. You also gain proficiency with an instrument of your choice. **6 RP**

RACIAL SPELLS

We found the standard available spells lacking while putting together themed racial spell traits.

To combat this injustice, we've created several cantrips, 1st level spells, and 2nd level spells that are referenced by some of our racial traits with a " ". As a GM, you can also choose to allow these spells as additional options for your players capable of spellcasting. Each spell includes the spellcasting classes it would be appropriate for within its spell description just after the school and level. They can also be added to other home-brewed spellcasting classes at your discretion as a GM.

ARC FLIGHT

2nd-level evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a magnet and a copper wire)

Duration: Concentration, up to 10 minutes

You rise vertically and radiate arcs of lightning. You gain a fly speed of 30 feet, you cannot use this movement speed to move further than 15 feet from the ground or another solid surface. You can ascend sheer surfaces or even along ceilings in this way as long as you move no further than 15 from a solid surface at any time.

Any creature that makes an opportunity attack against you during the duration of this spell takes 1d6 lightning damage. When the spell ends, you plummet to the ground if you are still aloft and you take falling damage as normal.

BLOOD BAPTISM

1st-level transmutation (ritual) (Cleric, Druid, Warlock)

Casting Time: 1 minute

Range: Touch

Components: S, V, M (a sacrificial dagger worth at least 5 gp and a humanoid corpse that's been dead for no more than 24 hours)

Duration: Concentration, up to 1 minute

You tap into the remaining life essence of the recently deceased and leech it dry, allowing the bloody lifeforce to infuse into yourself or another.

You stab the sacrificial dagger into the corpse and the corpse is slowly exsanguinated as the blood pours over you or another willing creature you touch.

The beneficiary of the blood baptism becomes completely coated in blood and gains 2d8 + 4 temporary hit points.

While a creature has any temporary hit points gained in this way, they radiate a strong evil aura and will be identified as a fiend by any spell or ability capable of detecting fiends. Once a humanoid corpse has been exsanguinated in this way, it cannot be used for the purposes of this spell again.

BLOODBEND

2nd-level transmutation (Cleric, Druid, Warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You mentally grab hold of the blood and vital energy within a creature and bend it to your own will. Choose a humanoid creature that you can see within range. The target must succeed on a Constitution saving throw or be restrained for the duration. If a creature is restrained in this way, on each of your turns you may spend an action to force the restrained creature to immediately make one of the following actions during your turn:

- Make a single melee attack against itself with a weapon it is holding.
- Make a single melee attack against an adjacent creature with a weapon it is holding.
- Move up to ¼ of its normal movement speed in any direction.
- Pick up, drop, or throw an item within its reach. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

BLOODLETTING

Transmutation cantrip (Cleric, Druid, Warlock)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny cut on the caster's flesh)

Duration: Instantaneous

You rip out some of the target's blood and vital essence and transmute it into energy for yourself. The target must make a Constitution saving throw, on a failed save the target gains a level of exhaustion and you gain 1d4 temporary hit points. These temporary hit points are removed after 1 hour. The temporary hit points gained by this spell increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

BUZZING CLOUD

Conjuration cantrip (Cleric, Druid, Warlock)

Casting Time: 1 action

Range: Self

Components: V, M (the wings of a fly)

Duration: Concentration, up to 1 minute

You conjure a swarm of harmless flying insects that spread out in a 5-foot radius around you. The area is heavily obscured by the insects for creatures other than you. The swarm moves with you and remains centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the spell. The size of the swarm increases by 5 feet when you reach 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

CADAVEROUS BLOOM

2nd-level transmutation (Druid, Cleric, Warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small bone and a dried poisonous mushroom)

Duration: Concentration, up to 10 minutes

You cause noxious mushrooms to erupt from a nearby corpse. A target small or medium creature's corpse erupts with fungi that emit toxic spores in a 10 foot radius around the corpse.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it begins choking on spores and must make a Constitution saving throw. On a failed save it gains the poisoned condition until the end of its turn and takes 2d8 poison damage, or half as much on a successful one. This spell ends instantly if the corpse takes 15 or more fire or acid damage in a single turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt increases by 1d8 and the maximum sized targetable corpse increases by 1 size category for each slot level above 2nd.

CREEPING CHILL

2nd-level evocation (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, M (a vial of water drained from a glacier)

Duration: Concentration, up to 1 minute

You call forth an ancient chill wind, snuffing fires and freezing the ground beneath you. You project an aura of intense cold in a 10 foot radius around you. Any creature other than you that enters this area for the first time on a turn or ends their turn there must make a Constitution saving throw. On a failed save they take 1d6 cold damage and have their movement speed reduced by half until the end of their next turn.

The aura also extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dim and has a 50 percent chance to extinguish them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage caused by the aura increases by 1d6 for each slot level above 2nd.

DEJA VU

2nd-level chronomancy (Sorcerer, Warlock, Wizard)

Casting Time: 1 reaction, which you take when you see a creature within 120 feet of you casting a spell

Range: 120 feet

Components: S, V

Duration: Instantaneous

You find an echo in the flow of time and bring it back to the present. As a reaction you may cast a copy of any 2nd level or lower spell cast by another creature within 120 feet. Spell attacks made in this way are made with the same spell attack bonus as the copied spell, the DC of spells cast in this way is equal to the DC of the copied spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may copy a spell with an equal or lower spell slot to the one used in casting this spell.

FREEZE

1st-level transmutation (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

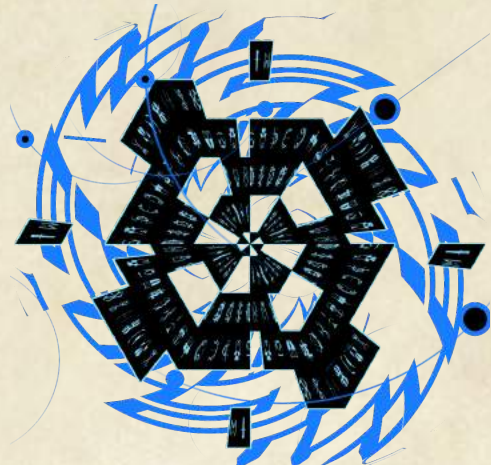
Components: V, S

Duration: Instantaneous

You either freeze an area of water or attempt to freeze an enemy solid.

- **Freeze Water.** You select a point within range and instantly freeze all liquid water within a 10 foot radius of that point.
Any creatures inside or partially within that radius must make a Dexterity saving throw, on a failed save creatures become restrained within the ice and take 2d6 cold damage. On a success, creatures are instead moved to the edge of the spell's radius.
A creature restrained by the ice can use its action to make a Strength check against your spell save DC. On a success, it frees itself and can move through the ice on it's turn, treating the area of ice as difficult terrain.
- **Freeze Flesh.** You create a ray of freezing energy and hurl it at a target within range. Make a ranged spell attack. On a hit, the target takes 2d6 cold damage and must make a Constitution saving throw, on a failed save they become restrained until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of frozen water increases by 5 feet when freezing water, or when freezing flesh you produce one additional ray for each slot level above 1st.



GEYSER

2nd level evocation (Cleric, Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a naturally weathered river rock)

Duration: Concentration, up to 1 minute

You cause a torrent of water to spring forth from the earth. Choose a point of natural earth (soil, sand, unworked rock, etc.), the ground surrounding that point cracks apart in a 10 foot radius and sprays water directly upward (or horizontally if the chosen point is on a horizontal surface) in a 30 foot tall column. All water created with this spell disappears when the spell ends or if the water moves farther than 30 feet from the column's base.

Any creature that starts their turn within the column or enters it for the first time on a turn must make a Strength saving throw at disadvantage. On a failed save creatures are pushed to the top of the pillar and (unless they have a flying speed) are dropped to the ground within 5 feet of the column in a random direction, suffering falling damage as normal. On successful saves creatures are not launched upwards and can walk through the column treating it as difficult terrain that requires 4 feet of movement speed for each foot of actual movement.

Any ranged weapon attack that enters the geyser's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the geyser to reach its target. The geyser also extinguishes candles, torches, and similar unprotected flames in the column area and in a 10 foot radius surrounding the column. It is also highly likely to snuff out protected flames, such as those of lanterns, and has a 90 percent chance to extinguish them.

HOURLASS

Chronomancy cantrip (Sorcerer, Warlock, Wizard)

Casting Time: 1 reaction

Range: Self

Components: V, S, M (an hourglass, jar, or other vessel)

Duration: 8 hours

You capture a magical imprint of everything you personally saw during the 6 seconds directly preceding the casting of this spell. For the spell's duration, you can create an image of the imprint inside an empty vessel you are holding as a bonus action. You can manipulate this image using a bonus action, playing it forward in real time, reversing it, or slowing it down freely.

You and any creature observing this magical image can make Intelligence (Investigation) checks, Wisdom (Perception) checks and Wisdom (Insight) checks about any creatures, objects, or events portrayed by the image as if they were witnessing them first-hand. You can only hold onto up to one magical imprint at a time and subsequent castings of this spell end any previous castings.

MAGNIFY MUSCULATURE

transmutation cantrip (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 bonus action

Range: Touch

Components: S, V, M (a small strip of dried meat)

Duration: Concentration, up to 1 minute

You touch a creature and instill their frame with magical power, though it makes them more vulnerable to pulling or torquing something vital. The target has advantage on all Strength and Dexterity checks and if they fail a Strength or Dexterity check they gain a level of exhaustion.

ORBIT

Transmutation cantrip (Cleric, Wizard, Warlock)

Casting Time: 1 action

Range: Self

Components: S

Duration: 8 hours

You flick your wrist and an object you were holding begins slowly orbiting you, allowing you to grab them at your leisure. Up to 10 pounds worth of objects you are holding begin slowly orbiting you at an orbital distance of a few inches. You are considered to be "carrying" these objects while they orbit you, though they have no impact on the use of your hands. You can retrieve items or wield weapons that orbit you without requiring the use of any actions.

The maximum weight worth of objects that can be affected by this spell increases by 5 pounds when you reach 5th level (15 pounds), 11th level (20 pounds), and 17th level (25 pounds).

OOZE ERUPTION

2nd-level conjuration (Druid, Sorcerer, Warlock)

Casting Time: 1 action

Range: 80 feet

Components: V, S, M (an ounce of mucus)

Duration: Instantaneous

A tiny green bolt shoots from your pointed finger to a point you choose within range that erupts with a sickening splat. Each creature in a 15-foot radius sphere centered on that point must make a Dexterity saving throw. A target becomes coated in slime and becomes restrained on a failed save. Creatures can attempt to break free of the slime as an action making a Strength saving throw, on a successful save creatures remove their slime coating and lose the restrained condition.

The eruption does not curve around corners and if an object would heavily obscure a creature from the center of the blast it blocks the eruption and that creature is unaffected. Any slime created by this spell dissolves harmlessly away after 10 minutes or instantly if it is submerged in water.



PREMONITION

1st-level chronomancy (Sorcerer, Warlock, Wizard)

Casting Time: 10 minutes (ritual)

Range: Self

Components: V, S, M (a time keeping device worth at least 25 gp)

Duration: Instantaneous

By peering through the flow of time you catch glimpses of possible imminent futures. You receive visions and flashes of insight pertaining to the future. The caster receives cryptic visions of threats or events that occur within the next 24 hours, the specificity of these visions is left to GM discretion based on what they expect the caster to face. This spell is highly variable and up to GM interpretation.

PUTREFY FOOD AND DRINK

1st-level transmutation (ritual) (Druid, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: S, V

Duration: Instantaneous

All non-magical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is putrefied and made unfit for consumption. Any creature that ingests this putrefied food or water must make a Constitution saving throw, on a failed save creatures become poisoned for 10 minutes.

SAND BARRAGE

2nd-level evocation (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a sesame seed)

Duration: Concentration, up to 1 minute

A 30-foot cone of strong sandy wind blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the cone must make a Strength saving throw, on a failed save creatures take 2d6 slashing damage and are pushed 15 feet away from you in a direction following the cone.

Any creature in the cone must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the cone blasts from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt by this spell increases by 1d6 for each slot level above 2nd.

STATIC AURA

1st-level abjuration (Warlock)

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of copper dust)

Duration: 1 hour

A protective energy permeates and invigorates you, manifesting as an aura of electricity that covers you and your gear.

You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 lightning damage.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the lightning damage increase by 5 for each slot above 1st.

TEMPORAL SHUNT

chronomancy cantrip (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, V

Duration: Instantaneous

You snap and twist the strings of time that permeate a creature, sending stunning shivers down their spine. The target creature must make a Charisma saving throw, on a failed save the target is stunned until the start of your next turn.

WATER SPRAY

chronomancy cantrip (Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (30-foot line)

Components: S, V, M (a vial of sea water)

Duration: Instantaneous

A jet of sea water 30 feet long and 5 feet wide blasts from you in a direction you choose. Each creature (starting with the closest) within this line must succeed on a Strength saving throw or be pushed 10 feet away from you in a direction following the line.

Any creature that impacts another creature or other solid object while being pushed in this way is knocked prone and is not pushed further.

The water extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. The sea water produced by this spell disappears at the beginning of your next turn. The distance creatures are pushed by this spell increases by 5 feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).





LANGUAGE TRAITS

Aquatic Ken. You can speak, read, and write Common and Aquan. You can also communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks made to influence them. **2 RP**

Artificer's Jargon. You can speak, read, and write Common and Gnomish. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply. **1 RP**

Beast Talker. Your kind have a bestial nature and you can converse with creatures far easier than you can with the civilized city folk. You have the beast creature type. You can speak Common, you can also read and write Common but you do so with difficulty and you make any checks that involves the written word at disadvantage. You can also communicate in a limited manner with beast creatures. Beasts can understand the meaning of your words and you can understand them in return. Most beasts however have a low Intelligence and information gleaned from them can be inaccurate or difficult to parse. You have advantage on all Charisma checks you make to influence them. **4 RP**

Benthic Speech. Your kind lack proper vocal cords and instead use innate psychic vibrations to emit sound or talk to others telepathically. You cannot read minds, but you can transmit words openly or to specific creatures that you can see within 60 feet using this trait. You can use these psychic vibrations for the verbal components of spells as you would normal speech. Words transmitted telepathically in this way can be used as verbal components even within zones of silence and creatures with the deafened condition can understand you clearly.

You can speak, read and write common and Unique Racial Language.

*Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP***

Bioluminescent Semaphore. Your kind has learned to communicate using their inborn lights. Your "spoken" language is communicated by flashing and flickering your natural lights. When you "speak" in this way, you can be clearly understood as long as the participants in the conversation have a clear line of sight to each other. Creatures can be easily taught simple signals using these natural lights without knowing the whole language. You can speak, read and write Common and Unique Racial Language.

*Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP***

Black Adder Tongue. You can speak, read, and write Common, Abyssal, and Draconic. **1 RP**

Bleached Tongue. You can speak, read, and write Common, Deep Speech, and Gnomish. **1 RP**

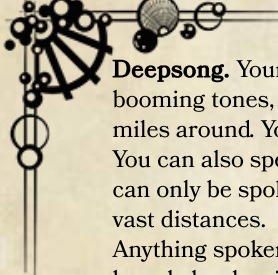
Celestial Diplomacy. You can speak, read, and write Celestial and Common. You have the celestial creature type. Your kind historically deal with celestials often and you have advantage on all Charisma checks you make to influence them. **3 RP**

Cloud Atlas Keepers. You can speak, read, and write Common, Auran, and Draconic. **1 RP**

Communing Token. Your kind can bestow magic into tiny trinkets and tokens, allowing your words to reach those you favor. You can speak, read, and write Common and Sylvan. You can create a small magic token out of some part of you (such as a lock of hair or a tooth) or something you have carried on your person for at least a week. This magical process takes 1 minute, thereafter any creature that holds this token can have a whispered conversation with you, provided you are both on the same plane of existence and are within 5 miles of each other. Both you and the token holder can only hear each other's voices, and no ambient noises are transmitted. You can have up to 3 of these tokens active at any time. You can deactivate one of your tokens through a decanting ritual that takes 10 minutes, once performed the chosen token loses all magical properties, regardless of its distance from you. **5 RP**

Community Speakers. You can speak, read, and write Common, Dwarven, and Halfling. **1 RP**

Cultural Ambassador. Your kind eagerly soak up other languages and cultures, quickly adopting even minor inflections and mannerisms of your hosts. You can speak, read, and write Common and Unique Racial Language. You are proficient in the History skill. Once per week, you can attempt to learn a new language by making a DC 50 Intelligence (History) check. On a successful check, you learn to speak, read, and write the chosen language. The DC of this check is reduced by 5 for each day of the preceding week you spent at least 5 hours directly interacting and conversing with native speakers of the chosen language. *Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **4 RP***



Deepsong. Your kind naturally communicate in deep booming tones, a haunting song that can be picked up for miles around. You can speak, read and write Common. You can also speak your Unique Racial Language, though it can only be spoken with a deep register which carries over vast distances.

Anything spoken in your Unique Racial Language can be heard clearly within a mile of you and faintly within 10 miles of you. These distances are multiplied by 10 if you and the listener are both underwater.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 2 RP

Druidic Legacy. Your kind have worked hand-in-hand with druidic circles for generations.

You can speak, read and write Common and Druidic.

If you would learn Druidic from another feature you instead gain a +2 bonus to Dexterity (Stealth) and Charisma (Deception) checks made to conceal obscure or otherwise hide the meaning of your Druidic from prying eyes.

You are still bound by Druidic lore not to teach Druidic to non-druids. **1 RP**

Elemental Diplomacy. You can speak, read, and write Common and Primordial.

You have the elemental creature type.

You can also communicate in a limited manner with elemental creatures. Even mindless elementals can understand the meaning of your words and are not initially hostile to you as they would be towards most creatures, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. **4 RP**

Fey Diplomacy. You can speak, read, and write Common and Sylvan.

You have the fey creature type.

Fey creatures respect you as a fey creature befitting a noble court, and will not torment or toy with you as they would most mortals (though this may present new problems).

You have advantage on all Charisma checks you make to influence fey. **3 RP**

Fiendish Diplomacy. You can speak, read, and write Common, Infernal, and Undercommon.

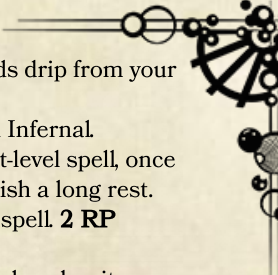
You have the fiend creature type.

Your kind historically deal with fiends often and you have advantage on all Charisma checks you make to influence them. **4 RP**

Forest Ken. You can speak, read, and write Common, Elvish, and Giant.

You can also communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return.

You have advantage on all Charisma checks you make to influence them. **3 RP**



Forked Tongue. Devilish and beguiling words drip from your forked tongue.

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

You can cast the Charm Person spell as a 1st-level spell, once you do so, you can't cast it again until you finish a long rest.

Charisma is your spellcasting ability for this spell. **2 RP**

Gnomish Beast Speech. You can speak, read, and write Common and Gnomish.

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Your people love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets. **1 RP**

Gossipers. You can speak, read, and write Common, Elvish, and Gnomish. **1 RP**

Heavenly Mountain Top Whisperers. You can speak, read, and write Common, Celestial, and Giant. **1 RP**

Hinterland Heralds. You can speak, read, and write Common, Dwarven, and Giant. **1 RP**

Mechanised Diplomacy. You can speak, read, and write Common and Dwarven.

You have the construct creature type.

You can also communicate in a limited manner with construct creatures. Even mindless constructs can understand the meaning of your words and are not initially hostile to you as they would be towards living creatures, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. **3 RP**

Mindflow Spores. Your kind proliferate tiny fungal spores that conduct thought and feeling.

You can speak, read and write Common and your Unique Racial Language.

You may as an action, fill a 10-foot radius around yourself with mindflow spores. Creatures within your area of mindflow spores can freely communicate telepathically with any other creature within the mindflow spores using any languages they share.

Creatures and plants incapable of speaking languages can still communicate feelings and any emotions they are capable of. The mindflow spores will remain for 1 minute before dispersing.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 4 RP

Minor Telepathy. Your kind have always seen languages as a stepping stone to pure mental communication.

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

You can magically communicate simple ideas, emotions, and images telepathically with any willing creature within 50 feet of you that can understand a language. **3 RP**

Mute Telepathy. Your kind cannot speak, and long ago chose to forgo words entirely for a profoundly deeper form of communication. You cannot speak, but you can read and write Common and Unique Racial Language.

As a bonus action, you can touch a willing creature and form a psychic link with them. You can freely communicate telepathically with any creature with whom you've formed a psychic link. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Psychic links can span any distance, so long as both creatures remain on the same plane.

Psychic links remain connected for 1 hour or until you choose to end them with a bonus action.

Magic users among your kind long ago learned to overcome your wordless limits through intricate use of complex articulation. You may ignore the verbal components of any spells you cast if you have two free hands.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 6 RP

Orators of the Horde. You can speak, read, and write Common, Goblin, and Orc. **1 RP**

Pack Unity. Either through howls, yips or rhythmic hits of the ground, your kind have coordinated and unrivaled methods of communication. You can send simple messages to your allies that will hopefully be meaningless to your enemies. You can send coded messages at a range of 120 feet in all directions. To understand the message, the recipient must also be a member of your race, have been taught to understand the codes beforehand, or pass a DC 22 Wisdom (Insight) check.

You can speak, read, and write Common and Unique Racial Language. *Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 2 RP*

Pheromonic Language. Your kind communicate through highly complicated pheromones, requiring only a scent to get the message across. You have advantage on Wisdom (Perception) checks that rely on smell. You can speak, read, and write Common, you can also communicate in Unique Racial Language using pheromones. Communication via pheromones is a free action, just like talking, except it is silent and can only be "heard" within 30 feet. You can also leave scent markers as a bonus action by emitting a large quantity of pheromones into a point or object. A scent marker will last for 24 hours or until the point or object is washed or magically cleaned. Scent markers "read" as a single word or emotion, such as "friends", "danger", or "follow", and the scent can be detected within 30 feet of the point or object. To understand your pheromone communication, the recipient must either be a member of your race, been taught to understand the scents beforehand, or must pass a scent based DC 22 Wisdom (Perception) check.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 3 RP



Primordial Tongue. Your kind adopted the more civilized tongues but never lost the ability to communicate with your ancient kin. You know how to speak, read and write common and draconic and may speak with reptilian animals, they can understand the meaning of your words but you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. **2 RP**

Probing Telepathy. Your kind can hear thoughts around them clearly, picking and choosing what minds to truly delve into.

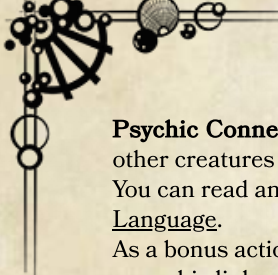
You can speak, read and write Common and one language of your choice.

You can magically communicate simple ideas, emotions, and images telepathically with any willing creature within 50 feet of you that can understand a language.

As an action, you can attempt to probe deeper into a creature's mind within 50 feet. Creatures can attempt to resist this probing by making a Wisdom saving throw with a DC equal to 8 + your Intelligence or Charisma modifier (your choice) + your proficiency bonus. If the creature fails, you learn the creature's surface thoughts and insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, you gain no information from the creature's mind. Either way, the target knows that you are probing into its mind.

Once you attempt to probe into a creature's mind, you cannot do so again until you finish a short or long rest. **5 RP**





Psychic Connector. Your kind can form psychic links with other creatures with only a touch.

You can read and write Common and your Unique Racial Language.

As a bonus action, you can touch a willing creature and form a psychic link with them. You can freely communicate telepathically with any creature with whom you've formed a psychic link and share a language.

Psychic links can span any distance, so long as both creatures remain on the same plane.

Psychic links remain connected for 1 hour or until you choose to end them with a bonus action.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 9 RP

Skyland Ken. You can speak, read, and write Common, Auran, and Draconic.

You can also communicate in a limited manner with birds and dragons.

They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. **2 RP**

Silent Telepathy. Your kind possess no mouths, and long ago chose to forgo words entirely for a profoundly deeper form of communication.

You cannot speak, but you can read and write Common and your Unique Racial Language.

As a bonus action, you can touch a willing creature and form a psychic link with them. You can freely communicate telepathically with any creature with whom you've formed a psychic link. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Psychic links can span any distance, so long as both creatures remain on the same plane.

Psychic links remain connected for 1 hour or until you choose to end them with a bonus action.

Your skin is porous, and you absorb your air, water, and nutrients through osmosis, a process that can take some time. Solid foods must be mixed with water, and any such concoction (such as a potion) requires a full minute of contact with your skin for you to gain its benefits.

As your skin is easily permeable, your kind are dangerously susceptible to poisons. You have vulnerability to poison damage, and you make all saves to resist the poisoned condition at disadvantage.

Magic users among your kind long ago learned to overcome your wordless limits through intricate use of complex articulation. You may ignore the verbal components of any spells you cast if you have two free hands.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 3 RP

Telepathic Proximity. Your kind are mute, but creatures close to you can hear your words clearly.

You cannot speak, but you can read and write Common and your Unique Racial Language.

You can freely communicate telepathically with any creature that shares a language with you that is within 10 feet.

Magic users among your kind long ago learned to overcome your wordless limits through intricate use of complex articulation. You may ignore the verbal components of any spells you cast if you have two free hands.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 2 RP

Thieving Legacy. Your kind have been thieving scoundrels for generations. You can speak, read and write Common and Thieves Cant. If you would learn Thieves Cant from another feature you instead gain a +2 bonus to Dexterity (Stealth) and Charisma (Deception) checks made to conceal obscure or otherwise hide the meaning of your Thieves Cant from prying eyes. **1 RP**

Thoughtweft. Your kind can communicate without words to others of your kind, mental connectivity that feels as natural as breathing.

You can speak, read, and write Common and Unique Racial Language.

You can magically communicate and transmit even complex concepts or images telepathically with any member of your race within 250 feet.

You automatically telepathically transmit and receive surface thoughts and emotional states with other members of your race. You can attempt to conceal your surface thoughts and emotional states but other members of your race within range can easily tell that you are doing so.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 4 RP

True Telepathy. Your kind treat actual speech like a chore for the unfortunate.


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

You can magically communicate and transmit even complex concepts or images telepathically with any willing creature within 50 feet of you that can understand a language. You telepathically learn the surface thoughts of any creature you communicate telepathically with, what is most on its mind in that moment and their current emotional state. **6 RP**

Undead Diplomacy. You can speak, read, and write Common and Undercommon.

You have the undead creature type.

You can also communicate in a limited manner with undead creatures. Even mindless undead can understand the meaning of your words and are not initially hostile to you as they would be towards living creatures, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. **3 RP**



Underdark Denizen. You can speak, read, and write Common, Deep Speech, and Undercommon. **1 RP**

Universal Translator. Your kind have either some magical or advanced technological method for translating languages. You can speak, read, and write Common and Unique Racial Language.

As an action, you can begin magically translating words you see and hear.

If you do, for the next 10 minutes, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This ability doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language. Once you activate this ability, you can't do so again until you finish a long rest.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 5 RP

Verbose Linguist. You can speak, read, and write common, Unique Racial Language and one extra language of your choice. *Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 2 RP*

Vermin Diplomacy. You can speak, read, and write Common and Druidic.

If you would learn Druidic from another feature you instead gain a +2 bonus to Dexterity (Stealth) and Charisma (Deception) checks made to conceal obscure or otherwise hide the meaning of your Druidic from prying eyes. You are still bound by Druidic lore not to teach Druidic to non-druids.

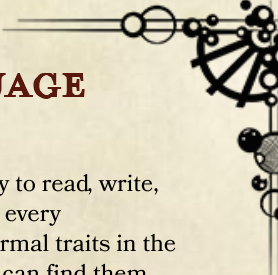
You can also communicate in a limited manner with vermin. Beasts with an Intelligence of 2 or less can understand the meaning of your words and are not initially hostile to you as they would be towards other creatures, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. **3 RP**

Wartorn Heritage. You can speak, read, and write Common, Dwarven, and Orc. **1 RP**

Wavelink. Your kind have an ancestral link to the plane of water, a link that still connects all waters to each other through their source.

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

While your head is submerged in water, you can concentrate on another creature you're familiar with and attempt to communicate with them. Creatures you concentrate on in this way can freely communicate with you if they are within 1 mile of you and also have their head submerged. Creatures you concentrate on who are further than 1 mile away or who do not have their head submerged only hear strange gargled bubbling sounds and cannot communicate back. **5 RP**



FUNDAMENTAL LANGUAGE TRAITS

The following traits simply provide the ability to read, write, and speak languages and are designed to fill every fundamental language niche. They are all normal traits in the language category, just separated out so you can find them conveniently.

Xenophobic Speech. Your kind has only recently begun to interact with other peoples. Their numerous languages are strange and unfamiliar to you.

You know how to speak, read and write Unique Racial Language.

You can speak, read and write Common but with great difficulty. You make all checks relating to speaking, reading, writing or understanding languages besides Unique Racial Language at disadvantage.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. - 1 RP

New Vocabulary. Your kind have only recently been created, have lost the lore of their ancient culture or have just recently been introduced to the concepts of language. You can speak, read and write Common. - **1 RP**

Isolated Culture. You can speak, read, and write Common and Unique Racial Language.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 0 RP

Words of the Creator. You can speak, read, and write Common and a language spoken by your creators. Your GM may choose any language they feel would be appropriate for the culture you were created in or raised in. **0 RP**

Lingual Explorer. You can speak, read, and write Common and Language.

Choose a Language, you may not select Druidic, Primordial, or Thieves Cant with this trait. 0 RP

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

You may not select Druidic, Primordial, or Thieves Cant with this trait. **1 RP**

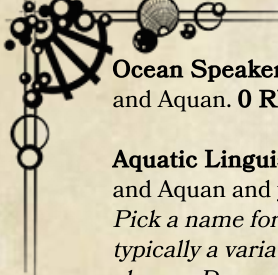
Polyglot. You can speak, read, and write Common and two other languages of your choice.

You may not select Druidic, Primordial, or Thieves Cant with this trait. 2 RP

Pit Speakers. You can speak, read, and write Common and Abyssal. **0 RP**

Demonic Linguists. You can speak, read, and write Common and Abyssal and Unique Racial Language.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 1 RP



Ocean Speakers. You can speak, read, and write Common and Aquan. **0 RP**

Aquatic Linguists. You can speak, read, and write Common and Aquan and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Sky Speakers. You can speak, read, and write Common and Auran. **0 RP**

Skyborn Linguists. You can speak, read, and write Common and Auran and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Divine Wordsmiths. You can speak, read, and write Common and Celestial. **0 RP**

Holy Linguists. You can speak, read, and write Common and Celestial and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Abhorrent Speakers. You can speak, read, and write Common and Deep Speech. **0 RP**

Eldritch Linguists. You can speak, read, and write Common and Deep Speech and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

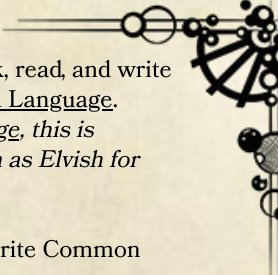
Serpent Tongue. You can speak, read, and write Common and Draconic. **0 RP**

Draconic Linguists. You can speak, read, and write Common and Draconic and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Mountain Speakers. You can speak, read, and write Common and Dwarvish. **0 RP**

Mountainous Linguists. You can speak, read, and write Common and Dwarvish and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Noble's Tongues. You can speak, read, and write Common and Elvish. **0 RP**



Linguists of the High Court. You can speak, read, and write Common and Elvish and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Titan Speakers. You can speak, read, and write Common and Giant. **0 RP**

Foreboding Linguists. You can speak, read, and write Common and Giant and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Creative Speech. You can speak, read, and write Common and Gnomish. **0 RP**

Imaginative Linguists. You can speak, read, and write Common and Gnomish and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Spiteful Speakers. You can speak, read, and write Common and Goblin. **0 RP**

Mocking Linguists. You can speak, read, and write Common and Goblin and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Ken of the Wee Folk. You can speak, read, and write Common and Halfling. **0 RP**

Wee Linguists. You can speak, read, and write Common and Halfling and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Hellish Speakers. You can speak, read, and write Common and Infernal. **0 RP**

Hellfire Linguists. You can speak, read, and write Common and Infernal and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Fiery Speakers. You can speak, read, and write Common and Ignan. **0 RP**

Burning Linguists. You can speak, read, and write Common and Ignan and your Unique Racial Language.
Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. **1 RP**

Savage Speakers. You can speak, read, and write Common and Orc. **0 RP**

Warlike Linguists. You can speak, read, and write Common and Orc and your Unique Racial Language.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 1 RP

Keepers of the Old Words. You can speak, read, and write Common and Primordial. **1 RP**

Writers of the Old Words. You can speak, read, and write Common and Primordial and your Unique Racial Language.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 2 RP

Fey Speakers. You can speak, read, and write Common and Sylvan. **0 RP**

Convoluteds Linguists. You can speak, read, and write Common and Sylvan and your Unique Racial Language.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 1 RP

Stone Speakers. You can speak, read, and write Common and Terran. **0 RP**

Earthen Linguists. You can speak, read, and write Common and Terran and your Unique Racial Language.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 1 RP

Echoing Speakers. You can speak, read, and write Common and Undercommon. **0 RP**

Secretive Linguists. You can speak, read, and write Common and Undercommon and your Unique Racial Language.

Pick a name for your Unique Racial Language, this is typically a variation of your race's name such as Elvish for elves or Draconic for dragons. 1 RP





MISCELLANEOUS TRAITS



Absurd Body. Your body bears an absolutely ludicrous resemblance to something absurd. Your body looks like a Thing, and while it isn't one the resemblance is uncanny. Wisdom (Insight) checks made about you are made at disadvantage, as your face is particularly difficult to read. Your bizarre body is also particularly distracting, creatures within 60 feet of you that can see you have a -2 penalty to Wisdom (Perception) checks to notice anything but you. It's also very difficult to take you seriously, you make all Charisma (Intimidation) checks at disadvantage. As a bonus action, you can rearrange yourself to strongly resemble a Thing. If you didn't move during your last turn, you gain a +10 bonus on Charisma (Deception) checks made to appear like a Thing. You make Charisma (Deception) checks in this way at advantage if a Thing makes logical sense in the area (such as a dresser in a bedroom) and at disadvantage if a Thing is illogical in the area (such as a dresser in an open field). *You may select anything as your Thing, your GM may allow limited functionality of that Thing depending on the nature of your chosen thing. For example, a race that looks like a teapot may be allowed to store and prepare tea inside itself. This trait is intentionally ridiculous and any actual functionality is determined by GM discretion.* **3 RP**

Absurd Resemblance. You have a head that bears an absolutely ludicrous resemblance to something absurd. Your head looks like a Thing, it isn't actually one and has all the typical functionality of a normal head but the resemblance is uncanny.

Wisdom (Insight) checks made about you are made at disadvantage, as your face is particularly difficult to read. Your bizarre head is also particularly distracting, creatures within 60 feet of you that can see you have a -2 penalty to Wisdom (Perception) checks to notice anything but you. It's also very difficult to take you seriously, you make all Charisma (Intimidation) checks at disadvantage. *You may select anything as your Thing, your GM may allow limited functionality of that Thing depending on the nature of your chosen thing. For example, a race with a teapot for a head may be allowed to store and prepare tea in it. This trait is intentionally ridiculous and any actual functionality is determined by GM discretion.* **2 RP**

Adrenaline Rejuvenation. Either through arcane power or sheer force of will, your kind stubbornly shrug off mortal wounds while in the heat of battle.

As a bonus action you can force your body to start regenerating. At the beginning of your turn when regenerating, you regain a number of hit points equal to half your level (minimum 1). This regeneration lasts up to 10 minutes or until you go 1 minute without making an attack against another creature.

Once you use this trait, you can't use it again until you finish a long rest. **6 RP**

Amorphous. Your body is highly malleable, either through magic or some physiological quirk.

You can move through a space as narrow as 1 inch wide without squeezing, though any objects you're carrying or armor you're wearing may not. **2 RP**

Amphibious. You can breathe air and water. **1 RP**

Ancestral Feat. Your kind have an extraordinary innate ability or traditional training that is universal among your kind. You gain the Feat feat.

Choose a Feat, you cannot choose a feat that has prerequisites in this way. **7 RP**

Anxious. Your kind are prone to nervous anxiety that stifles you in social situations. You have a -5 penalty to Charisma (Persuasion) checks. **-1 RP**

Appealing. Your kind are objectively beautiful or are otherwise generally attractive. You have a +2 bonus to Charisma (Persuasion) checks. **1 RP**



Autophobia. Your kind always work together and you get panicked and jittery unless you're working with others. You have disadvantage on an attack roll against a creature unless at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. - **3 RP**

Auxiliary Limbs. Your kind possess multiple smaller limbs that can work in tandem to perform larger tasks or independently to perform smaller ones. When using your auxiliary limbs in tandem, you gain a +2 bonus to all Strength and Dexterity based checks. When used independently, you may attempt to perform up to 2 tasks that would normally require a Strength or Dexterity check by using the same action. Due to your ability to multitask, you can take the help action as a bonus action. **6 RP**

Basking. Your kind can tolerate a lot of abuse if allowed to recuperate in the warm. When rolling to regain hit points during short rests, you may add double your constitution modifier to the hit points regained if you are resting in a warm environment. **1 RP**

Batesian Mimicry. Your kind bare a resemblance to another far more dangerous creature. You make Charisma (Intimidate) checks at advantage. Creatures can identify your kind correctly with a DC 12 Intelligence (Investigation) or Intelligence (Nature) check. Once a creature correctly identifies you, any Charisma (Intimidate) checks you make against them are instead made with disadvantage. **1 RP**

Bioluminescent. Your kind have one or more bioluminescent lights growing symbiotically within you that you can brighten or dim on command. You emit bright light in a 10 foot radius around you and dim light for a further 10 feet. As a bonus action, you can cause your lights to dim, or resume emitting light, while your lights are dimmed you emit no light. **1 RP**

Call of the Ocean. Your kind are inexorably drawn to the sea. As an action, you can magically determine which direction points towards the closest ocean. **1 RP**

Cheek Pouches. Your kind have expandable pouches on the sides of your mouth, allowing you to safely carry surprisingly large objects or even smaller creatures inside.

Using a bonus action, you can store an item you are carrying or an adjacent willing creature with a size category smaller than yours within your cheek pouches.

You can store creatures and objects up to a total weight that does not exceed 1/4 of your own weight in this way. You are considered carrying any creature or object you store in this way and those creatures and objects benefit from total cover. You can remove an item or creature from your cheek pouch with a bonus action, or entirely disgorge the contents of your pouch onto the ground adjacent to you as an action.

Creatures held in your cheek pouches are unrestrained and can easily escape your cheeks if they so choose.

While storing items or creatures in this way, you may not speak or perform the verbal components of spells. **1 RP**

Chloroplast Vigor. Your kind thrive on sunlight and when it's abundant they can store that energy away for later use and can even use it to revitalize their allies.

Whenever you spend an uninterrupted hour within direct sunlight, you gain a number of temporary hit points equal to your proficiency bonus, up to a maximum equal to twice your proficiency bonus.

As an action, you can touch a creature and sacrifice any temporary hit points you have currently gained using this trait. If you do, the touched creature regains a number of hit points equal to the number of temporary hit points you sacrificed. **3 RP**

Claimed by Death. Either through a poor physiology or an ancestral grudge from a deity of death, your kind seem to pass into the next world far faster than others. You die after 1 failed death saving throw, rather than the normal 3.

You may not select this trait alongside another trait that foregoes the need to make death saving throws, such as Hologram, Phoenix Resurrection, or Phylactery. - **5 RP**

Cloying Depths. The deep waters are not kind to your physiology. At the end of any turn you spend completely submerged in water or similar liquids you suffer 1d6 cold damage that ignores any resistance or immunity. - **1 RP**


Cold Calculators. Your kind are observant and keen to the minutiae and subtle changes in your surroundings, but emotions and social interaction are difficult for you to maneuver.

You are proficient in the Investigation skill and the Survival skill. However, you make Persuasion and Insight checks at disadvantage. **1 RP**

Conflicted Heritage. Your kind have a heritage that is both divine and infernal.

You have the celestial and fiend creature types.

You gain a + 2 bonus to Intelligence checks regarding celestials and fiends, you also have a - 2 penalty to Charisma (Persuasion) checks made to influence both celestials and fiends, due to their mutual hatred for your opposing halves. **1 RP**



Construct. Whatever constitutes your form, it isn't organic. You are an artificial being and as such you have the construct creature type.

As an inorganic being, you are immune to poison damage, diseases, and the poisoned condition.

You do not need to eat, sleep, or breath, and you spend your rests repairing and maintaining yourself. As you cannot eat or drink, you cannot utilize potions or other types of items that must be consumed. **3 RP**

Craftsman's Intuition. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools. **1 RP**

Darkness 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 dim light or darkness. - **3 RP**

Desert Dweller. You're acclimated to desert environments and require very little water to survive, you require only 1 gallon of water per week instead of the normal gallon per day. You're also naturally adapted to hot climates, and do not suffer the normal ill-effects of such environments. **1 RP**

Divine Insights. Either through a holy imperative or an uncanny knack, your kind always feel the sting when a lie falls upon your ears. While a creature speaks directly to you, you magically know if that creature is lying. You do not learn exactly what the lie is, or gain any other insight into their words, only that an untruth lies somewhere within their speech.

This ability only detects intentional lies, and will not activate when a creature speaks honestly but is incorrect. **4 RP**

Diviner of Currents. Your kind's racial memory allows you to intuitively read the flow of waterways. You have a +5 bonus on any Wisdom (Survival) check made for traveling underwater. **1 RP**

Dreamless. Your kind sleep, but they don't connect to the plane of dreams as other creatures do. Instead, your mind draws from the memories of an otherworldly spirit while you sleep. As such, you are immune to spells and other magical effects that require you to dream, like the dream spell, but not to spells and effects that put you to sleep, like the sleep spell. **1 RP**

Eldritch Design. Your kind are interwoven with magic and are stopped in your tracks if that magic is negated. You become stunned upon entering an area of anti-magic and will remain stunned until the anti-magic effect ends, or you are moved out of it.

If dispel magic or a similar ability is cast on you, you become stunned for 1d6 rounds. - **2 RP**

Estivation. Your kind calls some very harsh environments home and have found a way to survive without food or water for extended periods. If provided with mud or dirt you can bury yourself and cover yourself with a protective slime. Entering this state requires at least an hour of uninterrupted work.

While in this state you are unconscious but require no air, food, or water.

You may remain in this state for a number of months equal to your Constitution modifier without suffering penalties for dehydration, starvation or suffocation.

You will only awake at the end of these months or if the soil around you becomes saturated with water. Other creatures can also wake you but you are unable to wake yourself. **1 RP**

Every Part of the Kill. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles.

To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

1 RP

Excellent Reflexes. Your kind have impeccable reaction times. You have a +2 bonus on Dexterity checks made to determine Initiative order. **1 RP**

Extra-Dimensional Pocket. Your kind have access to your own personal pocket dimension, allowing you to safely stow objects.

Using a bonus action, you can store an item you are carrying into your pocket dimension. You can store objects up to a total weight of 20 lbs within this space. You can remove an item from your pocket dimension with a bonus action, or entirely disgorge its contents onto the ground adjacent to you as a bonus action.

If you die, the contents of your pocket dimension magically appear around you. **2 RP**

Extra Reach. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal. **3 RP**


Familiar. Your kind can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion.

The ritual to create this bond takes 10 minutes of intense concentration. While you and your companion are bonded, the companion can sense what you sense and you both can speak telepathically with each other as long as you are within 1 mile of each other.

You can choose to end this bond as a bonus action, if you do you cannot form another bond until you finish a long rest.

3 RP

Feat. You gain one feat of your choice. **8 RP**



Feels no Fear. Your kind are born with courage in their hearts. You have advantage on saving throws against being frightened. **2 RP**

Fey Lineage. You have advantage on saving throws against being charmed, and magic can't put you to sleep. **1 RP**

Filter Feeder. Your kind naturally strain your sustenance out of the air or water around you. While you are in a biologically rich area (such as a forest, or the ocean) you do not need to consume normal food, and can instead sustain yourself with the minute food sources you absorb while breathing. You will still need to consume food normally in non-biologically rich areas (such as deserts or tundra) to avoid starvation. **1 RP**

First-Hand Faith. Your kind don't so much have faith in the divine as they simply remember their own experiences. You can use your Wisdom modifier instead of your Intelligence modifier when making Intelligence (Religion) checks. **1 RP**

Floating Appendages. The limbs of your kind are tethered to your form through eldritch forces instead of flesh and bone, allowing you to extend yourself with far greater reach. You can extend your floating limbs as a bonus action, if you do so, until the end of your turn the reach of any melee attacks you make is increased by 10 feet and you may freely interact with creatures and objects within 10 feet as if they were adjacent to you. **5 RP**

Focused Regeneration. Your kind have a strength deep within you that can be focused into the reknitting of flesh and bone.

You can enter a deep regenerative meditation. The regeneration process takes 10 minutes of uninterrupted focus and the efforts are wasted if you lose concentration. At the end of this process you regain a number of hit points equal to twice your level (minimum 2). After you use this ability, you can't use it again until you finish a long rest. **3 RP**

Fully Aquatic. Your kind can only breathe water, and begin suffocating while within air unless magical or practical considerations are made. - **3 RP**

Furious Charger. Frothing mad, you can home in on your target and charge towards them. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started. **9 RP**

Futuristic Lights. Your kind are patterned with a variety of multicolored heatless lights that accentuate your form and make you stand out. You emit dim light in a 5 foot radius around you. You have a +2 bonus to Charisma (Persuasion) checks and a -2 penalty to Dexterity (Stealth) checks. **0 RP**

Gourd. Your kind either are or have a sizable gourd containing a sizable hollow space as part of your physiology. You have the plant creature type.

Using a bonus action, you can store a single you are carrying or an adjacent willing creature that is 2 or more size categories smaller than yours within your gourd. The item or creature you store in this way cannot exceed 1/8 of your own weight. You are considered carrying any creature or object you store in this way and those creatures and objects benefit from three-quarters cover.

You can remove your stored item or creature from your gourd with a bonus action.

Creatures held in your compartment are unrestrained and can easily escape if they so choose, they can also partially see the area around you though everything is heavily obscured. **1 RP**


Grasping Feet. Your toes are nearly as strong and dexterous as your fingers, which is especially useful for climbing. You have a +2 bonus on Strength (Athletics) checks made for climbing and you can climb with both hands free, you can even hang upside-down from your feet while retaining the use of your hands. **1 RP**

Grasshopper's Jump. Your kind has long bowed legs that can spring you great distances, if somewhat clumsily. When performing a long jump you can cover a number of feet equal to 3 times your Strength score. When performing a high jump you can leap into the air a number of feet equal to 10 plus your Strength modifier. You are always considered to have moved 10 feet or more before jumping, even when stationary.

Whenever you roll a natural 1 while making a Strength (Athletics) check related to jumping, you make a long jump in a randomly determined direction instead of whatever other type of jump you were attempting to perform. **2 RP**

Gyroscopic. Despite the circumstances, your kind always seem to land on their feet. You are immune to the prone condition. You may still choose to assume the prone position but you cannot be forced prone. **1 RP**

Healing Touch. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest. **1 RP**



Hibernating. Your kind are native to environments where one or more seasons are unlivable, forcing you to prepare for a long sleep tucked away from the elements. You can enter a state of hibernation by consuming an amount of food equal to your body weight.

Entering this state requires at least an hour of uninterrupted gorging. While in this state you are unconscious but require no food or water. You may remain in this state for a number of months equal to your Constitution modifier without suffering penalties for dehydration or starvation. You can choose to remain in this state for the maximum time allowed, or you can choose to rouse yourself after a set amount of time you decide upon before entering hibernation. Other creatures or environmental stimuli can also wake you but you are otherwise unable to wake yourself. **1 RP**

Hideous Appearance. Your kind possess blatant and unnerving features that are difficult to hide. You have a +5 bonus to Charisma (Intimidate) checks and you make all Intelligence and Charisma (Deception) checks made to disguise or hide your true nature at disadvantage. **1 RP**

Hold Breath. You can hold your breath for up to 1 hour at a time. **1 RP**

Hollow Armor. You are a mortal soul bound to a suit of armor through some arcane ritual, if the magics that bind you are destroyed your soul will be lost forever. You have the shape of the creature your form was designed to protect, and you can act as they could through a spiritual force that flows throughout it.

As an inorganic being, you are immune to poison damage, diseases, and the poisoned condition.

You do not need to eat, sleep, or breath, and you spend your rests repairing and maintaining yourself. As you cannot eat or drink, you cannot utilize potions or other types of items that must be consumed.

Without skin or flesh to cut, slashing weapons prove rather ineffectual against you. You have resistance to slashing damage.

It is often a crystal, a painted sigil or a complex mechanism, but all hollow armors possess some magical anchor for your soul, which if damaged can be catastrophic. Any weapon attacks against you that result in a critical hit are maximized as if all weapon dice rolled their maximum possible result. However, it is due to this soul anchor that you can receive magical healing as if you were an organic being. You do not count as wearing armor for the purposes of spellcasting. **3 RP**

Horde Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. **9 RP**

Inbuilt Tool. Either through meticulous design or anatomical convenience, a part of your body can be used like the tools of a master. You have proficiency with the tool of your choice. Your chosen tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have both hands free to use this inbuilt tool.

1 RP

Infectious. Your kind are a plague, infecting others and transforming them into more of your ilk.

Whenever you drop a humanoid creature to 0 or fewer hit points using an unarmed strike, that creature becomes infected.

An infected creature that stabilizes and survives their encounter with you will gain the poisoned condition after 24 hours. A casting of the lesser restoration spell or similar ability that cures diseases will remove the infection and the poisoned condition. If the infection remains untreated for 1 week they transform, they lose the poisoned condition and all of their racial traits and replace them with the racial traits of your race. Once it occurs this transformation is permanent.

1 RP

Ingrained Traditions. Your kind have traditions, customs, and habits that are so firmly held that they're almost physically painful for you to go against. Choose 2 of the following traditions:

- You can't go into a home if uninvited.
- You must count the number of objects that are spilled from a container.
- You must formally bow whenever someone bows to you.
- You cannot cross running water.
- You must be orderly and presentable, and if dirtied you must stop to clean yourself.

Whenever you fail to uphold any of your traditions, you must make a DC 15 Wisdom saving throw, on a failed save you are compelled to uphold your tradition.

If you are somehow prevented from upholding your tradition, you become stunned until the end of your next turn. - **1 RP**

Inherently Musical. Either through meticulous design or anatomical convenience, a part of your body is perfectly suited for music.

You have proficiency with an instrument of your choice. Your chosen instrument is integrated into your body, and you double your proficiency bonus for any Charisma (Performance) checks you make with it. You must have both hands free to use this inbuilt instrument. **1 RP**

Insectile limbs. You possess 6 or more limbs, though they are proportionally smaller they work in conjunction with one another. You have advantage on Strength (Athletics) checks made for climbing and all attempts to disarm you of an item you are holding are made at disadvantage. **3 RP**

Instinctual Reactions. Your kind survived because of instincts honed to a knife's edge and you react quickly to danger. You are proficient in Dexterity checks made for Initiative. **2 RP**

Internal Starcharts. Your kind have traveled between the stars and the night sky is a familiar roadmap to you. If you have a clear view of the night sky, you can accurately find north and determine your relative distance traveled and orientation from the last time you viewed the stars. **1 RP**

Joey Pouch. Your kind have a warm pouch, allowing you to safely carry objects or even smaller creatures inside. Using a bonus action, you can store an item you are carrying or an adjacent willing creature with a size category smaller than yours within your pouch.

You can store creatures and objects up to a total weight that does not exceed 1/4 of your own weight in this way. You are considered carrying any creature or object you store in this way and those creatures and objects benefit from half cover. You can remove an item or creature from your pouch with a bonus action, or entirely disgorge the contents of your pouch onto the ground adjacent to you as an action.

Creatures held in your compartment are unrestrained and can easily escape if they so choose, they can also clearly see the area around you as they are only partially covered. **2 RP**

Keep Composure. Your kind are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5).

Once you use this trait, you can't use it again until you finish a short or long rest. **6 RP**

Kleptomaniac. Either through mental conditioning, compulsion, or systemic generational poverty, your kind find it painfully difficult to leave value behind. Whenever you first come within 5 feet of a small or smaller unattended object worth 50 gp or more, you must make a Wisdom saving throw with a DC equal to 8, the DC increases by 2 for each 50 gp the object is worth beyond the first 50 gp, to a maximum of DC 20.

You make this saving throw at advantage if the object is being actively watched or is owned by one of your allies. On a failed save, you must use your next action to attempt a Dexterity (Sleight of Hand) check to stealthily steal the object to the best of your abilities. **- 1 RP**

Labyrinthine Recall. Your kind have a strange knack for knowing where you've been. You can perfectly recall any pathway you have travelled. **1 RP**

Light Step. Your kind move quietly even when covering great distances. When you are traveling alone for an extended period (one hour or more), you can move stealthily at a normal pace. **1 RP**

Living Doll. Your kind are facsimiles of humanity brought to unnatural life through arcane clockwork or spiritual possession.

You are an artificial being and as such you have the construct creature type.

As an inorganic being, you are immune to poison damage, diseases, and the poisoned condition.

You do not need to eat, sleep, or breath, and you spend your rests repairing and maintaining yourself.

As you cannot eat or drink, you cannot utilize potions or other types of items that must be consumed.

As your kind were designed to resemble humans, you have advantage on all Intelligence and Charisma (Deception) checks made to disguise or hide your true nature or to otherwise appear human.

Your uncanny resemblance to life is just shy of real, making you unnervingly unsettling. You have a +5 bonus to Charisma (Intimidation) checks made to influence humanoid creatures.

4 RP

Low to the Ground. Your kind can move surprisingly fast while maintaining an impressively low profile. You do not incur a movement penalty when prone and can move at your full movement speed. **2 RP**

Maddening Hunger. Your kind have a pit within them that can never truly be filled. You must consume 4 times the amount of food for a creature your size (normally 4 pounds of food per day for a medium sized creature) to avoid exhaustion due to starvation.

Whenever you gain a level of exhaustion due to starvation you must make a DC 14 Wisdom saving throw, on a failed save you lose control and must attack nearby creatures to the best of your ability until you have consumed enough food to equal a normal day of eating, either by consuming those creatures or other food you can obtain.

If there are no creatures nearby you must seek creatures out to the best of your ability. The DC of this Wisdom saving throw increases by 2 for each level of exhaustion you've gained due to starvation.

You may not select this trait alongside any trait that would remove your need to eat, such as Construct or Constructed Resilience. **- 1 RP**





Muse. Your kind have inspired great bards and artists throughout history.

Starting when you reach 6th level, you can choose to act as a muse for a creature with a CR at least 5 less than your class level.

As an action, you can choose to give such a creature a “boon” which can take the form of any small trinket or keepsake, usually including a lock of your hair.

While your chosen creature holds or wears your boon, they gain a +5 bonus to Wisdom saving throws, checks utilizing artisan’s tools, and Charisma (Perform) checks.

While a creature benefits from your boon in this way, you are always magically aware of their location and distance from you, as long as you both remain on the same plane.

When you create a boon in this way, you can set up to one “rule” that the beneficiary of your boon must follow. This can range from a simple instruction such as “You must never cut your beautiful hair.” to esoteric or complex such as “You must write a new ballad about me every day and perform them all every full moon while balancing on the statue in the town square.” If a beneficiary of your boon ever fails to follow your rule, the boon breaks and is destroyed.

You can also destroy a given boon at any time from any distance as an action. Any previously given boons are also destroyed if you create a new boon. **1 RP**

Master Forger. You can duplicate other creatures’ handwriting and craftwork.

You have advantage on all checks made to produce forgeries or duplicates of existing objects. **3 RP**

Mind Meld. Your kind are innately able to temporarily merge their consciousness with another’s.

You may perform a mind meld with another willing creature within 5 feet with an intelligence of 6 or higher. The mind meld takes 10 minutes of uninterrupted concentration by both creatures, if either creature is disrupted or forced further than 5 feet apart from each other, the mind meld fails and both creatures take 2d6 psychic damage from the cognitive backlash.

Once 10 uninterrupted minutes have passed, both creatures gain complete access to the other’s knowledge and memories, including any secrets, fears, and hopes they may have for the next minute.

For the next week following a successful mind meld, both creatures have advantage on any Wisdom (Insight) checks made on the other creature. **1 RP**

Mutual Foes. Your kind have a fierce rivalry with another race, and the vitriolic hatred is mutual. You have a particular hatred for Creatures, and you have a +2 bonus to attack rolls against them.

Creatures have a similar hatred towards your kind, and have a +2 bonus to attack rolls against you.

Choose either a creature type, such as oozes or abominations, or a single humanoid type such as dwarves or orcs as your Creature. **0 RP**

Natural Mountaineer. You’re acclimated to high altitude, including elevations above 20,000 feet. You’re also naturally adapted to cold climates, and do not suffer the normal ill-effects of such environments. **1 RP**

Netherworld Kinship. A fiend’s spirit roils within you and you find a common bond with others of its kin.


You have the fiend creature type. You gain a +2 bonus to Charisma (Intimidation) and Charisma (Persuasion) checks made to influence fiends. **2 RP**

Nutritious. Your kind naturally produce something edible. You have the plant creature type.

You produce an edible good naturally, this can be something magically nutritious akin to a goodberry, or naturally filling such as fruits or nuts. You produce enough of this nutritious substance to feed 3 typical creatures of your same size category (typically 3 pounds if you are medium sized) every 24 hours.

You cannot sustain yourself from your own fruit and instead you photosynthesize, spending an hour in direct sunlight provides you the same energy you would normally obtain from a day’s rations appropriate to a creature your size. Spending an hour in direct sunlight counts as consuming the necessary amount of food for the purposes of starvation. Any uneaten food picked from you spoils after 24 hours if not preserved in some way. **1 RP**





One Foot in the Grave. When the life drains out of you, death's icy grip holds onto you tightly. You pass death saving throws on a result of 13 or higher, rather than on a 10 or higher as normal.

You may not select this trait alongside another trait that foregoes the need to make death saving throws, such as Hologram, Phoenix Resurrection, or Phylactery. - **2 RP**

Oversized Endowment. Your kind are blessed, or cursed, with an almost comically oversized endowment. Your endowment can be distracting at first, if a humanoid creature has never seen you before, and it's the first round of combat, they have a -4 penalty to their first attack roll against you. **1 RP**

Pack Mentality. Your kind are brave and confident in groups, but cowardly and indecisive when isolated. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. If you have no allies within 5 feet of the creature, you have disadvantage on the attack roll instead. **5 RP**

Photosynthesis. Your kind do not eat, and instead draw your energy from the sun. You have the plant creature type. You cannot eat food (you may still imbibe potions or other consumable magic items). Spending an hour in direct sunlight provides you the same energy you would normally obtain from a day's rations appropriate to a creature your size. Spending an hour in direct sunlight counts as consuming the necessary amount of food for the purposes of starvation. **0 RP**

Pixie Dust. Your kind leave behind a trail of sparkling powder, a powder prized for its magical properties. By substituting your own pixie dust for other magical ingredients, you can forego up to half of the material component costs of spells you cast. Whenever you cast a spell in this way, roll a d20, on a result of 1 the substitution goes awry and the spell fails and any spell slots or other material components used are wasted. **2 RP**

Planar Lineage. Your kind's history traversing the planes grants you insights into the planes and traveling between them. You have a +2 bonus to all Intelligence checks made about planar travel or general information pertaining to the inner or outer planes. **1 RP**

Play Dead. Your kind are accomplished tragedians and can escape precarious situations with a convincing death knell. As an action, you can drop prone and pretend to die, if you do so, make a Charisma (Persuasion) check with a +5 bonus. To any casual observer, you appear dead and will be treated as such. Creatures can see through this deception with a Wisdom (Insight) or a Wisdom (medicine) check that exceeds your Charisma (Persuasion) check. The deception ends automatically if you move, speak, or perform any actions. **3 RP**

Poor Balance. Perhaps due to a poor equilibrium or even a simple lack of weight, your kind always seem easy to push around. You make all saving throws to resist being knocked prone at disadvantage and you make all checks to resist being moved or repositioned at disadvantage. - **1 RP**

Powerful Physique. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. **1 RP**

Prehensile. While not strong enough to wield a weapon, your tail or another odd limb is dexterous enough to be used to perform actions a hand could normally perform. You may use your prehensile tail or limb to take items or perform simple acts without attracting attention. Dexterity (Sleight of Hand) checks made with your prehensile limb are made at advantage. **2 RP**

Pressurized. Your kind are naturally suited to the deepest of the abyssal oceans and suffer no ill effects from high pressure depths and similar environments. **1 RP**

Puzzling. Your kind have a peculiar affinity for puzzles, and adore stumping others with mind-bending riddles and tricks. As a bonus action, you can pose a mentally challenging puzzle or riddle to a single creature with an Intelligence score of 6 or more that can hear you, and make an opposed Intelligence check. If you succeed the opposed check, the target creature becomes befuddled or frustrated, and makes their next check or attack they attempt at disadvantage. If you fail the opposed check, you become equally upset, and make the next check or attack you attempt at disadvantage. **1 RP**

Quick Metabolism. Your kind are particularly active and are quick to recover if fed well enough. You can reduce your exhaustion by 1 level during a short rest if you are able to consume twice the normal amount of food that you would normally consume in a day (typically 2 pounds of food for a medium sized creature). **1 RP**

Reactive. Either through dedicated spacial awareness or a literal additional consciousness, your kind seem able to focus on two things at once. You may make up to one additional reaction each round (for a total of up to 2 reactions on any given round). **5 RP**

Rebounding Leap. Either through light and limber physiology or disciplined training and reaction times, your kind are capable of jumping twice, given a solid surface to kick off from. If during a high or long jump you would come into contact with a solid surface, either at the end of the jump or at some point along your trajectory, you may immediately make another high or long jump. This second jump is made as if you had a running start and can have any trajectory you choose. **2 RP**

Resonance Meditation. Your kind either train to restore themselves with harmonic resonances or are innately attuned to arcane frequencies.

You can emit deep sounds from a spiritual core that resonate within you and in the area around you, these sounds are audible and can be easily heard up to 150 feet away. You can use these arcane harmonics to knit your wounds or restore leaden limbs, even if you are paralyzed or petrified or are otherwise unable to speak. This process takes 10 minutes of uninterrupted focus and the efforts are wasted if you lose concentration.

At the end of this process, you can choose to regain a number of hit points equal to your level, or you can end one of the following conditions affecting you: Paralyzed, Poisoned, or Petrified.

After you use this ability, you can't use it again until you finish a long rest. **3 RP**

Revered Lineage. Many still revere your ancestors for some great honor, favor of the gods, or some great deed of ancient legends. Those that recognize your kind are careful not to draw your anger or ridicule, fearing mystical repercussions. Within populations that recognize your kind, you can get away with minor criminal offenses, such as refusing to pay for food at a restaurant or stealing small items, if no legal authorities witness the crime. **2 RP**

Seasonal Rhythms. Your kind are especially attuned to the changing of the seasons.

You gain one of the following bonuses depending on the current season:

SEASONAL RYTHMS

Season	Bonus
Cold Season	Your instincts tell you to eat hardily and store up energy for winter, if you are allowed to eat your fill, you gain 1 additional hit die to spend recovering hit points during short rests every 24 hours.
Rainy Season	In stormy seasons, you tend to become more skittish and alert, you gain a +2 bonus to Dexterity checks made to determine Initiative order.
Harvest Season	You become particularly amorous during this time and gain a +2 bonus to Charisma (Persuasion) checks.

If the environment you find yourself in has poorly defined or non-applicable seasons, your GM will determine which season is the closest approximation of the current situation.

2 RP

Skitter. Your kind have deep survival instincts and when you decide it's time to run you run with gusto. Whenever you take the disengage action, your movement speed is doubled until the end of your turn. **3 RP**

Sporadic Talent. Your kind are prone to uncanny talent that comes and goes inexplicably. Whenever you finish a long rest, randomly select a skill that you are currently not proficient in. You gain proficiency with that skill and lose the proficiency you previously gained from this trait. **1 RP**

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. **1 RP**

Storage Compartment. Your kind have a built-in storage compartment, allowing you to safely carry surprisingly large objects or even smaller creatures inside.

Using a bonus action, you can store an item you are carrying or an adjacent willing creature with a size category smaller than yours within your storage compartment. You can store creatures and objects up to a total weight that does not exceed 1/8 of your own weight in this way.

You are considered carrying any creature or object you store in this way and those creatures and objects benefit from total cover. You can remove an item or creature from your storage compartment with a bonus action, or entirely disgorge the contents of your compartment onto the ground adjacent to you as a bonus action.

Creatures held in your compartment are unrestrained and can easily escape if they so choose. **2 RP**

Sudden Sprint. When need be, your natural reflexes and agility allow you to a sudden burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn.

Once you use this trait, you can't use it again until you move 0 feet on one of your turns. **3 RP**

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. - **3 RP**

Symbiotic. Your kind are hosts to a collection of smaller creatures that obey you.

You have Number smaller symbiotic creature(s) that live(s) on, or around you and cooperate(s) with you through generations of training, biological necessity, or arcane imperative.

You can communicate telepathically with your symbiotic creature(s) within a range of 100 feet and they obey all of your commands to the best of their abilities.

If one of your symbiotic creatures dies, you can build/grow/summon a new one by spending 4 hours of time working and 50 gp worth of materials.

Create your symbiotic creature using the *Ultimate Pet Creator* ([page 159](#)) as if you were creating a familiar, using 4 RP (this is in addition to your race's RP). 1 is the Number of symbiotic creatures you gain upon selecting this trait, for each additional 3 RP you spend when selecting this trait the Number of symbiotic creatures increases by 1. **4 RP**

Technology Expert. Your kind are used to far more advanced technology than most people can even conceive of. You may add your proficiency bonus to any check relating to advanced technology or mechanical devices. **1 RP**

Tell-Tale Brand. Your kind alight with sigils of your deity when magic or adrenaline courses through your veins. Your kind are associated with a particular deity. Whenever you cast a spell or make an attack, magical sigils clearly associated with your deity glow on your body. These sigils make it particularly hard to lie about your affiliations and you make all Charisma (Deception) checks to dispute those affiliations at disadvantage. Creatures instantly recognize your sigils if they have a passive Religion score (10 + their bonus to religion checks) is 12 or higher. - **1 RP**

Toad's Leap. Your kind has long bandy legs capable of propelling you to great heights. When performing a long jump you can cover a number of feet equal to 3 times your Strength score. When performing a high jump you can leap into the air a number of feet equal to 10 plus your Strength modifier. You are always considered to have moved 10 feet or more before jumping, even when stationary. **3 RP**

Transparent. While not perfectly clear, your kind have a bizarrely transparent physiology. You have a passive Dexterity (Stealth) of 15, and can potentially remain hidden without attempting to hide. **2 RP**

Uninitiated. Your kind are ignorant of many historical facts due to either isolation or a relatively recent introduction to the world. You make all Intelligence (History) checks at disadvantage. - **1 RP**

Unique. You are utterly unique in this world, or at least in the world you now find yourself in. Your uniqueness precludes experience with your expressions and gestures. Creatures make all Wisdom (Insight) checks about you at disadvantage. **2 RP**

Valuable. Your kind naturally produce something particularly valuable. This can be something of magical value such as a crystal or eldritch extract, or something physically useful such as high quality wool or silk. You can produce 10 gp worth of this valuable substance by spending 10 minutes harvesting this substance. If you do, you cannot do so again for the next 24 hours. Your intrinsic value makes you a tempting target for slavers to get a hold of. All checks made to grapple, maintain a grapple, and any other effects that would restrain you are made at advantage. **0 RP**

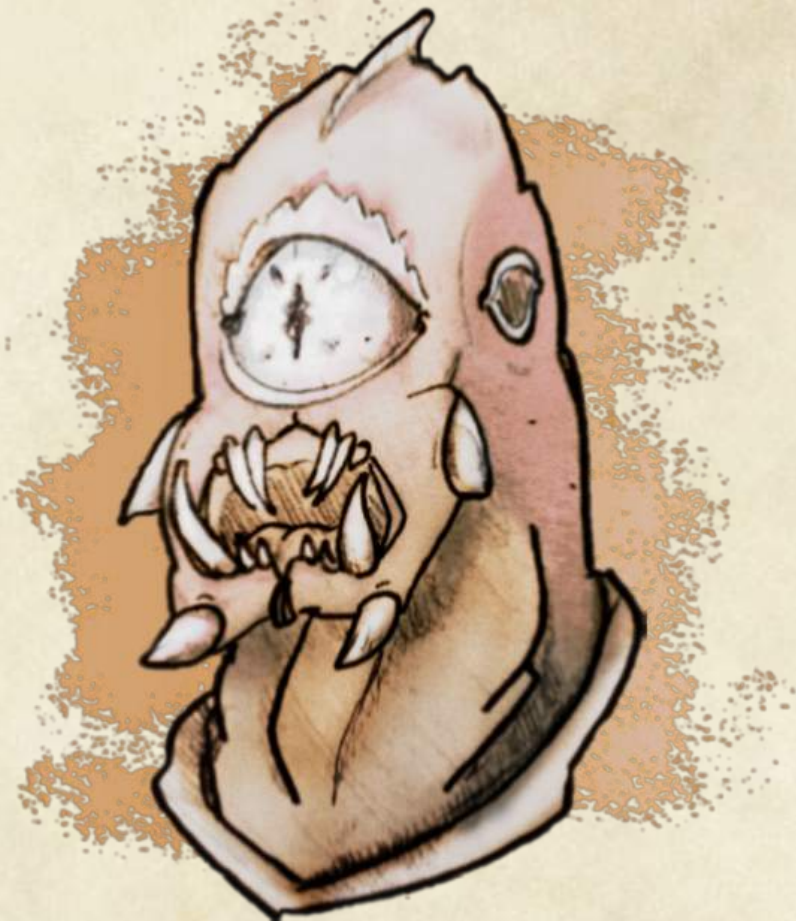
Vehicular Traditions. Your kind have either lived for generations nomadically atop vehicles or just have an innate knack for them. You are proficient with both land and sea vehicles. In settings that include sky or space vehicles, you also gain proficiency with those vehicles. **1 RP**

Vigilant Sentry. When you take a long rest, you must spend at least six hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal. **2 RP**

Wanderlust. Your kind love to travel to far off places, picking up skills and knowledge as you go. You have a +2 bonus to Intelligence (History) checks. You also gain proficiency with one instrument of your choice, and the ability to speak, read, and write one language of your choice. **2 RP**

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour. - **1 RP**

Wires and Rubber. Your kind almost look fake and cheap, creatures are often surprised when they find out that you are real and not just some guy in a costume. You gain a +5 bonus to Charisma (Deception) checks made to convince people that you're a more typical humanoid creature in a costume. **1 RP**



FUNDAMENTAL PROFICIENCY TRAITS

The following traits simply provide proficiency in skills. They are all normal traits in the miscellaneous category, just separated out so you can find them conveniently.

Naturally Acrobatic. You have proficiency in the Acrobatics skill. **2 RP**

Trusted by Nature. You are proficient in the Animal Handling skill. **1 RP**

Magically Inquisitive. You are proficient in the Arcana skill. **1 RP**

Naturally Athletic. You have proficiency in the Athletics skill. **2 RP**

Practiced Liar. You are proficient in the Deception skill. **1 RP**

Worldly. You are proficient in the History skill. **1 RP**

Insightful. You are proficient in the Insight skill. **2 RP**

Menacing. You gain proficiency in the Intimidation skill. **1 RP**

Critical Thinker. You are proficient in the Investigation skill. **2 RP**

Medical Instincts. You are proficient in the Medicine skill. **1 RP**

Nature Adept. You are proficient in the Nature skill. **1 RP**

Pious. You are proficient in the Religion skill. **1 RP**

Watchful. You are proficient in the Perception skill. **2 RP**

Natural Performer. You gain proficiency in the Performance skill. **1 RP**

Persuasive. You gain proficiency in the Persuasion skill. **2 RP**

Sly Operator. You are proficient in the Sleight of Hand skill. **2 RP**

Stealthy. You are proficient in the Stealth skill. **2 RP**

Survival Instincts. You have proficiency in the Survival skill. **1 RP**

Hunter's Instincts. You are proficient in your choice of two of the following skills: Animal Handling, Nature, Perception, Stealth, or Survival. **3 RP**

Infiltrator's Instincts. You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, or Persuasion. **3 RP**

Knowledgeable. Your kind have a predilection for valuable knowledge. You are proficient in your choice of two of the following skills: Arcana, History, Medicine, Nature, or Religion. **3 RP**

Mental Connectivity. Choose one of the following skills: Insight, Intimidation, Performance, or Persuasion. You have advantage on all ability checks you make with that skill. **3 RP**

Scoundrel Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand. **3 RP**

Highly Specialized. You gain proficiency in one skill of your choice, proficiency with one tool of your choice, and the ability to speak, read, and write one language of your choice. **4 RP**

Versatile Skill Training. You gain proficiency in one skill of your choice. **3 RP**

Skillful Versatility. You gain proficiency in two skills of your choice. **4 RP**



SPECIALIZATION TRAITS

The following traits are essentially a tax, they allow you to select an additional trait from specific trait categories at an increasing cost. This is an effort to combat “min-maxing” but also allowing players to specialize a race if they want to make a race with all of the senses, or bristling with natural weapons.

Extrasensory. You may select an additional trait from the Sense Trait category. You may select this trait multiple times, its cost doubles for each additional time it is chosen (1st costs 1, 2nd costs 2, 3rd costs 4, Ect). Remove this trait in the Cleanup Step. **1 RP**

Extra-Offensive. You may select an additional trait from the Offensive Trait category. You may select this trait multiple times, its cost doubles for each additional time it is chosen (1st costs 1, 2nd costs 2, 3rd costs 4, Ect). Remove this trait in the Cleanup Step. If you select multiple traits that change the damage dealt by your unarmed strike, you must choose between them whenever you make an attack. **1 RP**

Extra-Defensive. You may select an additional trait from the Defensive Trait category. You may select this trait multiple times, its cost doubles for each additional time it is chosen (1st costs 1, 2nd costs 2, 3rd costs 4, Ect). Remove this trait in the Cleanup Step. If you select multiple traits that offer an alternative AC, only one can be utilized at a time. **1 RP**

Extra-Magical. You may select an additional trait from the Magic Trait category. You may select this trait multiple times, its cost doubles for each additional time it is chosen (1st costs 1, 2nd costs 2, 3rd costs 4, Ect). Remove this trait in the Cleanup Step. **1 RP**

Extra-Lingual. You may select an additional trait from the Language Trait category. You may select this trait multiple times, its cost doubles for each additional time it is chosen (1st costs 1, 2nd costs 2, 3rd costs 4, Ect). Multiple iterations of the same language are redundant, and should be removed in the cleanup step. Remove this trait in the Cleanup Step. **1 RP**



ALTERNATE DAMAGE TRAITS

Within the Offensive Traits category, you'll find a ton of traits that allow you to make special unarmed attacks that replace the normal paltry damage that an unarmed strike would normally deal with something impressive. Like bite and claw attacks. But what if you wanted to say, make a flaming claw attack? Or bite somebody in the soul with spirit teeth? The following traits allow you to do just that.

You can only select an alternate damage trait if you have an offensive trait that allows you to deal alternate damage when making unarmed strikes.

When you select an alternate damage trait, simply adjust the offensive trait's name to include the new descriptor and replace the damage type with the new damage, then adjust the trait's points if needed.

For example, let's say I wanted to make flaming talons. I'd pick this offensive trait:

Talon-Footed. Your feet end in sharp talons which you can use to make unarmed strikes. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit instead of the bludgeoning damage normal for an unarmed strike. **1 RP**

Then we'd take this alternate damage trait:

Burning __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to fire damage instead of any other damage type. **1 RP**

And combine them to make our brand new flaming talon trait:

Burning Talon-Footed. Your feet end in sharp talons which you can use to make unarmed strikes. You are proficient with your unarmed strikes, which deal 1d4 fire damage on a hit instead of the bludgeoning damage normal for an unarmed strike. **2 RP**

You're ready to go with your burning talons! Admittedly, some of the flavor doesn't reflect your new cool fire talons, so feel free to change up the fluff of your trait if you feel like it, like so:

Burning Talon-Footed. Your feet end in burning hot talons which you can use to make unarmed strikes. You are proficient with your unarmed strikes, which deal 1d4 fire damage on a hit instead of the bludgeoning damage normal for an unarmed strike. **2 RP**

Bashing __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to bludgeoning damage instead of any other damage type. **0 RP**

Sharpened __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to slashing damage instead of any other damage type. **0 RP**

Stabbing __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to piercing damage instead of any other damage type. **0 RP**

Burning __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to fire damage instead of any other damage type. **1 RP**

Shocking __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to lightning damage instead of any other damage type. **1 RP**

Freezing __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to cold damage instead of any other damage type. **1 RP**

Noxious __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to acid damage instead of any other damage type. **1 RP**

Venomous __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to poison damage instead of any other damage type. **1 RP**

Corrupted __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to necrotic damage instead of any other damage type. **2 RP**

Thunderous __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to thunder damage instead of any other damage type. **2 RP**

Psionic __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to psychic damage instead of any other damage type. **2 RP**

Glorious __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to radiant damage instead of any other damage type. **3 RP**

Arcane __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes. That alternate damage changes to force damage instead of any other damage type. **3 RP**

Skilled __. You may select this trait only if you've already selected an offensive trait that includes an alternate damage for making unarmed strikes whose damage die is not greater than 1d8 (this includes multiples of lower damage die). This trait does not alter the damage type, but instead changes the ability bonus to attack rolls using that unarmed strike from Strength to Dexterity. Add the following line of text to the chosen offensive trait:

- You use your Dexterity modifier for your attack rolls when making an unarmed strike using this natural weapon.

0 RP



TRANSFORMATION TRIGGERS

Aggravated Transformation. Something roils within you, an anger that erupts unbidden when you are slighted or endangered.

The first time you take damage while untransformed each turn, you must make a Concentration check (a Constitution saving throw, with a DC of either 10 or half the damage taken, whichever is higher).

On a failed concentration check you immediately transform. Your transformation lasts for 1 minute or until you end it as a bonus action.

You may also transform voluntarily using a bonus action. Once you transform, you can't transform again until you finish a short or long rest.

With this transformation trigger you must select at least 4 RP on transformation traits. - 3 RP

Blood-Crazed Lycanthropy. The scent of blood and the sight of carnage urges your body to change and to feed. Either through a surge of magical energies or a grizzly tearing and reknitting of flesh, you transform from one state to another, often against your will.

You possess 3 forms, your natural form, your hybrid form, and your fully transformed state.

You may change between your natural and hybrid forms by using a bonus action. You can only change into your fully transformed state by succumbing to your hunger when you witness violence.

Whenever you or a creature within 10 feet of you takes damage while you are in either your natural or hybrid forms, you must make a Constitution saving throw with a DC equal to 8 + half the damage taken. On a failed check you immediately change into your fully transformed state.

You cannot change from your transformed state willingly.

You immediately change to your natural form if you remain in your fully transformed state for 1 minute without damaging another creature.


You can freely transform between your natural form and your hybrid form.

However, any Constitution saving throws you make to avoid transforming are made at disadvantage while in your hybrid form.

Once you've changed into your fully transformed state, you can't transform into it again until you finish a short or long rest.

With this transformation trigger you must select at least 3 RP on transformation traits and at least 3 RP on hybrid traits.

- 5 RP



Connection Trigger. Either through possession, symbiosis, or mechanical combination, your kind's true power only emerges once you've formed a bond with another person. You may transform using an action while within 5 feet of a willing humanoid creature, this creature becomes your bonded creature.

While you are transformed in this way, your bonded creature gains all your transformation traits, you do not gain these traits. If the bonded creature would gain a feature that cannot be used at the same time as one of their own racial traits (such as a movement speed or a form of natural armor) they may choose which trait to use.

While transformed, you occupy the same space as the bonded creature, and you are moved with the bonded creature if it moves. If the bonded creature would provoke an opportunity attack, the attacker can target you or the bonded creature. While transformed, you cannot perform any actions, except for the Help action.

You may also use your action to transform back into your natural state, when you do so you cease to occupy the space of the bonded creature and appear in an unoccupied space of your choice within 5 feet of the bonded creature.

With this transformation trigger you must select at least 5 RP on transformation traits. - 4 RP

Cursed Presence. The sight of a particular thing activates your curse, uncontrollably shifting your form so long as it's presence remains.

At the start of your turn, if you can see Object/s or there are/is Object/s within 60 feet of you, you must make a Wisdom saving throw with a DC equal to 10, the DC of this save increases by 2 for each time you've passed this save within the last minute.

On a failed save you automatically transform. You revert back to your natural form if you end your turn more than 60 feet away from any Object/s and with no Object/s within your line of sight.

Choose an Object or type of Object as the trigger for your transformation. This can be a singular object such as the moon or the icon of a certain god, or it can be a very general type of object, such as anything colored red or smelling of blood. Whatever you choose be very aware of the potential prevalence of your chosen item.

With this transformation trigger you must select at least 6 RP on transformation traits. - 5 RP

Divergent Transformation. Two potentials both exist within you, both fighting for supremacy.

You may transform into your hybrid form or become fully transformed voluntarily using an action.

Both your hybrid form and transformation last for 1 minute or until you return to your natural form as a bonus action.

Once you transform into either your transformed or hybrid forms, you can't do so again until you finish a long rest.

With this transformation trigger you must select at least 6 RP on transformation traits. - 3 RP

Environmental Adaptation. Your kind shift and change, adapting to disparate environments and conditions. You transform automatically after spending at least 10 minutes within Environment.

You revert back to your natural form automatically 10 minutes after leaving the Environment.

Choose an Environment as the trigger for your transformation. This environment can be something unique to a setting or a more traditional biome. However, it cannot be as general as an entire plane of existence and must be a distinct biome or an aspect of a biome such as extreme heat or cold or the presence of intense wild magic Etc. Some examples of traditional biomes include: Caves, Deserts, Forests, Jungles, Mountains, Oceans, Swamps, and Tundra. With this transformation trigger you must select at least 3 RP on transformation traits. - 2 RP

Metamorphic Cycle. Your kind have two life stages that cycle together in an endless loop.

While in your natural form you automatically transform after 7 days.

While transformed, you automatically revert to your natural state after 7 days.

Transforming and reverting to your natural state is a complex and involuntary metamorphosis that lasts 1 hour, during which you are incapacitated.

With this transformation trigger you must select at least 10 RP on transformation traits. - 10 RP

Ritualistic Transformation. Your kind have something deep within you that must be coaxed out through complex ritual. You may transform by performing a ritual that requires 10 minutes of uninterrupted concentration.

Once the ritual is complete you will remain transformed for 1 hour and cannot voluntarily revert to your natural form until the hour ends.

Once you transform you cannot do so again until you finish a long rest.

With this transformation trigger you must select at least 7 RP on transformation traits. - 6 RP

Strenuous Transformation. Power surges through you as your body transforms but the intensity of it strains your flesh and saps your endurance.

You may transform as a bonus action.

You can revert to your natural form as a bonus action.

Whenever you begin your turn transformed, you gain a level of exhaustion.

Whenever you take a short rest, you may choose to spend any number of hit die to remove that many levels of exhaustion.

With this transformation trigger you must select at least 5 RP on transformation traits. - 4 RP

Transformative Drought. Upon consuming a particular arcane mixture, your kind shift and change as the draught flows through your veins.

You know the minutiae and techniques of creating Mixture. A dose of Mixture requires some of your own essence and 15 gp worth of materials. The Mixture you make only functions on you and has no effect on other creatures.

You may transform using a bonus action by consuming a dose of Mixture. You'll remain transformed for a number of rounds equal to 1d6 + your proficiency bonus, after which you will return to your natural form.

Choose a name for your Mixture that is appropriate for your race. This can be as specific as a concoction of named magical ingredients such as a potion of wolfsbane and emerald powder, or something vague and mysterious just known as "the serum" or "god's-blood".

With this transformation trigger you must select at least 7 RP on transformation traits. - 5 RP



Uncontrolled Mutation. Your kind suffer from constant mutation or morphic instability, whenever you go to sleep you never know what shape you'll wake up in.

Whenever you finish a long rest, randomly determine one of your transformation traits, you then automatically transform with that trait.

Unlike most transformation triggers, you may only select one trait category as a transformation category and you do not need to select a natural trait for this transformation category. You may select any number of traits from this category (minimum 4) as your transformation traits. Instead of spending RP on each of these traits individually, you only spend RP on the highest cost trait you have selected in this way.

With this transformation trigger you must select at least 2 RP on transformation traits. - 1 RP

Voluntary Transformation. Another form waits for your kind's command to emerge, but that power is taxing and must be used tactfully at the right moments.

You may transform voluntarily using an action.

Your transformation lasts for 1 minute or until you end it as a bonus action.

Once you transform, you can't transform again until you finish a long rest.

With this transformation trigger you must select at least 6 RP on transformation traits. - 2 RP

CLEANUP STEP

Hright, you've put together the perfect traits and you're just itching to get your brand new race into your next campaign, there's just a little bit of cleaning up to do before you introduce your new race to the world. You can totally just play your race as it is now, but we recommend going through the following cleanup if you want to present your new race to your GM in a campaign or as an option for your players.

Take a look at the following trait:

Ability Score Increase (Standard). Your Main Ability score increases by 2, and your Secondary Ability score increases by 1.

Select an ability score as the Main Ability and a different ability score as the Secondary Ability. 0 RP

This is all a little messy and there is a lot going on here, so let's go through this step by step and decipher all the confusing bits.

CHOOSE YOUR UNDERLINED STUFF

You may have noticed some Underlined bits in your traits from the Ultimate Race Creator. We use Underlines to indicate that you need to make a choice. The biggest culprits are the Ability Score Increase traits which will often ask you to select an ability score for your new race, though there are other traits that will ask you to select all sorts of things.

Here's our example trait:

Ability Score Increase (Standard). Your Main Ability score increases by 2, and your Secondary Ability score increases by 1.

Select an ability score as the Main Ability and a different ability score as the Secondary Ability. 0 RP

This is asking you to choose two ability scores, one for your Main Ability and another for your Secondary Ability. So let's follow the instructions and pick a couple ability scores and slap them in there, now it looks like this:

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

Select an ability score as the Main Ability and a different ability score as the Secondary Ability. 0 RP

CUT THE ITALICS

In our racial traits, you'll find a lot of them have text in *italics*. We use *italics* for instructional text, bits that explain things you need to understand while selecting the trait but aren't actually part of the trait itself. After you're done selecting all your traits, just cut out anything you see that's in Italics, you don't need them anymore.

So continuing with our example, it should now look like this:

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1. **0 RP**

DROP THE COSTS

You've carefully picked your traits and spent your **RP** on the perfect traits, but the finished race doesn't need those costs and point values anymore. Unless your GM wants to confirm your trait costs, we recommend just dropping them when you're done.

So now our trait should look like this:

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

Now this trait looks perfect!

CUT USELESS TRAITS.

In order to make all the logic work we had to put some strictly useless traits into a few categories, namely the Senses, Offensive, Defensive, and Magic trait categories. They look like this trait here:

No Offensive Trait. *You have no innate offensive trait. Remove this trait in the Cleanup Step. 0 RP*

Just like it instructs you, these traits don't do anything other than keep the logic straight while constructing your race and serve no purpose in your final race, just remove them entirely.

RENAME STUFF (OPTIONAL)

Traditionally, many of the traits from the Age, Alignment, Size, Mobility, and Languages trait categories would just generically be named Age, Alignment, Size, Speed and Languages respectively. In order for the race creator to work, we had to give names for each of the traits from these categories and those names will work just fine for your new race. If you do want your race to match the core races a bit more, feel free to rename your traits with their generic equivalent or with names that more flavorfully suit your race.



ADJUST CREATURE TYPE (OPTIONAL)

Creature type is irrelevant in a lot of situations in 5e, but there's a few key places where it can make a world of difference. We tacked on an added creature type to many of the racial traits found in this book, but only on the extremely blatant ones. I know I'd be upset if my GM told me that the thing made out of literal fire didn't actually count as an elemental, or if the literal zombie didn't count as undead.

The official rules have a few mechanical applications to creature types, for example, it explicitly states that oozes don't need to sleep. For the purposes of this race creator **We Ignore Those Mechanical Applications**. If you want your ooze to be awake all night, you'll need to select a trait that removes their need to sleep, rather than gaining that ability just by being an ooze.

With all that said, these traits are here for you to create something, and if in your world the fire people are technically celestial, or the zombie-folk are actually fiends, we're here to give you an official thumbs up! Feel free to add or remove any creature types you'd like when building your new race.

We do recommend that you keep the type "humanoid" however, several spells and abilities in 5e specifically target humanoids on the assumption that all player races are humanoid and removing this creature type can cause problems. It's not a hard rule, just be aware that it'll likely cause some weird problems down the line if you remove it.

If you'd like to add an extra creature type to your race, feel free to tack on the following trait:

Creature Type. You count as a Creature Type in addition to your other types. *You may select this trait an unlimited number of times (choosing a different creature type for each selection).* Choose a Creature Type. **0 RP**



STACKING STUFF

With the huge amount of traits that you have to pick from, you may inevitably gain some duplicates of the same bonuses from different traits. Cut out the extra instances of those abilities and replace them with the following bonuses:

PROFICIENCIES

If you would gain proficiency in a skill or tool from multiple traits, each extra instance of proficiency instead grants a +2 bonus. If you gain proficiency with shields, weapons, or with a type of armor from multiple traits, no additional bonuses are granted.

ADVANTAGE

If you would gain advantage on some form of attack, skill or save from multiple traits, each extra instance of advantage instead grants a +5 bonus.

DISADVANTAGE

If you would gain disadvantage on some form of attack, skill or save from multiple traits, each extra instance of disadvantage instead incurs a -5 penalty.

RESISTANCES

Sorry, if you would gain multiple instances of resistance to a damage type or spell, you still just have resistance, no matter how many instances of resistance you have.

IMMUNITIES

Gaining multiple instances of immunity grants no additional benefit.

VULNERABILITIES

Gaining multiple instances of a vulnerability grants no additional penalty. However, you may not select one of the pure vulnerability traits in addition to any traits that also inflict a matching vulnerability. This is an effort to prevent "free" RP by stacking multiple instances of the same vulnerability. The following traits may not be selected along with any other trait that would apply a matching damage type vulnerability:

Cold Blooded, Flammable, Impact Vulnerability, Lightning Rod, Melting, Naive Purity, Paltry Resistance, Puncture Vulnerability, Scorched By Light, Shatter Prone, Shear Vulnerability, Unprotected Mind, Weak Immune Systems.

VULNERABILITIES + RESISTANCES OR IMMUNITIES

If you would gain a resistance and a vulnerability for the same damage type, these two qualities cancel out and you instead have neither. This remains true regardless of how many instances of a resistance or vulnerability you may have.

If you would gain a vulnerability and an immunity to a damage type, you instead gain resistance to that damage type. Additional instances of vulnerability will cancel out this resistance as normal.



RED FLAGS

So you may be very excited to allow your players to make their own races, and then cringe when they all make huge sized races or ones that fly. We set out to allow players to make anything and everything, but we understand that there are some things that just don't fit in every campaign.

We want to make this book easy to tailor fit to suit your unique campaign. This section compiles all of the traits that we feel fall under these "red flags" that are the most likely to be disruptive to specific kinds of campaigns. This way, if you don't want to allow, say, flying creatures, all you have to do is show your players this section and forbid all of the clearly listed flying traits. Take a look, we hope that this section will make The Ultimate Race Creator easier to work into your next campaign.



ALTERNATE SIZE TRAITS

5e does a good job of standardizing player sizes to small or medium, which function pretty much identically. Alternate sized player characters can cause problems in some campaigns, especially prebuilt campaigns that might not anticipate them. The following is a list of every size trait that provides a size other than small or medium:

Astronomical, A Tiny Blur, Broad Stance, Brobdingnagian, Chonks, Compact, Cute as a Button, Elephantine, Ginormous, Herculean, Hulking, Hulking Construction, Humongous, Lilliputian, Long Necks, Massive Swarm, Miniscule, Minute, Monolithic, Otherworldly Height, Pocket-Sized, Ruler of the Swarm, Scaled Down, Spritely, Swarming Hive Mind, Synchronized Collaborators, Towering Height, Tremendous, Trinket, Untold Mass, Whopping, Diminutive Sized, Tiny Sized, Large Sized, Huge Sized, Gargantuan Sized, Swarm.

FLYING TRAITS

Flying as a racial ability is pretty divisive, some GMs see no problems with it while others see it as the most combat breaking ability imaginable. A lot of this has to do with the setting, and what threats the GM plans to use. The following traits are a comprehensive collection of every trait that provides some form of fly speed:

Acrobatic Winglets, Buzzing Wings, Dedicated Flyer, Divine Flight, Drone's Flight, Ethereal Flight, Fire Jets, Fixed Wing Flight Flapping Wings, Flinging Movement, Flittering Wings, Fluttering Wings, Gliding Wings, Gravitational Boost, Hovering Wings, Ice Slider, Intertidal Float, Jet Propulsion, Lightning Nimbus, Magi-Mechanical Hover Throne, Profile of the Pegasus, Puffball, Repulsor Flight, Swooping Flight, Untethered, Webslinger, Winged Arms, Wings of Glory, Wings of Midnight, Wings of Prayer.

INFORMATION TRAITS

There are some campaigns where a secret can drive the entire plot, and some of our racial traits can provide a touch more information than most low-level characters are capable of getting. If your campaign relies on espionage, invisible agents, or a few key secrets, you may want to restrict the following traits:

Blindsight, Corpse Scent, Dimensional Gaze, Glow of Righteousness, Heeder of Prayers, Magic Sight, Minor Telepathy, Mute Telepathy, Orbiting Eyes, Probing Telepathy, Psychic Connector, Reek of Evil, Sensory Pits, Silent Telepathy, Sixth Sense, Telepathic Proximity, Time-Sight, Tremorsense, True Telepathy, Veiled Sight, Vibrative Stomp.

TECHNOLOGICAL TRAITS

Your classical fantasy setting might not be the right place for the robot race with the tank treads and a chainsaw hand. The following traits assume or at least heavily imply technologies that are well in advance of most traditional settings:

Chainsaw Hand, Chemical Analyser, Construct, Constructed Resilience, Cyborg, Fixed Wing Flight, Futuristic Lights, Gyroscopic Sphere, Hacking, Hidden Arsenal, Hologram, Inbuilt Armor I, Inbuilt Armor II, Inbuilt Armor III, Inbuilt Arsenal, Inbuilt Tool, Integrated Armor, Jet Propulsion, Laser Eyes, Magi-Mechanical Throne, Magi-Mechanical Hover Throne, Malfunctioning Sensors, Mechanised Diplomacy, Missile Launcher, Pile Bunker, Retractable Weapon, Rocket Propelled, Scrap Weaponry, Steam Powered, Storage Compartment, Sufficiently Advanced Technology, Tactical Scanner, Tank Treads, Tech Sense, Thermal Imaging, Weapon Hand, Wheels.





ULTIMATE RANDOM RACE GENERATOR

It's time to embrace the chaos! Rather than carefully putting your new playable race together, let the dice determine your fate! The random race creator follows all the rules and guidelines present in the Ultimate Race Creator, just randomized! It also omits a few options that would royally complicate a random roll, such as subraces and transformations. Just follow these steps and you'll have the creation of your random dreams and/or nightmares:

STEP 1: ASSIGN YOUR RP

Your newly randomized race starts with **10 RP** to spend, just like a normally created race. To start with, you'll need to figure out where you'll be putting those RP. Roll **10d10** on the following table:

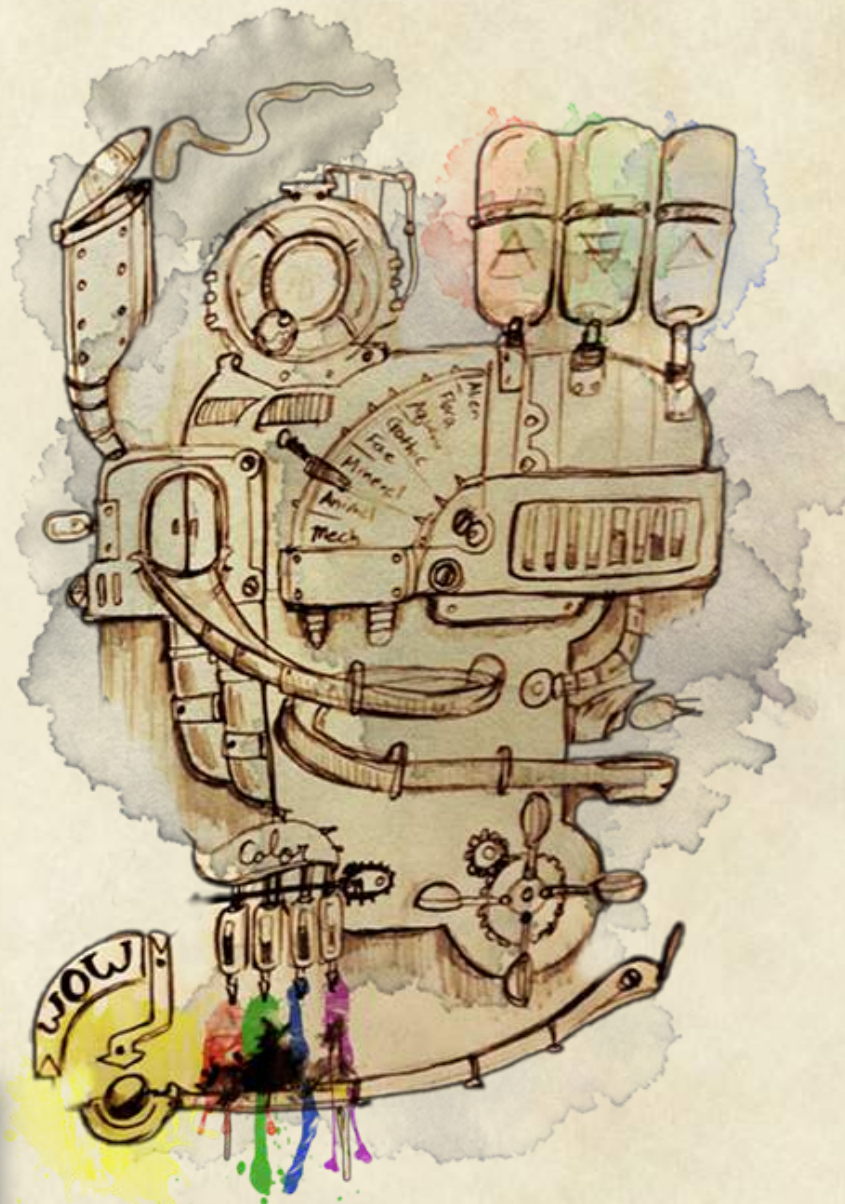
RANDOM TRAIT CATEGORY TABLE

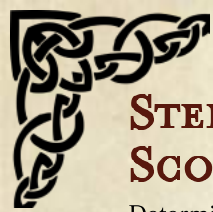
d10	Trait Category
1	Ability Score Increase Traits
2	Size Traits
3	Mobility Traits
4	Sense Traits
5	Offensive Traits
6	Defensive Traits
7	Magic Traits
8	Language Traits
9	Miscellaneous Traits
10	Negative Trait! Roll 2 d10 on this table and note one negative point.

Keep track of these results! These rolls indicate what categories you'll be putting your RP into. Any results of a '10' represent a point of **negative RP** that will be taken from weaknesses, which we'll deal with at step 11.

RANDOMISH

Many of the following tables involve multiple dice, which means that statistically some results are going to be more likely than others. We've kept these dice rolls fairly simple, but strictly speaking these simple rolls aren't perfectly random. If you'd like a more perfectly random result, you can use an online randomizer or other randomization tool.





STEP 2: ROLL YOUR ABILITY SCORE TRAIT

Determine how many RP you rolled (results of “1”) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you had 0 results. You’ll find the actual descriptions of these traits in the Ability Score Increase Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of ‘1’.

For example: Steve rolls 3 1’s during step 1, resulting in 3 RP for the Ability Score Increase trait category. There are no 3 RP ability score increase traits, so Steve instead randomly determines a 2 RP ability score increase trait. This leaves Steve with 1 unspent RP. Steve goes back to step 1 and commits that unspent RP to another randomly determined trait category by rolling a d10 on the “Random Trait Category Table”. Steve rolls a ‘5’ and adds that RP to the total he rolled back in step 1.

-3 RP ABILITY SCORE INCREASE TRAITS

No Roll Required	Trait Name
N/A	Ability Score Increase (Deeply Flawed).

-2 RP ABILITY SCORE INCREASE TRAITS

d4	Trait Name
1	Ability Score Increase (Flawed).
2	Ability Score Increase (Inflexible).
3	Ability Score Increase (Weakened).
4	Ability Score Increase (Weakened but Versatile).

-1 RP ABILITY SCORE INCREASE TRAITS

No Roll Required	Trait Name
N/A	Ability Score Increase (Lesser Versatility).

0 RP ABILITY SCORE INCREASE TRAITS

d6	Trait Name
1-2	Ability Score Increase (Diverse Strengths).
3-4	Ability Score Increase (Floating Point).
5-6	Ability Score Increase (Standard).

1 RP ABILITY SCORE INCREASE TRAITS

No Roll Required	Trait Name
N/A	Ability Score Increase (Divergent).

2 RP ABILITY SCORE INCREASE TRAITS

d4	Trait Name
1-2	Ability Score Increase (Improved Standard).
3-4	Ability Score Increase (Versatility).

4 RP ABILITY SCORE INCREASE TRAITS

No Roll Required	Trait Name
N/A	Ability Score Increase (Greater Versatility).

9 RP ABILITY SCORE INCREASE TRAITS

No Roll Required	Trait Name
N/A	Ability Score Increase (Jack of all Trades).

ROLL ABILITIES

Once you have randomly determined your Ability Score Increase trait, you need to randomly determine the ability scores to be increased. Roll a d6 on the following table for each needed ability score in your ability score trait, reroll any duplicate results:

ABILITY SCORES

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

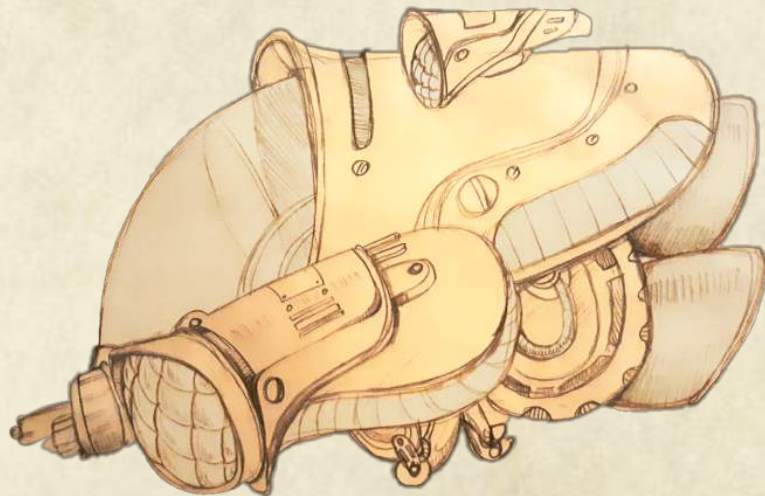


STEP 3: ROLL YOUR SIZE TRAIT

Determine how many RP you rolled (**results of “2”**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you rolled 0 results. You’ll find the actual descriptions of these traits in the Size Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of ‘2’.

For example: Steve rolls 4 2’s during step 1, resulting in 4 RP for the Size category. There are no 4 RP Size traits, so Steve instead randomly determines a 3 RP Size trait. This leaves Steve with 1 unspent RP. Steve goes back to step 1 and commits that unspent RP to another randomly determined trait category by rolling a d10 on the “Random Trait Category Table”. Steve rolls a ‘5’ and adds that RP to the total he rolled back in step 1.



0 RP SIZE TRAITS

2d20	Trait Name	2d20	Trait Name
-	-	21	Pocket-Sized.
2	Beetle’s Heft.	22	Scaled Down.
3	Big-Boned.	23	Scrappy.
4	Billowy.	24	Scrawny.
5	Chonks.	25	Slender Frames.
6	Compact.	26	Slightly Short.
7	Deceptively Sized.	27	Spritely.
8	Flexible Mass.	28	Stock Size.
9	Gossamer Tails.	29	Stout Stature.
10	Half-Measured.	30	Sturdy Build.
11	Heavy Builds.	31	Thick.
12	Height Advantage.	32	Trinket.
13	Hunched.	33	Undergrowth.
14	Imposing Stature.	34	Undersized.
15	Lean.	35	Unnervingly Gaunt.
16	Lightweights.	36	Whispy.
17	Lilliputian.	37	Reroll
18	Miniscule.	38	Reroll
19	Minute.	39	Reroll
20	Paramount Stature.	40	Reroll





1 RP SIZE TRAITS

No Roll Required

Trait Name

N/A

Cute as a Button.

7 RP SIZE TRAITS

No Roll Required

Trait Name

N/A

Swarming Hive Mind.

2 RP SIZE TRAITS

No Roll Required

Trait Name

N/A

Undergrowth Hunter.

8 RP SIZE TRAITS

d6

Trait Name

1

Herculean.

2

Hulking.

3

Towering Height.

4

Tremendous.

5

Untold Mass.

6

Reroll.

3 RP SIZE TRAITS

d8

Trait Name

1

A Tiny Blur.

2

Broad Stance.

3

Elephantine.

4

Hulking Construction.

5

Long Necks.

6

Monolithic.

7

Otherworldly Height.

8

Reroll

9 RP SIZE TRAITS

No Roll Required

Trait Name

N/A

Massive Swarm.

5 RP SIZE TRAITS

d4

Trait Name

1-2

Ruler of the Swarm.

3-4

Synchronized Collaborators.

14 RP SIZE TRAITS

d6

Trait Name

1

Astronomical.

2

Brodingnagian.

3

Ginormous.

4

Humongous.

5

Whopping.

6

Reroll.





STEP 4: ROLL YOUR MOBILITY TRAIT

Determine how many RP you rolled (**results of “3”**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you rolled 0 results. You'll find the actual descriptions of these traits in the Mobility Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of '3'.

For example: Steve rolls 9 3's during step 1, resulting in 9 RP for the Mobility category. There are no 9 RP ability score increase traits, so Steve instead randomly determines an 8 RP ability score increase trait. This leaves Steve with 1 unspent RP. Steve goes back to step 1 and commits that unspent RP to another randomly determined trait category by rolling a d10 on the “Random Trait Category Table”. Steve rolls a '5' and adds that RP to the total he rolled back in step 1.

-6 RP MOBILITY TRAITS

No Roll Required	Trait Name
N/A	Immobile.

-4 RP MOBILITY TRAITS

d4	Trait Name
1-2	Laggard.
3-4	Thalassic.

-3 RP MOBILITY TRAITS

d4	Trait Name
1-2	Gravitational Pressure.
3-4	Purposeful Gait.

-2 RP MOBILITY TRAITS

d6	Trait Name
1-2	Pack Beast.
3-4	Pelagic.
5-6	Slow.

-1 RP MOBILITY TRAITS

d6	Trait Name
1-2	Determined But Slow.
3-4	Lurch.
5-6	Steady Plodding.

0 RP MOBILITY TRAITS

d6	Trait Name
1	Gelatinous.
2	Quadruped.
3	Rooted.
4	Speed.
5	Tank Treads.
6	Water-Borne.

1 RP MOBILITY TRAITS

d8	Trait Name
1	Accomplished Swimmer.
2	Adapted Swimmer.
3	Lots of Legs.
4	Natural Climber.
5	Quadrupedal Climber.
6	Quadrupedal Swimmer.
7	Sea-Serpentine.
8	Reroll



2 RP MOBILITY TRAITS

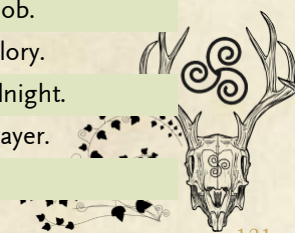
1d8 + 1d20	Trait Name	1d8 + 1d20	Trait Name
-	-	15	Puffball.
2	Agile Claws.	16	Repulsor Flight.
3	Arm Ambulation.	17	Scuttling.
4	Basilisk Sprinter.	18	Serpentine.
5	Fluvial.	19	Silent as the Grave.
6	Gallop.	20	Swamp Strider.
7	Gastropod.	21	Swift Footed.
8	Gliding Wings.	22	Steadfast and Stubborn.
9	Goat-like.	23	Tempting Prize.
10	Hovering Wings.	24	Undergrowth Step.
11	Insect-taur.	25	Warren Digger.
12	Inchworm Movement.	26	Weightless Drift.
13	Jell-Born.	27	Won't Stay Buried.
14	Magi-Mechanical Throne.	28	Reroll

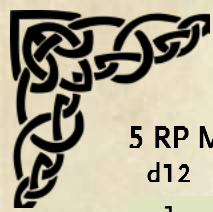
3 RP MOBILITY TRAITS

1d20	Trait Name	1d20	Trait Name
1	Reroll	11	Quick Creeper.
2	Acrobatic Swinging.	12	Rocket Propelled.
3	Acrobatic Winglets.	13	Sea-Snail.
4	Aquatic Agility.	14	Slimefoot.
5	Drone's Flight.	15	Stride of the Centaur.
6	Flinging Movement.	16	Suction Grip.
7	Gyroscopic Sphere.	17	Untethered.
8	Jet Propulsion.	18	Waterstrider.
9	Natural Sprinter.	19	Wheels.
10	Pheasant's Flight.	20	Winged Arms.

4 RP MOBILITY TRAITS

1d6 + 1d20	Trait Name	1d6 + 1d20	Trait Name
-	-	14	Gravitational Shifter.
2	Breaching.	15	Ice Slider.
3	Breakneck Quick.	16	Lightning Nimbus.
4	Centipedal.	17	Phase Step.
5	Cephalopodic.	18	Profile of the Pegasus.
6	Deeproot Tunneling.	19	Quickroot Tunneling.
7	Divine Flight.	20	Sailing Fins.
8	Earthen Surge.	21	Tuck and Roll.
9	Environmental Phasing.	22	Viscous Blob.
10	Fire Jets.	23	Wings of Glory.
11	Flapping Wings.	24	Wings of Midnight.
12	Fluttering Wings.	25	Wings of Prayer.
13	Gravitational Boost.	26	Reroll





5 RP MOBILITY TRAITS

d12	Trait Name
1	Answer to Prayer.
2	Buzzing Wings.
3	Called By Death.
4	Ethereal Flight.
5	Fixed Wing Flight.
6	Floral Step.
7	Intertidal Float.
8	Magi-Mechanical Hover Throne.
9	Phantom.
10	Spectral Float.
11	Webslinger.
12	Reroll

6 RP MOBILITY TRAITS

d4	Trait Name
1-2	Flittering Wings.
3-4	Serpent Body.

7 RP MOBILITY TRAITS

d6	Trait Name
1-2	Dedicated Flyer.
3-4	Nimble Footwork.
5-6	Splitting Slime.

8 RP MOBILITY TRAITS

d4	Trait Name
1-2	Jelly Cube.
3-4	Swooping Flight.

9 RP MOBILITY TRAITS

d4	Trait Name
1-2	Earth Glide.
3-4	Naga-Kin.

12 RP MOBILITY TRAITS

No Roll Required	Trait Name
N/A	Spectral.



STEP 5: ROLL YOUR SENSE TRAIT

Determine how many RP you rolled (**results of "4"**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you rolled 0 results. You'll find the actual descriptions of these traits in the Sense Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of '4'.

For example: Steve rolls 6 4's during step 1, resulting in 6 RP for the Sense category. There are no 6 RP Sense traits, so Steve instead randomly determines a 5 RP Sense trait. This leaves Steve with 1 unspent RP. Steve goes back to step 1 and commits that unspent RP to another randomly determined trait category by rolling a d10 on the "Random Trait Category Table". Steve rolls a '5' and adds that RP to the total he rolled back in step 1.

-6 RP SENSE TRAITS

No Roll Required	Trait Name
N/A	Blood Frenzy.

-3 RP SENSE TRAITS

No Roll Required	Trait Name
N/A	Light Drawn.

-2 RP SENSE TRAITS

d6	Trait Name
1-2	Cyclopean.
3-4	Hotheaded.
5-6	Malfunctioning Sensors.

-1 RP SENSE TRAITS

d4	Trait Name
1	Bloodlust.
2	Cave Dweller's Eyes.
3	Dulled Senses.
4	Vision Based on Movement.

0 RP SENSE TRAITS

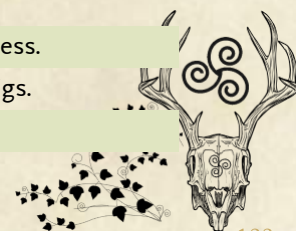
No Roll Required	Trait Name
N/A	No Sense Trait.

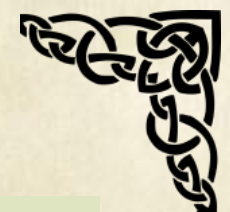
1 RP SENSE TRAITS

1d6 + 1d20	Trait Name
2	A Taste of Pollen.
3	Celestial Omen.
4	Corpse Scent.
5	Darkvision.
6	Discerning Eyes.
7	Easily Distracted.
8	Extra Long Feelers.
9	Fiend Omen.
10	Flicking Tongue.
11	Full Surround Senses.
12	Heeder of Prayers.
13	Keen Hearing.
14	Lit from Within.
15	Melodic Recall.
16	One-Sided.
17	Redundant Eyes.
18	Scent.
19	Sensitive Antennas.
20	Sixth Sense.
21	Spirit Sight.
22	Sun Lock.
23	The Feeling of Storms.
24	Time-Sight.
25	Unfazed Sensibility.
26	Web Sense.

2 RP SENSE TRAITS

2d8	Trait Name
2	Advanced Darkvision.
3	Blood Tracker.
4	Eyeless Sight.
5	Eyestalks.
6	Glow of Righteousness.
7	Instinctual Reactions.
8	Keen Hearing and Smell.
9	Magic Sight.
10	Proximity Alarm.
11	Reek of Evil.
12	Stereoscopic Eyes.
13	Tech Sense.
14	The Hunter's Awareness.
15	The Snapping of Twigs.
16	Reroll





3 RP SENSE TRAITS

d12	Trait Name
1	Advanced Antenne.
2	Chemical Analyser.
3	Compound Eyes.
4	Deepsight.
5	Echolocation.
6	Incredibly Big Eyes.
7	Orbiting Eyes.
8	Sensory Pits.
9	Survival Instincts.
10	Tactical Scanner.
11	Vibrative Stomp.
12	Water Diviner.

4 RP SENSE TRAITS

d6	Trait Name
1	Adjustable Focus.
2	Dimensional Gaze.
3	Earth Attuned.
4	Thermal Imaging.
5	Veiled Sight.
6	Reroll

5 RP SENSE TRAITS

No Roll Required	Trait Name
N/A	Multi-Headed.

7 RP MOBILITY TRAITS

d4	Trait Name
1-2	Blindsight.
3-4	Tremorsense.

8 RP SENSE TRAITS

No Roll Required	Trait Name
N/A	Hydra-Kin.



STEP 6: ROLL YOUR OFFENSIVE TRAIT

Determine how many RP you rolled (**results of "5"**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you rolled 0 results. You'll find the actual descriptions of these traits in the Offensive Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of '5'.

-4 RP OFFENSIVE TRAITS

No Roll Required

Trait Name

N/A

Pacifist.

-3 RP OFFENSIVE TRAITS

No Roll Required

Trait Name

N/A

Only Playing.

-2 RP OFFENSIVE TRAITS

No Roll Required

Trait Name

N/A

Little Arms.

-1 RP OFFENSIVE TRAITS

No Roll Required

Trait Name

N/A

Weak Forelimbs.

0 RP OFFENSIVE TRAITS

No Roll Required

Trait Name

N/A

No Offensive Trait.

1 RP OFFENSIVE TRAITS

d20 Trait Name

1 Bare Knuckles.

2 Broad Claws.

3 Bushwhacker's Training.

4 Feral Bite.

5 Maritime Weapon Training.

6 Militia's Weapon Training.

7 Mounted Weapon Training.

8 Noble Weapon Training.

9 Polearm Training.

10 Scoundrel's Weapon Training.

d20 Trait Name

11 Sharp Horns.

12 Shrine Keeper's Weapon Training.

13 Talon-Footed.

14 Taskmaster's Weapon Training.

15 Undermountain Training.

16 Weapon Hand.

17 Reroll

18 Reroll

19 Reroll

20 Reroll

2 RP OFFENSIVE TRAITS

d20 Trait Name

1 Absurd Weaponry.

2 Arcane Grip.

3 Exotic Combatants.

4 Graceful Claws.

5 Inbuilt Arsenal.

6 Long Charger.

7 Natural Combatants.

8 Natural Grappler.

9 Natural Nimbleness.

10 Psychic Weapon.

d20 Trait Name

11 Raptor's Claws.

12 Scrap Weaponry.

13 Smashing Tail.

14 Snake Anchor.

15 Snapping Bite.

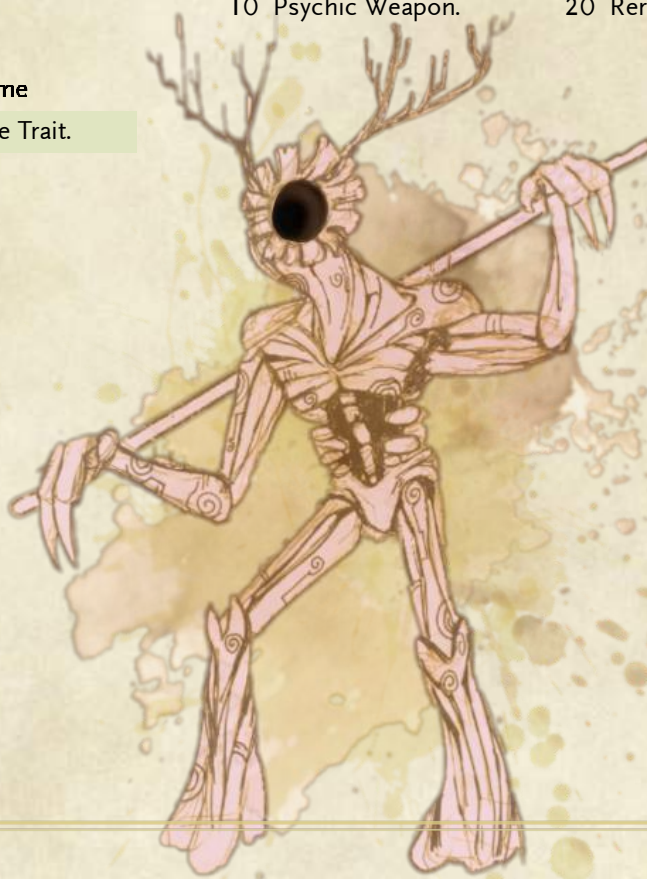
16 The Bigger They Are.

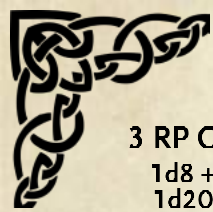
17 Weapon summoner.

18 Reroll

19 Reroll

20 Reroll





3 RP OFFENSIVE TRAITS

1d8 + 1d20	Trait Name
-	-
2	Ambusher.
3	Backstabber.
4	Befuddling Strike.
5	Big Meaty Claws.
6	Charger.
7	Eldritch Conflagration.
8	Hooked Claws.
9	Ichor-Stained Claws.
10	Inner Fire.
11	Martial Traditions.
12	Multi-Armed.
13	Photodevotion.
14	Quick Claws.

4 RP OFFENSIVE TRAITS

1d10 + 1d20	Trait Name
-	-
2	Absorbing Tendrils.
3	All-Consuming Light.
4	Arsenal of the Scorpion.
5	Can of Bees.
6	Carnage Fangs.
7	Cruel Tricks.
8	Dramatic Slip.
9	Energy Ray.
10	Exploding.
11	Haunted Weapon.
12	Hidden Arsenal.
13	Mucoid Cloud.
14	Necrotic Shroud.
15	Neurotoxic Fangs.

1d8 + 1d20	Trait Name
15	Retractable Weapon.
16	Riftswipe.
17	Savage Jaws.
18	Seed Shot.
19	Serrated Pincers.
20	Sleeping Mist.
21	Snagging Tongue.
22	Snap-lock Bite.
23	Spined Tail.
24	Stinging Tail.
25	Thorn Slam.
26	Vine Whip.
27	Web Shot.
28	Reroll

1d10 + 1d20	Trait Name
16	Poison Form.
17	Proboscis and Blood Sac.
18	Radiant Glory.
19	Ramming Horns.
20	Ravaging Attacks.
21	Sand Form.
22	Stinger.
23	Stinging Tendrils.
24	Tentacles.
25	Unholy Devourer.
26	Venom Spit.
27	Water Form.
28	Wind Form.
29	Writhing Tentacles.
30	Reroll.

5 RP OFFENSIVE TRAITS

1d8 + 1d10	Trait Name	1d8 + 1d20	Trait Name
-	-	10	Lightning Form.
2	Arsenal of the Kraken.	11	Pile Bunker.
3	Dark Form.	12	Pounce.
4	Divine Bolt.	13	Solid Slam.
5	Fire Form.	14	Spore Strike.
6	Horrifying Sucker.	15	Stinging Lance.
7	Hunting Tentacles.	16	Viper's Bite.
8	Ice Form.	17	Wicked Tongue.
9	Laser Eyes.	18	Reroll

6 RP OFFENSIVE TRAITS

d6	Trait Name
1	Chainsaw Hand.
2	Light Form.
3	Pacifying Spores.
4	Unwilling Shield.
5	Water Jet.
6	Reroll

7 RP OFFENSIVE TRAITS

d4	Trait Name
1	Engulf.
2	Jealousy Beguiling.
3	Missile Launcher.
4	Petrifying Gaze.

8 RP OFFENSIVE TRAITS

d4	Trait Name
1-2	Frantic Bite.
3-4	Vampiric Bite.



STEP 7: ROLL YOUR DEFENSIVE TRAIT

Determine how many RP you rolled (**results of "6"**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you rolled 0 results. You'll find the actual descriptions of these traits in the Defensive Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of '6'.

-5 RP DEFENSIVE TRAITS

d4	Trait Name
1-2	Delicate Fragility.
3-4	Inborn Weakness.

-4 RP DEFENSIVE TRAITS

d4	Trait Name
1	Impact Vulnerability.
2	Obvious Weak Point.
3	Puncture Vulnerability.
4	Shear Vulnerability.

-3 RP DEFENSIVE TRAITS

d6	Trait Name
1	Brittle Form.
2	Cold Blooded.
3	Flammable.
4	Lightning Rod.
5	Melting.
6	Reroll

-2 RP DEFENSIVE TRAITS

d6	Trait Name
1	Naive Purity.
2	Paltry Resistance.
3	Planar Instability.
4	Scorched By Light.
5	Unprotected Mind.
6	Unstable Bearings.

-1 RP DEFENSIVE TRAITS

d4	Trait Name
1	Environmental Suit.
2	Prey Animal.
3	Shatter Prone.
4	Weak Immune Systems.

0 RP DEFENSIVE TRAITS

d4	Trait Name
1-2	No Defensive Trait.
3-4	Lush Plant.

1 RP DEFENSIVE TRAITS

2d8	Trait Name
2	Abyssal Delver.
3	Benign Appearance.
4	Chitinous.
5	Cornered Animal.
6	Cyborg.
7	Detachable Limbs.
8	Glamored.
9	Light Armor Training.
10	Mobile Planter.
11	Raised Hackles.
12	Schooling.
13	Seen All the Tricks.
14	Skeletal.
15	Space Worthy.
16	Tuck and Roll.

2 RP DEFENSIVE TRAITS

d20	Trait Name	d20	Trait Name
1	Disposable Tail.	11	Natural Camouflage.
2	Dual Minded.	12	Specialized Mimicry.
3	Easily Overlooked.	13	Push Beyond Limits.
4	Fey Meditation.	14	Stalwart Resilience.
5	Frilled.	15	Spiny Shield.
6	Hallucinogenic.	16	Thrive Under Pressure.
7	Inbuilt Armor I.	17	Unnerving Visage.
8	Innocuous Disguise.	18	Reroll
9	Medium Armor Training.	19	Reroll
10	Natural Armor.	20	Reroll



3 RP DEFENSIVE TRAITS

d20	Trait Name
1	Bark Skinned.
2	Being of Darkness.
3	Being of Light.
4	Dependable Armor Training.
5	Hologram.
6	Inbuilt Armor II.
7	Integrated Armor.
8	Mental Discipline.
9	Sap Laden.
10	Spined.

d20	Trait Name
11	Spirit Flare.
12	Steadfast.
13	Steam Powered.
14	Stitched Together.
15	Toxic Skin.
16	Unrelenting.
17	Vanishing Trick.
18	Reroll
19	Reroll
20	Reroll

6 RP DEFENSIVE TRAITS

d20	Trait Name
1	Adaptive Mantle.
2	Chivalric Armor Training.
3	Divine Resistance.
4	Host.
5	Immovable Object.
6	Impervious Ego.
7	Ink Spray.
8	Mimic-Kin.
9	Phoenix Resurrection.
10	Pitiful Sniveling.

d20	Trait Name
11	Planar Pilgrim.
12	Regenerative.
13	Resplendent Scion.
14	Shifting Appearance.
15	Undaunted.
16	Underworld Scion.
17	Reroll
18	Reroll
19	Reroll
20	Reroll

4 RP DEFENSIVE TRAITS

d20	Trait Name
1	Bioluminescent Flash.
2	Crystalline.
3	False Eyespots.
4	Fireproof.
5	Fungal Spores.
6	Gibbering Madness.
7	Grounded.
8	Independant Limbs.
9	Insulated.
10	Reincarnation Seed.

d20	Trait Name
11	Relentless Resolve.
12	Scintillating Shell.
13	Shield Training.
14	Shimmering Scales.
15	Toxin Immunity.
16	Unreactive Physiology.
17	Unshakable.
18	Vampiric Phantom.
19	Zombified.
20	Reroll

7 RP DEFENSIVE TRAITS

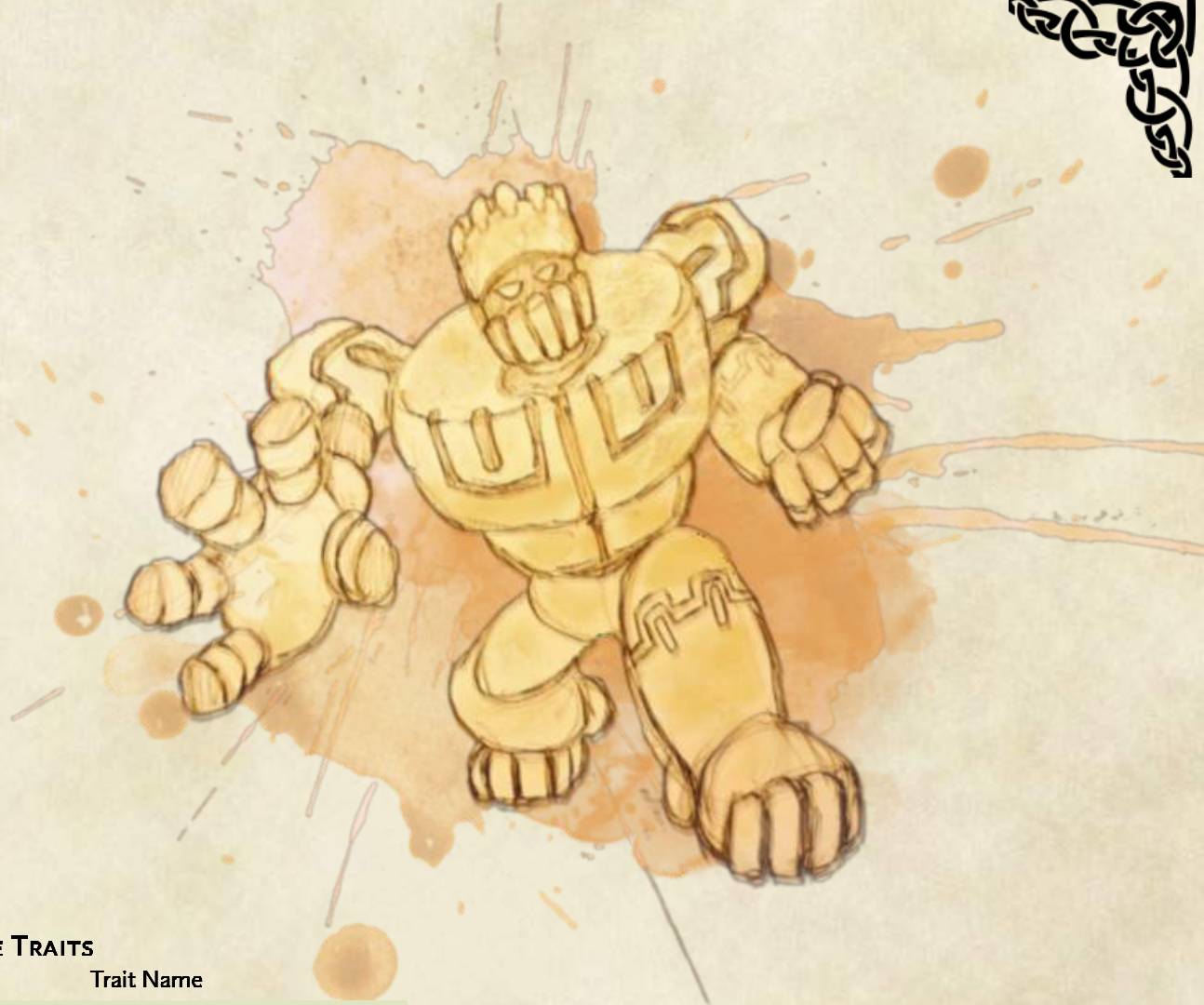
d4	Trait Name
1	Golem.
2	Noxious Skin.
3	Permanent Invisibility.
4	Shelled.

5 RP DEFENSIVE TRAITS

d20	Trait Name
1	Backdraft.
2	Chameleonic.
3	Constructed Resilience.
4	Darting Reflex.
5	Deepwater Denizen.
6	Draconic Resistance.
7	Ectoplasmic.
8	Heavy Armor Training.
9	Impact Resilience.
10	Inborn Toughness.

d20	Trait Name
11	Inbuilt Armor III.
12	Otherworldly Grace.
13	Phylactery.
14	Puncture Resilience.
15	Shear Resilience.
16	Shimmer Glare.
17	Tougher Stuff.
18	Reroll
19	Reroll
20	Reroll





8 RP DEFENSIVE TRAITS

d4	Trait Name
1	Armory Master.
2	Caustic Walker.
3	Fireborn.
4	Frost Born.
5	Magical Cunning.
6	Stormborn.
7	Undead Fortitude.
8	Versatile Body Mass.

7 RP DEFENSIVE TRAITS

d4	Trait Name
1	Golem.
2	Noxious Skin.
3	Permanent Invisibility.
4	Shelled.

9 RP DEFENSIVE TRAITS

d4	Trait Name
1-2	Doppelganger.
3-4	Innate Invisibility.

10 RP DEFENSIVE TRAITS

d6	Trait Name
1-2	Impact Immunity.
3-4	Puncture Immunity.
5-6	Shear Immunity.

11 RP DEFENSIVE TRAITS

d4	Trait Name
1-2	Arcane Resistance.
3-4	Color Out of Space.



STEP 8: ROLL YOUR MAGIC TRAIT

Determine how many RP you rolled (**results of "7"**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you rolled 0 results. You'll find the actual descriptions of these traits in the Magic Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of '7'.

-6 RP MAGIC TRAITS

No Roll Required

Trait Name

N/A

Unlucky.

-2 RP MAGIC TRAITS

No Roll Required

Trait Name

N/A

True Name Summons.

-1 RP MAGIC TRAITS

No Roll Required

Trait Name

N/A

Charmer's Mark.

0 RP MAGIC TRAITS

No Roll Required

Trait Name

N/A

No Magic Trait.

1 RP MAGIC TRAITS

1d10+
1d12

Trait Name

-

-

2

Arcane
Manifestation.

3

Battle Intuition.

4

Bookworm.

5

Compassionate.

6

Cudgel Affinity.

7

Deft Repair.

8

Divine Halo.

9

Dramatic
Effects.

10

Empathic
Awareness.

11

Flickering
Wisps.

1d10+
1d12

Trait Name

12

Guided Hand.

13

In Harmony with
Nature.

14

Instinctual
Forewarning.

15

Light Bringer.

16

Lucid Haunt.

17

Magically
Creative.

18

Mask of
Wilderness.

19

Natural
Illusionist.

20

Protectorate.

21

Shed Arcana.

22

Ventriloquist.

2 RP MAGIC TRAITS

1d10+
1d12

Trait Name

-

-

2

Acidic
Confluence.

3

Bardic Cantrip.

4

Cairn Touched.

5

Cold Reach.

6

Divine Cantrip.

7

Divine Fire.

8

Fire Starter.

9

Fickle Arcana.

10

Improvise
Widget.

11

Mage Hand.

1d10+
1d12

Trait Name

12

Magical
Instincts.

13

Magical Knack.

14

Master of
Flames.

15

Moonlight
Basker.

16

Natural Cantrip.

17

Noxious
Heritage.

18

Spark Pulse.

19

Spiteful
Comedy.

20

Strength of the
Pact.

21

Tinkerer.

22

Toreador.

3 RP MAGIC TRAITS

2d8

Trait Name

-

-

2

Arcane Cantrip.

3

Empath.

4

Hacking.

5

Mastery of Air and
Water.

6

Minor Magician.

7

Minor Telekinesis.

8

Mist Veil.

2d8

Trait Name

9

Petal Dance.

10

Phasing.

11

Serpent Charming.

12

Temporally Gifted.

13

Uncanny Mimicry.

14

Vermin Supreme.

15

Woodland Knack.

16

Reroll

4 RP MAGIC TRAITS

1d10+
1d12

Trait Name

-

-

2

Advanced Mage-
Hand.

3

Always Behind
You.

4

Ancestral
Healers.

5

Athletic Magic.

6

Aromatherapy.

7

Bloodsoaked.

8

Deep Magic.

9

Desert Magic.

10

Draconic
Umbra.

11

Ear-Piercing
Wail.

1d10+
1d12

Trait Name

12

Fey Magic.

13

Magical Gifts.

14

Magic Eater.

15

Magic
Processor.

16

Nature Affinity.

17

Rot Magic.

18

Rust Eater.

19

Speech Magic.

20

Swamp Magic.

21

Verminous
Magic.

22

Water Magic.



5 RP MAGIC TRAITS

1d6 + 1d20	Trait Name	1d6 + 1d20	Trait Name
-	-	14	Ooze Magic.
2	Angling Lure.	15	Otherworldly Magic.
3	Artificer's Magic.	16	Overclock.
4	Authoritative Magic.	17	Plant Magic.
5	Dragon Breath.	18	Precognitive Magic.
6	Eldritch Magic.	19	Spiteful Magic.
7	Holy Magic.	20	Street Magic.
8	Infernal Magic.	21	Terrifying Croak.
9	Illusion Magic.	22	Time Magic.
10	Innately Arcane.	23	Undead Magic.
11	Lucky Cricket.	24	Watershaper.
12	Merciful Magic.	25	Web Spinner.
13	Mesmerizing.	26	Reroll

6 RP MAGIC TRAITS

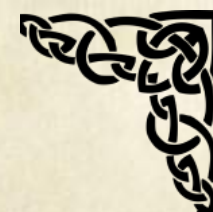
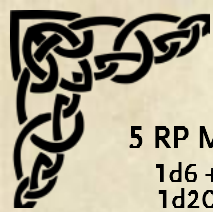
2d8	Trait Name	2d8	Trait Name
-	-	9	Lightning Magic.
2	Blood Magic.	10	Lucky.
3	Consume Life.	11	Magical Heritage.
4	Enchanted Tattoos.	12	Sufficiently Advanced Technology.
5	Fiery Tails.	13	Telekinetic.
6	Fire Magic.	14	Teleportation.
7	Ice Magic.	15	Wistful Magic.
8	Imp Summoner.	16	Reroll

7 RP MAGIC TRAITS

d6	Trait Name
1	Contract Binder.
2	Portaling.
3	Rain Dancer.
4	Scrimshaw.
5	Skinwalker.
6	Reroll

8 RP MAGIC TRAITS

d6	Trait Name
1-2	Arcane Eye.
3-4	Blinking Teleport.
5-6	Dream Mastery.



STEP 9: ROLL YOUR LANGUAGE TRAIT

Determine how many RP you rolled (**results of "8"**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled, even if you rolled 0 results. You'll find the actual descriptions of these traits in the Language Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of '8'.

-1 RP LANGUAGE TRAITS

d6	Trait Name
1-2	New Vocabulary.
3-4	Xenophobic Speech.

0 RP LANGUAGE TRAITS

1d10 + 1d12	Trait Name	1d10 + 1d12	Trait Name
-	-	12	Noble's Tongues.
2	Abhorrent Speakers.	13	Ocean Speakers.
3	Creative Speech.	14	Pit Speakers.
4	Divine Wordsmiths.	15	Savage Speakers.
5	Echoing Speakers.	16	Serpent Tongue.
6	Fey Speakers.	17	Sky Speakers.
7	Fiery Speakers.	18	Spiteful Speakers.
8	Hellish Speakers.	19	Stone Speakers.
9	Isolated Culture.	20	Titan Speakers.
10	Ken of the Wee Folk.	21	Words of the Creator.
11	Lingual Explorer.	22	Reroll

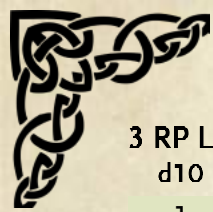
1 RP LANGUAGE TRAITS

2d20	Trait Name	2d20	Trait Name
-	-	21	Hellfire Linguists.
2	Aquatic Linguists.	22	Hinterland Heralds.
3	Artificer's Jargon.	23	Holy Linguists.
4	Benthic Speech.	24	Imaginative Linguists.
5	Bioluminescent Semaphore.	25	Keepers of the Old Words.
6	Black Adder Tongue.	26	Linguists of the High Court.
7	Bleached Tongue.	27	Mocking Linguists.
8	Burning Linguists.	28	Mountainous Linguists.
9	Cloud Atlas Keepers.	29	Orators of the Horde.
10	Community Speakers.	30	Secretive Linguists.
11	Convolutional Linguists.	31	Skyborn Linguists.
12	Demonic Linguists.	32	Thieving Legacy.
13	Draconic Linguists.	33	Underdark Denizen.
14	Druidic Legacy.	34	Warlike Linguists.
15	Earthen Linguists.	35	Wartorn Heritage.
16	Eldritch Linguists.	36	Wee Linguists.
17	Foreboding Linguists.	37	Widespread Culture.
18	Gnomish Beast Speech.	38	Reroll
19	Gossipers.	39	Reroll
20	Heavenly Mountain Top Whisperers.	40	Reroll

2 RP LANGUAGE TRAITS

d10	Trait Name
1	Aquatic Ken.
2	Deepsong.
3	Forked Tongue.
4	Pack Unity.
5	Polyglot.
6	Primordial Tongue.
7	Skyland Ken.
8	Telepathic Proximity.
9	Verbose Linguist.
10	Writers of the Old Words.





3 RP LANGUAGE TRAITS

d10	Trait Name
1	Celestial Diplomacy.
2	Fey Diplomacy.
3	Forest Ken.
4	Mechanised Diplomacy.
5	Minor Telepathy.
6	Pheromonic Language.
7	Silent Telepathy.
8	Undead Diplomacy.
9	Vermin Diplomacy.
10	Reroll

4 RP LANGUAGE TRAITS

d6	Trait Name
1	Beast Talker.
2	Cultural Ambassador.
3	Elemental Diplomacy.
4	Fiendish Diplomacy.
5	Mindflow Spores.
6	Thoughtweft.

5 RP LANGUAGE TRAITS

d6	Trait Name
1	Communing Token.
2	Probing Telepathy.
3	Universal Translator.
4	Wavelink.

6 RP LANGUAGE TRAITS

d4	Trait Name
1-2	Mute Telepathy.
3-4	True Telepathy.

9 RP LANGUAGE TRAITS

No Roll Needed	Trait Name
N/A	Psychic Connector.



STEP 10: ROLL YOUR MISCELLANEOUS TRAIT

Determine how many RP you rolled (**results of "9"**) into this trait category in step 1. Then roll an appropriate die on the table that matches the amount of RP you rolled. Unlike previous steps, you do not have to select a 0 RP trait from this category if you had 0 results for this category, though you may do so if you wish. You'll find the actual descriptions of these traits in the Miscellaneous Trait category section.

If there are no traits that match your rolled RP for this category, roll on the highest RP trait category closest to your roll result (but not exceeding) and return to step 1 to reroll any excess RP, rerolling any results of '9'.

-5 RP MISCELLANEOUS TRAITS

No Roll Needed

Trait Name

N/A

Claimed by Death.

-3 RP MISCELLANEOUS TRAITS

d4

Trait Name

1

Autophobia.

2

Darkness Sensitivity.

3

Fully Aquatic.

4

Sunlight Sensitivity.

-2 RP MISCELLANEOUS TRAITS

d4

Trait Name

1-2

Eldritch Design.

3-4

One Foot in the Grave.

-1 RP MISCELLANEOUS TRAITS

d10

Trait Name

1

Anxious.

2

Cloying Depths.

3

Ingrained Traditions.

4

Kleptomaniac.

5

Maddening Hunger.

6

Poor Balance.

7

Tell-Tale Brand.

8

Uninitiated.

9

Water Dependency.

10

Reroll

0 RP MISCELLANEOUS TRAITS

d4

Trait Name

1

Futuristic Lights.

2

Mutual Foes.

3

Photosynthesis.

4

Valuable.

1 RP MISCELLANEOUS TRAITS

3d20

Trait Name

3d20

Trait Name

-

-

31

Inherently Musical.

-

-

32

Internal Starcharts.

3

Amphibious.

33

Labyrinthine Recall.

4

Appealing.

34

Light Step.

5

Basking.

35

Magically Inquisitive.

6

Batesian Mimicry.

36

Medical Instincts.

7

Bioluminescent.

37

Menacing.

8

Call of the Ocean.

38

Mind Meld.

9

Cheek Pouches.

39

Muse.

10

Cold Calculators.

40

Natural Mountaineer.

11

Conflicted Heritage.

41

Natural Performer.

12

Craftsman's Intuition.

42

Nature Adept.

13

Desert Dweller.

43

Nutritious.

14

Diviner of Currents.

44

Oversized Endowment.

15

Dreamless.

45

Pious.

16

Estivation.

46

Planar Lineage.

17

Every Part of the Kill.

47

Powerful Physique.

18

Excellent Reflexes.

48

Practiced Liar.

19

Fey Lineage.

49

Pressurized.

20

Filter Feeder.

50

Puzzling.

21

First-Hand Faith.

51

Quick Metabolism.

22

Gourd.

52

Sporadic Talent.

23

Grasping Feet.

53

Stonecunning.

24

Gyroscopic.

54

Survival Instincts.

25

Healing Touch.

55

Technology Expert.

26

Hibernating.

56

Trusted by Nature.

27

Hideous Appearance.

57

Vehicular Traditions.

28

Hold Breath.

58

Wires and Rubber.

29

Inbuilt Tool.

59

Worldly.

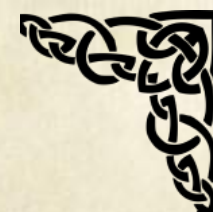
30

Infectious.

60

Reroll





2 RP MISCELLANEOUS TRAITS

1d10 + 1d20	Trait Name	1d10 + 1d20	Trait Name
-	-	16	Pixie Dust.
2	Absurd Resemblance.	17	Prehensile.
3	Amorphous.	18	Rebounding Leap.
4	Critical Thinker.	19	Revered Lineage.
5	Extra-Dimensional Pocket.	20	Seasonal Rhythms.
6	Feels no Fear.	21	Sly Operator.
7	Grasshopper's Jump.	22	Stealthy.
8	Insightful.	23	Storage Compartment.
9	Instinctual Reactions.	24	Transparent.
10	Joey Pouch.	25	Unique.
11	Low to the Ground.	26	Vigilant Sentry.
12	Naturally Acrobatic.	27	Wanderlust.
13	Naturally Athletic.	28	Watchful.
14	Netherworld Kinship.	29	Reroll
15	Persuasive.	30	Reroll

3 RP MISCELLANEOUS TRAITS

d20	Trait Name	d20	Trait Name
1	Absurd Body.	11	Knowledgeable.
2	Chloroplast Vigor.	12	Master Forger.
3	Construct.	13	Mental Connectivity.
4	Extra Reach.	14	Play Dead.
5	Familiar.	15	Resonance Meditation.
6	Focused Regeneration.	16	Scoundrel Training.
7	Hollow Armor.	17	Skitter.
8	Hunter's Instincts.	18	Sudden Sprint.
9	Infiltrator's Instincts.	19	Toad's Leap.
10	Insectile limbs.	20	Versatile Skill Training.

4 RP MISCELLANEOUS TRAITS

d6	Trait Name
1	Divine Insights.
2	Highly Specialized.
3	Living Doll.
4	Skillful Versatility.
5	Symbiotic.
6	Reroll

5 RP MISCELLANEOUS TRAITS

d6	Trait Name
1-2	Floating Appendages.
3-4	Pack Mentality.
5-6	Reactive.

6 RP MISCELLANEOUS TRAITS

d6	Trait Name
1-2	Adrenaline Rejuvenation.
3-4	Auxiliary Limbs.
5-6	Keep Composure.

7 RP MISCELLANEOUS TRAITS

No Roll Needed	Trait Name
N/A	Ancestral Feat.

8 RP MISCELLANEOUS TRAITS

No Roll Needed	Trait Name
N/A	Feat.

9 RP MISCELLANEOUS TRAITS

d6	Trait Name
1-2	Furious Charger.
3-4	Horde Tactics.



STEP 11: ROLL YOUR NEGATIVE TRAITS

Determine how many negative RP you rolled (**results of "10"**) during step 1. Randomly choose one trait category that you had 0 results for and have chosen a trait that costs 0, you'll be replacing that 0 cost trait with a negative trait. Roll on a negative trait table in that category that is equal to the negative RP you rolled. If there are no correlating negative trait tables in your randomly chosen trait category, roll instead on a correlating negative Miscellaneous trait table. For example: Steve rolled 2 '10's during step 1. He didn't roll any '6's or '8's so he's already taken 0 cost traits from the Defensive and Language trait categories. Steve flips a coin and randomly chooses the Defensive trait category. He then rolls on the -2 Defensive Traits table and replaces his previously selected 0 cost Defensive trait.

STEP 12: ROLL YOUR AGE TRAIT

Now that we've used up all of your race's RP, we can go ahead and roll on the trait categories that are RP neutral. To determine your race's age trait, just roll 3d20 on the following age trait table:

0 RP AGE TRAITS

3d20	Trait Name	3d20	Trait Name	3d20	Trait Name
-	-	21	Generational Aspirations.	41	Passed Down.
-	-	22	Gone Too Soon.	42	Planktonic Growth.
3	1 Final Year.	23	Graceful Longevity.	43	Potential Ancients.
4	50 Winters.	24	Hatchling Growth.	44	Precious Few Years.
5	60 Winters.	25	Highly Variable Age.	45	Propagated.
6	80 Winters.	26	Hurried for the End.	46	Quincentennial.
7	A Time and a Half.	27	Ill Gotten Longevity.	47	Rapid Development.
8	All the Time in the World.	28	Improved Lifespan.	48	Redwood Gardeners.
9	Barely a Blip.	29	Just a Decade.	49	Reformed.
10	Bi-Millennials.	30	Less Time Than Most.	50	Rotten Half-life.
11	Bicentennial.	31	Living Ancestors.	51	Semi-Centennial.
12	Built to Last.	32	Long Perspectives.	52	Shed Years.
13	Centurions.	33	Luck of the Draw.	53	Short Dangerous Lives.
14	Chased by Death.	34	Mortal Years.	54	Short Lived.
15	Descent into Madness.	35	Never Stops Growing.	55	Slight Longevity.
16	Dust to Dust.	36	Newly Made.	56	Slowly Rusting.
17	Endlessly Cycling.	37	Not Long Now.	57	Swift Development.
18	Energy Conservers.	38	Old as Mountains.	58	Timeless.
19	Engineered Obsolescence.	39	Old Like Oak Trees.	59	Untapped Potential.
20	Forgotten Eons.	40	Otherworldly Uncertainty.	60	Years of the Tortoise.



STEP 13: ROLL YOUR ALIGNMENT TRAIT

Now that we've used up all of your race's RP, we can go ahead and roll on the trait categories that are RP neutral. To determine your race's alignment trait, just roll 3d20 on the following age trait table:

0 RP ALIGNMENT TRAITS

3d20	Trait Name	3d20	Trait Name	3d20	Trait Name
-	-	21	Fiendish Morality.	41	Quantum Mystics.
-	-	22	Free Spirits.	42	Quizzical Tricksters.
3	Absurdists.	23	Harsh and Cruel.	43	Ritualistic.
4	Aesthetics.	24	Hedonistic.	44	Savage Raiders.
5	Aloof.	25	Holy Instincts.	45	Scholastics.
6	Anarchists.	26	Horde Mentality.	46	Secretive.
7	Anthropocentrists.	27	Hunters of the Weak.	47	Sensualists.
8	Ascetics.	28	Impulsive.	48	Soothsayers.
9	Beings of Change.	29	Jovial Citizens.	49	Spitefully Selfish.
10	Binary Scions.	30	Legalists.	50	Stoics.
11	Chaotic Temptations.	31	Manipulative.	51	Strict Castes.
12	Chaotic Wrath.	32	Nature Wardens.	52	Stubborn Logic.
13	Curious Newcomers.	33	Noble Bearing.	53	Survivalists.
14	Dark Impulses.	34	Old Bloods.	54	Survival of the Fittest.
15	Denialists.	35	Ordered Minds.	55	The World Moves, I Remain.
16	Duty Bound.	36	Persecuted.	56	Tribal Perspectives.
17	Egocentric.	37	Philosophers.	57	Utilitarians.
18	Erratic Memories.	38	Philosophically Diverse.	58	Utopians.
19	Etched in Stone.	39	Playfully Mischievous.	59	Vitalists.
20	Fiendish Inclinations.	40	Programmed.	60	Wistful Freedom.

STEP 14: MAKE ANY NEEDED SELECTIONS

Many traits require you to make a selection of some kind. Go ahead and look through your new race's traits and see if anything needs you to make a choice. Make your choices however you'd like, but you can only make the minimum selection for any trait that has an RP cost associated with it.

STEP 15: FINISHING AND NAMING

You've done it! You have a brand new playable race that is perfectly balanced for regular play. It's up to you to figure out what this collection of random traits represents and what your new creation looks like. Use the traits to inform the details of your race, and then start filling in the gaps to complete the picture. Make up a name for your new amalgamation! And consider using the Lore Generator if you feel stuck on the specifics before introducing your new race into your next campaign setting.





FLAVOR, FLUFF AND LORE



CREATING LORE FOR YOUR RACE

Technically, all you need to use your newly minted race in your next game is the traits that you've picked out for them and a very basic description. However, it's all that lovingly crafted fluff and lore that separate your creation from just a block of stats and numbers. Lore helps set the tone for players who use your new race, and it helps other players understand how to treat them.

We can't write the lore of your race for you, it's your creation after all! But what we can do is try and guide you through that process.

Lore for a race can be as brief as a paragraph or 20 pages worth of detailed histories, it's really up to you. However, to really explain to a player who's never seen your new creation before, we've boiled down a few topics that you'll need to delve into.

Fundamentally, players need to know 4 things: the race's **appearance**, their **behavior**, their **culture**, and their **adventuring motivations**. For a fully realized race, write a paragraph or 2 for each of these sections.

APPEARANCE

This should be the most straightforward part of your lore, what the heck do these people look like? If you saw one walking down the street, what features would stand out? Assuming you can't provide an artwork, players will need to rely on your descriptions here to get an impression of what their character will look like if they select your race. Many of the traits that you selected can inform this section, such as their size and any other outward physical features that would be prominent.

An important and somewhat unintuitive aspect of this giving the player agency to mess with your designs. Remember that players are going to make their own unique creations using your race! Let's say you've made a race of mushroom men, don't just explicitly limit them to just one shroom! Instead describe the race as resembling a wide variety of fungus and allow players to creatively decide what their mushroom man will look like.

As a design principal, try to fill in 90% of the design space, then let the players fill in the last 10% with their own ideas.

BEHAVIOR

When a player sits down and wants to create a strong and silent type character, they're quite likely to make a goliath or a half-orc character. When they want to make a chipper and happy-go-lucky optimist, they'll likely create a halfling character. That's not to say they can't go against type, happy-go-lucky goliaths and strong silent halflings could be very fun, but having that first informative character type is intrinsic to the character building process.

Figure out how members of your race are likely to behave, what emotions do they commonly exhibit and what are some common tendencies that they share. Are they all the same? Are there major groups within your race that act differently? In general, how should a player expect to act when they use this race for their character.

As a solid rule, try to include at least 2 emotions they commonly display, and at least one habit or pattern of behavior they share.

CULTURE

Where behavior describes how an individual member of a race is likely to act, here we need to describe how the act as a people. Are they warlike? Peaceful? Do they form their own communities and nations or are they mixed in with everybody else? How do most civilized peoples treat them? If one walks down the street is the passerby more likely to give them the time or run away screaming? These issues are important to a player as they make their character.

GMs can make their worlds however they like, and often subvert expectations, but unless told otherwise players will expect the orcs to be savage and warlike and the dwarves to be off in the mountains mining.

Don't box your players into a corner though! Figure out what is common among your race but don't restrict them to it, allow your players to shatter those expectations.

ADVENTURING MOTIVATION

No matter what kind of race you make, they need a reason to delve into the bottom of that dungeon. If your race is a group of mystical monks that lock themselves into ancient temples to never emerge, how the heck are they going to become adventurers!

There are a million different motivations you can choose from, a lust for gold or power, a noble desire to protect their fellows, or even just a plain curious nature. These motivations can become the inspirations for entire characters, like a nomad going on a walkabout to find themselves, or a thief trying to buy their family out of slavery. Whatever you come up with, write up a small paragraph or so about what potential motivations your players can key off of.

EVEN MORE FLUFF!

If you've written up something for each previous section, you're done. That's all you really need. However, where's the fun in that? The following sections contain some tips and advice on how to spice up your race's lore, such as a story, race names, history, quirks, and TLDR sections.

STORY

It's time to flex your writing muscles, because you're going to write an absolutely tiny bit of fiction. Take a look at the official races and their little stories. You're going for a fairly simple scenario, maybe with a twist at the end or a small surprise, that just tries to showcase the feeling of the race. If you have trouble, look up some articles about flash-fiction, remember to keep the number of characters very small and keep it short, you're not writing a novel. Just try to imagine a character of your race, what are they up to? What adventure are they on and why would it inspire a player to make a character of this race?

RACE NAMES

Naming a fantasy character can be difficult sometimes, by giving your players a list of common names for your race, you provide them with easy options to select from and inspiration to make their own. If your race uses traditional genders, it's usually good to create 2 lists for male and female names. Give your players 6-8 options for each list.

This can be pretty challenging, you're not just trying to list a bunch of fantasy names, you're trying to evoke a style of fantasy names that is varied but consistent enough for people to recognize the distinction. A good way to accomplish this is to look up names or words in obscure or dead languages, they tend to have consistent syntax and can serve as a solid inspiration for your fantasy names.

HISTORY

Because you usually want your race to fit into any GM's world, writing a history for them is a tricky thing that can easily be left off. But if your race has some prominent event in their past that is extremely important to the concept of the race, you'll need to make a section about it. Say if your kind were cursed by an ancient evil god, or they spent hundreds of years enslaved by a tyrant and only recently overthrew them. These are formative and important events and you should feel free to construct their lore around them.

One word of advice here though! Because your place names and histories may not match other campaign settings down the line, try and be a little vague. That evil god that cursed the race? Don't give him a name, just call him something simple, generic and evil. Those centuries your race spent enslaved? Just say centuries, they don't need an exact date. These little tweaks will allow you to create grandiose pasts and still let other GMs fit them into their own settings and stories.

QUIRKS

If your race has a lot of variety to it, consider adding a quirk table. These can be anything really, just a small table that allows the player to randomly determine a minor fact about their character. This could be a table of minor mannerisms, pet peeves, temptations, rock strata, fur patterns, whatever you think would be a fun point of customization for your race. Come up with 6-10 of these quirks and place them in a table like so:

EXAMPLE QUIRK TABLE

d8 Fur Pattern

- 1 You have red fur.
- 2 You have blue fur.
- 3 You have green fur.
- 4 You have brown fur.
- 5 You have orange fur.
- 6 You have polka-dot fur.
- 7 You have black and white striped fur.
- 8 You have bright neon pink fur.

TLDR

Let's face it, no matter how elegantly you craft a race and their lore, there are a lot of players that will just read the first bit and skim ahead to the racial traits. You can combat this by just putting the important bits in that first bit! You'll find in most official races, they start with a small paragraph that essentially just hits the important bullet points for the race. It's always full of big sweeping statements that get clarified and given more detail later. Think of this as an elevator pitch, if you were going to try and explain your race to someone with only an elevator ride's worth of time.

If you're having trouble, try and make a sentence for each lore section that basically sums up that section, then make this paragraph out of those sentences.





LORE GENERATOR

If you read the “Flavor, Fluff and Lore” section and you’re still thinking “that’s way too much work”, then you’ve come to the right place! The lore generator is a series of tables you can use to create your race’s needed fluff. It’ll just create the basics, not give it all the bells and whistles, but when you’re done rolling you’ll have a finished lore section for your race, albeit a random one.

Here’s how it works, for a full (if bare bones) lore section, you need 4 things: **Appearance**, **Behavior**, **Culture**, and **Adventuring Motivation**. You simply roll a d10 on a table for each of these sections and place the result into your lore section.

In these results, you’ll find the word **Race** in **Bold** in several variations and places. Replace these words with the chosen name of your race!

These results each have several Underlined words in them, whenever you see an underlined word, it refers to another table for you to roll on! Go ahead and roll on those tables, and replace the underlined words with the results.

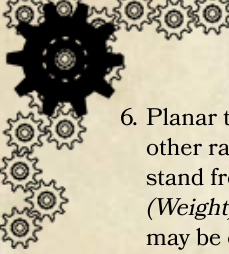
Some of the results (particularly in the appearance table) will have words in *Italic*, such as *Offensive Trait*, or *Mobility Trait*. Replace these *Italic* words with the title of the corresponding trait. If your race has multiple traits from that category, select one to use. When a result includes *Age Trait* or *Size trait*, plug in the measurements from that corresponding trait rather than the trait’s title.

If you would roll the same result twice, reroll until you get a new result.

APPEARANCE TABLE

D10 Appearance


1. A **Race**’s energy and enthusiasm for living shines through every inch of their body. **Races** average (*Size Trait*). Their Color or Color faces are usually adorned with broad smiles (beneath their Adjective noses), and their Adjective eyes have an Adjective shine. Their fair hair has a tendency to stick out in every direction, as if expressing the **Race**’s insatiable interest in everything around. A **Race**’s personality is written in their appearance. A male **Race**’s beard, in contrast to his Adjective hair, is kept carefully trimmed but often styled into curious forks or neat points. A **Race**’s clothing, though usually made in modest earth tones, and is elaborately decorated with embroidery, embossing, or gleaming jewels.
2. **Races** are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their Creature heritage has left a clear imprint on their appearance. **Races** have *Offensive Trait* that take any of a variety of shapes. They have *Sense Trait*, which can be unnerving to many. Their canine teeth are sharply pointed, and their eyes are solid colors Color, Color, Color, Color, or Color with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include various shades of Color. Their hair, cascading down along their shoulders, is usually Color, from Color or Color to Color.
3. The Adjective **Races** survive in a world full of dangerous creatures by avoiding notice or, barring that, avoiding offense. Standing about *Size Trait (height)*, they appear Adjective and have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They are inclined to be *Size Trait (weight)*. **Races**’ skin ranges from Color to Color with a Color overtone, and their hair is usually Color or Color and wavy. They have Color or Color eyes. **Race** men often sport long sideburns, but beards are rare among them and mustaches even more so. They like to wear simple, comfortable, and practical clothes, favoring bright colors. **Race** practicality extends beyond their clothing. They’re concerned with basic needs and simple pleasures and have little use for ostentation. Even the wealthiest of **Races** keep their treasures locked in a cellar rather than on display for all to see. They have a knack for finding the most straightforward solution to a problem, and have little patience for dithering.
4. Born of Creatures, **Races** walk proudly through a world that greets them with fearful incomprehension. Shaped by gods of the Creatures themselves, **Races** were originally formed from Creatures but were remade as a unique race, combining the best attributes of Creatures and Creatures. Some **Races** are Adjective servants to Creatures, others work as Occupation, and still others find themselves adrift, with no clear calling in life.
5. **Races** were created millennia ago by powerful arcane Creatures and their former masters’ influence is clearly shown upon their forms. Their unnatural *Magic Trait* was instilled into them to serve their masters, but it has served them well in their centuries of freedom. While highly varied, **Races** stand *Size Trait (Height)* and weigh *Size Trait (Weight)*, though those **Race** born with more magical gifts seem to exchange some of their mass for power and tend towards the small side. Great swaths of vibrantly Color and Color hair adorn their heads and bodies, and their Adjective eyes of Color, Color, or Color mark out their ancestry.

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6. Planar travelers, **Races** are more physically diverse than other races. There is no "normal" **Race**. An individual can stand from *Size Trait (Height)* and weigh *Size Trait (Weight)*. **Race** skin usually takes human coloration, but may be of any shade of Color. Their hair can be a wide variety of colors, and strands of it naturally mat together in wavy strips, though they are particularly fond of exotic hairstyles. **Race** are prone to odd birthmarks and their shape and placement is often said to dictate their destiny in inscrutable ways.
 7. With their penchant for migration and conquest. **Races** are more physically diverse than most other common races. There is no typical **Race**. An individual can stand *Size Trait (height)* and weigh *Size Trait (weight)*. **Race** skin shades range from nearly Color to Color, and hair colors from Color to Color (curly, kinky, or straight); males might sport facial hair that is sparse or thick. **Races** have lived alongside other races for millenia and a lot of **Races** have a dash of blood from other sources. Revealing hints of elf, ogre, or other lineages. Races live *Age Trait*.
 8. With their Adjective and Adjective qualities, **Races** appear Adjective to humans and members of many other races. They range from *Size Trait*. Males and females are about the same height, and males are only marginally heavier than females. **Races'** coloration encompasses the normal human range and also includes skin in shades of Color, Color, and almost Color, hair of Color or Color, and eyes with vibrant Color or Color. They favor elegant clothing in bright colors, and they enjoy simple yet lovely jewelry.
 9. While **Races** are strident foes of Creatures, they typically prefer to keep a low profile. A **Race's** appearance inevitably draws the ire of their hated foes, all of whom would be eager to strike down a **Race** if they had the chance. When traveling, **Races** prefer hoods, closed helms, and other gear that allows them to conceal their identities. They nevertheless have no compunction about striking openly at their hated foes. The secrecy they desire is never worth endangering others. Their Color or Color eyes, and their Color to Color hair is a dead giveaway of their heritage.
 10. Adjective and Adjective, Races are known as skilled Occupations, Occupations, and Occupations. They are most often Size Trait. Their Adjective and Adjective are also easily a match for humans and most common folk. Races skin ranges from Color to a paler hue tinged with Color, but the most common shades are Color or Color. Their hair, worn long but in simple styles, is usually Color, Color, or Color, though paler Races often have color hair.

BEHAVIOR TABLE

D10 Behavior

1. **Races** subsist in small minorities found mostly in human cities or towns, often in the roughest areas of those places, where they often grow up to be Occupation, Occupation, or Occupation. Sometimes they live among other minority populations in enclaves where they are treated with more respect. Lacking a homeland, **Races** know that they have to make their own way in the world and that they have to be strong to survive. They are not quick to trust anyone who claims to be a friend. But when a **Race's** companions demonstrate that they trust him or her, the **Race** learns to extend the same trust to them, and once a **Race** gives someone loyalty, the **Race** is a firm friend or ally for life.
2. **Races** are naturally suspicious, surviving the Environment is a difficult task and a touch of healthy paranoia is common of **Races**. Humans tend to regard them as Adjective, Adjective and Adjective, traits commonly attributed to their survival instincts. For all their quirks, a creature that earns the trust of a **Race** has a friend for life. **Races** speak as if their allies were beyond reproach and as if their enemies were always watching. Beyond their own survival and the well-being of their allies, **Race's** efforts are usually concentrated on obtaining Goal, a prize they desperately long for.
3. **Races** live a harsh life within the Environment, and **Races** who've spent most of their lives there tend to be Adjective and Adjective. Those that have spent more of their lives among humans or otherwise among the trappings of civilization tend to be more Adjective and Adjective. However, their Adjective tendencies transcends any upbringing. **Races** always have Goal on their minds and the only thing that takes precedence over it is their hatred of Creatures. In conversation, **Races** are often Adjective, but those that can get close to them usually discover their Adjective side.
4. **Races** have no lands of their own, though they are welcome in human cities and somewhat less welcome in the Environments of the Creature. In large cities in regions where **Races** and humans interact often, **Races** are sometimes numerous enough to form small communities of their own. They enjoy the company of other **Races**, the only people who truly understand them. In most parts of the world though, **Races** are uncommon enough that one might live for years without meeting another. Some **Races** prefer to avoid company altogether, wandering out within the Environment as Occupations or Occupations, and visiting civilization only rarely. Others, in contrast, throw themselves into the thick of society, putting their Adjective and Adjective qualities to great use in Occupation roles or as Occupation.



5. **Races** are Adjective and Adjective like the Environment they love, weathering the passage of time with an Adjective endurance. They respect the traditions of their clans, tracing their ancestry back to the founding of their most ancient homes built in the youth of the world, and they don't abandon those traditions lightly. Part of those traditions is their devotion to their gods, who uphold the **Races** ideals, those individuals who are the most Adjective and Adjective are said to have been blessed with the gods favor. Individual **Races** are Adjective and Adjective, though those who've spent the longest from their kin are often Adjective. However far from their ancestral homes they venture, **Races** always honor their traditions, and those that interfere risk bringing down the wrath of an entire clan.

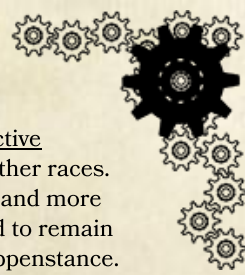
6. As far as **Races** are concerned, being alive is a wonderful thing, and they squeeze every ounce of enjoyment out of their *Age Trait* of life. **Races** might wonder about getting bored over the course of such a life, and elves take plenty of time to savor the beauties of the world in their long years, but **Races** seem to worry that even with what time they have, they can't get in enough of the things they want to do and see. **Races** speak as if they can't get the thoughts out of their heads fast enough. Even as they offer ideas and opinions on a range of subjects, they still manage to listen carefully to others, adding the appropriate Adjective exclamations and Adjective quips along the way. Many **Races** are skilled Occupations, Occupations, Occupations, and Occupations. They're willing to make mistakes and laugh at themselves in the process of perfecting what they do, taking bold (sometimes foolhardy) risks and dreaming large.

7. **Races** feel emotion powerfully. Rage doesn't just quicken their pulse, it makes their bodies burn. An insult stings like acid, and sadness saps their strength. But they laugh loudly and heartily, and simple bodily pleasures-feasting, drinking, wrestling, drumming, and wild dancing fill their hearts with joy. They tend to be Adjective and sometimes Adjective, more inclined to Adjective action than Adjective contemplation. The most accomplished **Races** are those with enough self control to get by in a civilized land.

8. **Races** are an Adjective and Adjective people. They cherish the bonds of family and friendship as well as the comforts of hearth and home, harboring few dreams of gold or glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity. They love discovering new things, even simple things, such as an exotic food or an unfamiliar style of clothing. **Races** are easily moved to pity and hate to see any living thing suffer. They are generous, happily sharing what they have even in lean times.

9. **Races** can live *Age Trait*, giving them an Adjective perspective on events that might trouble the other races. They are more often Adjective than Adjective, and more likely to be Adjective than Adjective. They tend to remain Adjective and Adjective in the face of petty happenstance. When inspired to pursue a goal, however, whether adventuring on a mission or learning a new skill or art, **Races** can be Adjective and Adjective. They are slow to make friends and enemies, and even slower to forget them. They reply to petty insults with Adjective and to serious insults with Adjectives. They trust in diplomacy and compromise to resolve differences before they escalate to violence. They have been known to retreat from intrusions into their Environment homes, confident that they can simply wait the invaders out. But when the need arises, **Races** reveal a stern martial side, demonstrating unparalleled skill with their weaponry.

10. **Races** have widely varying tastes, morals, and customs in the many different lands where they have settled. When they settle, though, they stay: they build cities to last for the ages, and great kingdoms that can persist for long centuries. An individual **Race** might only live *Age Trait*, but a **Race** nation or culture preserves traditions with origins far beyond the reach of any single **Race**'s memory. They live fully in the present-making them well suited to the adventuring life-but also plan for the future, striving to leave a lasting legacy. Individually and as a group, **Races** are Adjective, and they stay Adjective to changing political and social dynamics.





CULTURE TABLE

D10 Culture

1. **Races** most often live among Creatures. Of the other races, humans are most likely to accept **Races**, and **Races** almost always live in human lands when not living among their own tribes. Whether proving themselves among rough barbarian tribes or scrabbling to survive in the slums of larger cities, **Races** get by on their *Offensive Trait*, their *Defensive Trait*, and the sheer determination they inherited from their ancestry.
2. Most **Races** dwell in small villages hidden in the Environment. **Races** survive by obtaining the Resource, Resource, and Resource, and their skill and magic allow them to support themselves. They are talented artisans, crafting finely worked clothes and art objects. Their contact with outsiders is usually limited, though a few **Races** make a good living by trading crafted items for things their people would otherwise go without. **Races** encountered outside their own lands are commonly Occupations, Occupations, or Occupations. Human nobles compete for the services of **Race** instructors to teach swordplay or magic to their children.
3. Where a single elf or dwarf might take on the responsibility of guarding a special location or a powerful secret, **Races** found sacred orders and institutions for such purposes. **Race** temples, governments, libraries, and codes of law fix their traditions in the bedrock of history. **Races** dream of immortality, but (except for those few who seek undeath or divine ascension to escape death's clutches) they achieve it by ensuring that they will be remembered when they are gone. Although some **Races** can be Adjective, in general their societies are Adjective. **Race** lands welcome large numbers of other races compared to the proportion of **Races** who live in foreign lands.
4. Most **Races** remain in their distant Environment homeland, content to dwell in small, tight clans. These **Races** often work as Occupations or Occupations, and largely keep to themselves. However, not all **Races** are satisfied with such a life. The Matriarch, a divine figure responsible for the creation of the **Races**, gifts each of her children with one specific gift. Those **Races** gifted with an inquisitive mind are compelled to wander far and wide. They seek out histories, legends, and lore, and if possible, sources of Resource. Those who survive this period of wanderlust return home in their elder years to share news of the outside world. In this manner, the **Races** remain isolated but never ignorant of the world beyond their home.
5. **Races** make their homes in Environment. Their homes are well hidden by both clever construction and simple illusions. They industriously obtain Resource and what few visitors seek them out are usually after it. Welcome visitors are quickly ushered into their bright, warm homes. Those who are not welcome are unlikely to find the homes in the first place, **Races** who settle in human lands are commonly Occupations, Occupations, Occupations, or Occupations. Some Creature families rely on **Race** tutors, ensuring that their pupils enjoy their unique mix of Adjective and Adjective learning.
6. As a result of their isolation and limited understanding of the world outside their borders, **Races** can come across as Adjective and Adjective. They see themselves as caretakers of the Environment, and they expect other creatures to pay them deep respect, if not complete deference. This attitude might grate on others, but it arises from a seed of truth. The **Races** are self-sufficient and wealthy with Resource and Resource, and few know of the **Races'** great victories over terrible threats that never ventured beyond the **Race's** borders. The **Races** make little allowance for such ignorance and are delighted to expound upon the great debt others owe them. The **Races'** limited view of the world leaves them ignorant of the kingdoms, wars, and other struggles of the surface world. **Races** readily see such concerns as minor events, a sideshow to the **Races'** role as the world's true protectors.
7. Among **Races**, any adult who can't contribute to the tribe is expelled. A lone **Race** has little chance of survival in the Environment, especially an older or weaker one. **Races** have little pity for adults who can't take care of themselves, though a sick or injured individual is treated, as a result of the **Race** concept of fair play. A permanently injured **Race** is still expected to pull his or her weight in the tribe, usually obtaining the Resource that keeps their tribe afloat. Typically, such a **Race** dies attempting to keep up, or the **Race** slips away in the night to seek the cold will of fate. In some ways, the **Race** drive to outdo themselves feeds into the grim inevitability of their decline and death. A **Race** would much rather die in battle, at the peak of strength and skill, than endure the slow decay of old age. Few folk have ever meet an elderly **Race**, and even those **Races** who have left their people grapple with the urge to give up their lives as their physical skills decay. Because of their risk-taking, **Race** tribes suffer from a chronic lack of the experience offered by longterm leaders. They hope for innate wisdom in their leadership, for they can rarely count on a wisdom grown with age.



ADVENTURING MOTIVATION TABLE

D10 Adventuring Motivation

8. To any **Race** the clan is more important than life itself. **Races** owe their devotion and respect to their clan above all else, even the gods. Each **Race's** conduct reflects on the honor of their clan, and bringing dishonor to the clan can result in expulsion and exile. Each **Race** knows his or her station and duties within the clan, and honor demands maintaining the bounds of that position. Most **Race** either work as Occupation, or simply toil away obtaining Resource. An Adjective drive for Goal reflects the self-sufficiency of the race as a whole. **Race** value Adjective qualities and excellence in all endeavors. They hate to fail and they push themselves to extreme efforts before they give up on something. A **Race** holds mastery of a particular skill as a lifetime goal. Members of other races who share the same commitment find it easy to earn the respect of a **Race**. Though all **Races** strive to be self-sufficient, they recognize that help is sometimes needed in difficult situations. But the best source for such help is the clan, and when a clan needs help it turns to another **Race** clan before seeking aid from other races or even from the gods.
9. **Race** kingdoms stretch deep within the Environment where the **Races** obtain Resource and Resource. Their empires are built upon these resources and every **Race** holds at least some knowledge of their industry. Each **Race** has a deep love of finery and the resources of their homelands, and in some **Races** this love festers into avarice. Whatever wealth they can't find in their homelands, they gain through trade. They dislike boats, so enterprising humans frequently handle the trade along the waterways on behalf of **Race** kingdoms. Trustworthy members of other races are welcome in **Race** settlements, though some areas are off limits even to them.
10. Most **Races** live in small, quiet communities with large farms and well-kept groves. They rarely build kingdoms of their own or even hold much land beyond what they need to survive and to obtain the Resource that they covet. They typically don't recognize any sort of **Race** nobility or royalty, instead looking to family elders to guide them. Families preserve their traditional ways despite the rise and fall of empires. Many **Races** live among other races, where the **Race's** natural Adjective and Adjective qualities can offer them abundant rewards and creature comforts. Some **Race** communities travel as a way of life, driving wagons or guiding boats from place to place and maintaining no permanent home.
1. **Race** adventurers are usually the survivors of a tribe that has sustained heavy losses, or a rare **Race** who has grown weary of a life pursuing Goal. These **Races** are more Adjective and Adjective than their fellows. Others strike out on their own in search of Goal, Goal, or Goal. **Race** adventurers, despite their relative independence, still have a tendency to seek out companions to follow. A **Race** needs people around them to act almost as a surrogate for the tribe they lost or left behind.
2. **Races** who take up the adventuring life might be motivated by a desire for treasure-for its own sake, for a specific purpose, or even out of an altruistic desire to help others. Other **Races** are driven by the command or inspiration of a deity, a direct calling or simply a desire to bring glory to one of the **Race** gods. Clan and ancestry are also important motivators. A **Race** might seek to restore a clan's lost honor, avenge an ancient wrong the clan suffered, or earn a new place within the clan after having been exiled. Or a **Race** might search for the weapon wielded by a mighty ancestor, lost on the field of battle centuries ago.
3. **Races** take up adventuring out of wanderlust. They dislike the pace of human society, which is regimented from day to day but constantly changing over decades, so they find careers that let them travel freely and set their own pace. **Races** also enjoy exercising their martial prowess or gaining greater magical power, and adventuring allows them to do so. Some might join with rebels fighting against oppression, and others might become champions of moral causes.
4. As guardians of the Environment, few **Races** would dream of leaving their homes or attempting to fit into human society. An exiled **Race**, or one whose clan has been destroyed, might not have a choice in the matter. Most adventuring **Races** fall into this latter category. Outcast **Races** can never return home. They committed some unforgivable deed, usually by putting their clan or their home in danger in some way. These **Races** are loners who wander the world in hope of finding a new place to call home. Orphaned **Races** are those whose clans or homelands have been destroyed. A few rare **Races** are entrusted by their clan with an important mission that takes them beyond their homes. These **Races** feel like pilgrims in a strange land, and usually they wish only to complete their quests and return home as quickly as possible.
5. **Races** are singularly motivated by Goal, and even if they seem to be acting for some other purpose it always equates to that same goal in the end. The adventuring life can often be a stepping stone towards reaching their goals and it's not uncommon to see **Races** steadfastly working alongside others.

6. **Races** are Adjective enemies of evil, wherever it lies. They hold Adjective values about evil and **Race** presence is often felt when circumstances grow Adjective. Many catastrophes have been averted by the determined actions of **Race** adventurers relentlessly pursuing Goal.

7. While many **Races** are content to stay at home obtaining Resource, many are born with an insatiable need for Goal that urges them to leave their families to take up the adventuring life. These **Races** will always think fondly of home and if they manage to achieve Goal they often return rich in years to tell stories of their grand adventures.

8. **Races** usually set out on the adventurer's path to defend their communities, support their friends, or explore a wide and wonder-filled world. For them, adventuring is less a career than an opportunity or sometimes a necessity.

9. **Races** who seek adventure are the most Adjective and Adjective members of their **Race**. They seek to earn glory in the eyes of their fellows by gaining Goal, or Goal. More than other people, **Races** champion causes rather than territories or groups.

10. Adjective and Adjective, **Races** might take up adventuring as a way to see the world or for the love of exploring. As lovers of Goal and fine items, some **Races** take to adventuring as a quick, if dangerous, path towards it. Regardless of what spurs them to adventure, **Races** who adopt this way of life eke as much enjoyment out of it as they do out of any other activity they undertake, sometimes to the great annoyance of their adventuring companions.

ADJECTIVE TABLE

d100	Adjective	d100	Adjective	d100	Adjective	d100	Adjective
1	Abnormal	26	Spiteful	51	Soulful	76	Anxious
2	Confused	27	Annoying	52	Churlish	77	Amicable
3	Panicked	28	Patient	53	Plucky	78	Arrogant
4	Gentle	29	Decisive	54	Insane	79	Solemn
5	Trustworthy	30	Demanding	55	Nimble	80	Subtle
6	Loyal	31	Alcoholic	56	Trendy	81	Dashing
7	Helpful	32	Quizzical	57	Snobby	82	Spastic
8	Friendly	33	Territorial	58	Loquacious	83	Festive
9	Courteous	34	Vibrant	59	Gloomy	84	Tactful
10	Kind	35	Slothful	60	Smooth	85	Relaxed
11	Obedient	36	Blessed	61	Morose	86	Vacuous
12	Cheerful	37	Devoted	62	Wicked	87	Curious
13	Thrifty	38	Pitiful	63	Greedy	88	Shrewd
14	Brave	39	Maniacal	64	Shallow	89	Warlike
15	Clean	40	Frisky	65	Noble	90	Peaceful
16	Reverent	41	Charming	66	Devilish	91	Rugged
17	Calm	42	Debonair	67	Jittery	92	Scarred
18	Vindictive	43	Indecisive	68	Content	93	Talented
19	Observant	44	Pensive	69	Sexy	94	Lawful
20	Wrathful	45	Stylish	70	Envious	95	Chaotic
21	Quiet	46	Understanding	71	Nervous	96	Cunning
22	Determined	47	Uncaring	72	Logical	97	Contemplative
23	Collected	48	Loving	73	Passive	98	Stoic
24	Sneaky	49	Stalwart	74	Intense	99	Confident
25	Articulate	50	Unapproachable	75	Zealous	100	Wise

COLOR TABLE

d100	Adjective	d100	Adjective	d100	Adjective	d100	Adjective
1	Khaki	26	Green	51	White	76	Coral
2	Fuchsia	27	Indigo	52	Transparent	77	Sapphire
3	Black	28	Golden Yellow	53	Charcoal	78	Violet
4	Beige	29	Scarlet	54	Lavender	79	Light Orange
5	Ivory	30	Sepia	55	Earthtone	80	Gray
6	Periwinkle	31	Opalescent	56	Steel Blue	81	Mahogany
7	Emerald	32	Light Gray	57	Plum	82	Canary
8	Salmon	33	Peach	58	Dark Tan	83	Ebony
9	Teal	34	Deep Violet	59	Cyan	84	Purple
10	Blood-Red	35	Pink	60	Ivy Green	85	Seafoam
11	Dark Orange	36	Yellow-Orange	61	Royal Blue	86	Cerulean
12	Red	37	Turquoise	62	Mauve	87	Rust
13	Smokey-Gray	38	Light Red	63	Rose	88	Gunmetal
14	Ochre	39	Burgundy	64	Dark Gray	89	Amethyst
15	Light Brown	40	Lime Green	65	Umber	90	Tan
16	Yellow	41	Auburn	66	Taupe	91	Bronze
17	Olive	42	Light Tan	67	Daffodil	92	Silver
18	Dark Blue	43	Maroon	68	Dark Green	93	Gold
19	Jade	44	Citron	69	Hot Pink	94	Platinum
20	Aqua	45	Red-Orange	70	Caramel	95	Copper
21	Hazel	46	Ash Gray	71	Azure	96	Obsidian
22	Light Green	47	Brown	72	Dark Red	97	Steel
23	Magenta	48	Pearl	73	Lilac	98	Cobalt
24	Onyx	49	Light Blue	74	Dark Brown	99	Blue-Green
25	Goldenrod	50	Orange	75	Blue	100	Rainbow



CREATURE TABLE

d20	Creature	d20	Creature
1	Dwarf	11	Goblin
2	Elf	12	Undead
3	Halfling	13	Feind
4	Firbolg	14	Giant
5	Dragonborn	15	Angel
6	Gnome	16	Beast
7	Orc	17	Hag
8	Tiefling	18	Fey
9	Aasimar	19	Elemental
10	Ogre	20	Dragon

ENVIRONMENT TABLE

d10	Environment
1	Badlands
2	Deserts
3	Oceans
4	Forests
5	Jungles
6	Tundras
7	Mountains
8	Swamps
9	Caves
10	Plains

GOAL TABLE

d10	Goal
1	Vengeance
2	Wealth
3	Magic
4	Freedom
5	Equality
6	Power
7	Knowledge
8	Conquest
9	Peace
10	Love

OCCUPATION TABLE

d20	Occupation	d20	Occupation
1	Criminal	11	Sailor
2	Thug	12	Merchant
3	Alchemist	13	Diplomat
4	Carpenter	14	Healer
5	Cook	15	Painter
6	Jeweler	16	Potter
7	Tanner	17	Blacksmith
8	Tinker	18	Soldier
9	Weaver	19	Cartographer
10	Musician	20	Magician

RESOURCE TABLE

d20	Resource	d20	Resource
1	Timber	11	Salt
2	Stone	12	Game
3	Livestock	13	Rare Herbs
4	Crops	14	Wild Magic
5	Marble	15	Iron
6	Copper	16	Spices
7	Silver	17	Rare Metals
8	Gold	18	Gems
9	Electrum	19	Slaves
10	Platinum	20	Ancient Technologies





CLEANUP AND FINISHING

Once you've got all your lore sections rolled up, there's just a few little tweaks you may want to make.

Firstly there is a small conceit concerning plurals, here we use an 'S' to indicate that the replaced word should be pluralized, if a word doesn't just take an 'S' for its plural adjust it as needed.

Secondly, depending on your die results, the lore for your race may have gotten a bit scattered, but fear not! To get your race a bit more coherent, consider repeating some of your randomized results through multiple sections of your lore.

For example: say you've rolled twice on the adjective table and gotten the 'rugged' and 'debonair' results for your appearance section. Then in your behavior section you rolled twice more on the adjective table and got the 'pitiful' and 'vacuous' results. If you don't like where the flavor of this race is headed, simply replace the new results with ones you've already rolled! Now both sections will reference how rugged and debonair your race is and it will reinforce the concept. This technique is especially useful for the 'Environment' and 'Goal' tables if more than one of your lore sections mention them.

Thirdly, the entries for the appearance section often reference eyes and hair, features that your race may not have. If you'd like to exchange hair for feathers or eyes for sensory pits, go right ahead, these entries are meant to work for most races but feel free to tailor them a bit to match a very non-standard race.

Finally, if something seems too silly or just doesn't work right, don't be afraid to adjust it or reroll! This is just a tool to help you get the lore you want after all. Feel free to use these templates as a simple guide and just select what you want. Once you're done, you should have a lovely lore section that explains what your race is all about! If you plan on enhancing your lore further, try looking back into the 'Even More Fluff' section for tips on how to add some more flavor to your race's lore.

THE ULTIMATE PET CREATOR

CREATING YOUR OWN FAMILIARS!

Cats, bats, rats, lame. When you cast the find familiar spell, you are contacting an otherworldly ally and giving them shape, why should you be limited to such bland creatures with allies filled with such imaginative potential? The following familiar creator lets you do exactly that, and gives you nearly infinite options to work with.

Any character that casts a *find familiar* spell can choose to summon their familiar as a creature made using the familiar creator.

This does present a much greater degree of versatility to the find familiar spell, and to hopefully balance this new utility, the following rule has been added:

The material components needed in casting the find familiar spell are equal to **50 gp**, rather than **10 gp** when summoning a familiar into a form created using the familiar creator.

Then we get to the matter of *advanced familiars*. Advanced familiars are at about the power level of the imps or quasits summoned by warlocks using the *pact of the chain*.

Advanced familiars are available to Warlocks who've taken the pact of the chain and any character that takes the following feat:

ADVANCED FAMILIARS

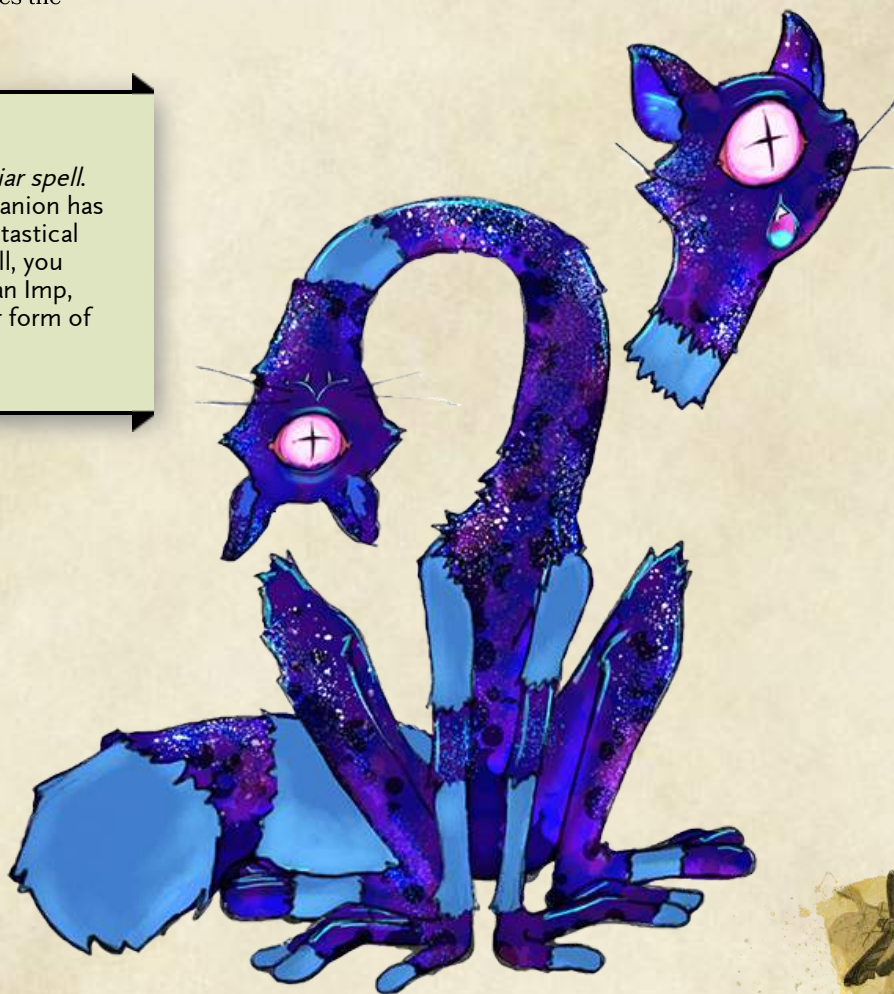
Prerequisite: *Ability to cast the find familiar spell*. Your connection with your magical companion has grown, allowing it to assume far more fantastical forms. When casting the *find familiar* spell, you may choose to summon your familiar as an Imp, pseudodragon, quasit, sprite, or any other form of advanced familiar.

CREATING YOUR OWN RANGER'S COMPANIONS!

Using the Ultimate Pet Creator to make your own Ranger's Companions is even more straightforward than making a familiar. You just have 2 considerations to worry about:

Beasts. The ranger's companion feature has a few specifications about what kind of creature you can select, first among these is that it has to have the beast creature type. Now, we know that some of the fantastic creations will stretch that definition of beast pretty far, but just so that the rules as written aren't impinged, go ahead and slap the beast type onto whatever you make when you get to the cleanup step.

Size. The other important specification for a ranger's companion specifically states that it cannot be larger than medium size. We didn't build in any easy way for you to make a large companion, but we thought we'd warn you anyway. If you do somehow convince a GM to allow a large or larger companion, you can simply choose one of the size traits from the Ultimate Race Creator rather than selecting one from the Size (Pets) trait category.



LET'S MAKE SOME PETS ALREADY!

Creating your own pet works quite a bit like using the Ultimate Race Creator. You have a number of RP to work with and several categories that you need to select at least one trait from.

For a familiar that will be balanced with the normal familiar options, use **4 Racial Points**.

For an advanced familiar, use **8 Racial Points**.

For a ranger's companion, use **8 Racial Points**.

Some traits are weaknesses that have a **negative RP**, selecting one of these traits gives you that many racial points back to spend on other traits.

To start with, you'll need to establish the ability scores for your new pet. To create the ability scores for your new pet, you will use a method very similar to one you've probably used to create characters in the past. This method allows you to build a pet with a set of ability scores you choose individually.

Choose one of the following ability point totals for the corresponding cost in RP.

PET ABILITY POINT COSTS

Ability Point Total	Racial Point Cost
15	- 2 RP
20	- 1 RP
35	0 RP
50	1 RP
65	2 RP

The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 14 costs 12 points. **16** is the highest ability score you can select for a familiar, and **18** is the highest ability score you can select for an advanced familiar or ranger's companion.

ABILITY SCORE POINT COST

Ability Score	Point Cost	Ability Score	Point Cost
1	- 3	10	7
2	- 2	11	8
3	- 1	12	10
4	0	13	11
5	1	14	13
6	2	15	15
7	3	16	17
8	4	17	20
9	5	18	23

Now that you have your pet's ability scores, it's time to choose all of their traits.

Each trait has a trait category, the familiar trait categories are: **Size (pet)**, **Hit Die**, **Speed**, **Pet Talents**, **Senses (Pet)**, and **Attack**. Exactly one trait must be selected from each of these categories.

There is an 6th trait category called **Pet Traits**. The pet trait category works quite a bit like the miscellaneous trait category. If you have selected a trait from all your needed categories and have any **RP** left to spend, you may spend that **RP** on any number of pet traits.

You'll find a lot of traits here that are severely undercosted compared to their race creator equivalents, we've done this due largely for the power level differences between pets and players. A 12th level rogue freely turning invisible and flying is a lot more powerful than an imp doing it.

But you're not done yet! Now that you've selected traits for your pet's categories and any pet traits you wanted, it's time to take a look back at all those wonderful traits from the Ultimate Race Creator! You may spend any remaining **RP** to select up to a single trait from the following categories: **Age**, **Alignment**, **Mobility**, **Senses**, **Defensive**, **Magic**, **Language** (Only advanced familiars may select a language trait), and **Miscellaneous**.

When selecting traits for a pet, you treat any Ultimate Race Creator traits with negative RP costs as if they cost 0 RP! The weaknesses found in the Ultimate Race Creator traits are balanced for use with races. You can still select these traits if you absolutely love their flavor, but you won't regain any extra RP to spend.

Whenever you select a trait from the Ultimate Race Creator that requires you to make a **choice**, that choice can be changed **whenever the pet is summoned using the find familiar spell or the bonding ritual found in the ranger's companion feature**.

SIZE (PET) TRAITS

These traits are extremely basic indicators of what size category your pet fits into, feel free to fill in any flavorful descriptions of their physical dimensions.

Diminutive Size. 0 RP

Tiny Size. 0 RP

Small Size. 0 RP

Medium Size. 1 RP (Only available to ranger's companions.)

HIT DIE TRAITS

Hit die indicate how much HP a creature has. While your GM may have their own house rules (such as maximising or lenience on rerolling hit-die) we assume here that a creature's hit points are the average hit points gained from hit die, rounded down. This means that if your pet has a 1d4 hit die, they have 2 hit points.

A creature's constitution modifier is applied for each hit die, so make sure that your pet's constitution modifier isn't so low as to result in 0 hit points!

1d4. Your creature's HP is equal to 2 + its Constitution Modifier. **0 RP**

2d4. Your creature's HP is equal to 5 + twice its Constitution Modifier. **1 RP**

3d4. Your creature's HP is equal to 7 + 3 times its Constitution Modifier. **3 RP**

1d6. Your creature's HP is equal to 3 + its Constitution Modifier. **1 RP**

2d6. Your creature's HP is equal to 7 + twice its Constitution Modifier. **2 RP**

3d6. Your creature's HP is equal to 9 + 3 times its Constitution Modifier. **2 RP** *(Only available to ranger's companions.)*

1d8. Your creature's HP is equal to 4 + its Constitution Modifier. **0 RP** *(Only available to ranger's companions.)*

2d8. Your creature's HP is equal to 9 + twice its Constitution Modifier. **1 RP** *(Only available to ranger's companions.)*

3d8. Your creature's HP is equal to 12 + 3 times its Constitution Modifier. **3 RP** *(Only available to ranger's companions.)*

SPEED TRAITS

The traits found here are exceedingly simple movement abilities, simply stating movement types and speeds. If you select a mobility trait in addition to one of these speed traits, you may end up with multiple speeds of the same movement type. In these cases your pet can use the faster of the two, or choose between them if one form of the mobility has limitations.

Slow Movement. 20-foot base movement speed. - **1 RP**

Normal Movement. 30-foot base movement speed. **0 RP**

Speedy. 50-foot base movement speed. **1 RP**

Standard Flying. 20-foot base movement speed. 30-foot flying speed. **1 RP**

Climber. 30-foot base movement speed. 20-foot climbing speed. **1 RP**

Expert Flying. 10-foot base movement speed. 50-foot flying speed. **2 RP**

Expert Climber. 40-foot base movement speed. 30-foot climbing speed. **2 RP**

Swimmer. 10-foot base movement speed. 30-foot swim speed. **0 RP**

Surf and Turf. 30-foot base movement speed. 30-foot swim speed. **1 RP**

Expert Swimmer. 50-foot swim speed. **1 RP**

All Terrain. 30-foot base movement speed. 30-foot swim speed. 30-foot flying speed. **3 RP**



FAMILIAR TALENT TRAITS

Through natural acumin, nimbleness or just practiced training, most pets have an edge on one skill or another. The following traits are extremely simple bonuses to specific skills.

No Pet Talent Trait. This pet has no particular talent, remove this trait in the cleanup step. - 1 RP

Talented Skill. Gains a +2 bonus in the Chosen Skill checks. *Select a skill as your Chosen Skill.* 0 RP

Pronounced Skill. Gains a +4 bonus in the Chosen Skill checks. *Select a skill as your Chosen Skill.* 1 RP

Dual-talented. Gains a +2 bonus in the Chosen Skill and in Additional Skill checks. *Select a skill as your Chosen Skill and another different skill as your Additional Skill.* 1 RP

Multitalented. Gains a +2 bonus in the Chosen Skill and in Additional Skill, and to Extra skill checks. *Select a skill as your Chosen Skill and another different skill as your Additional Skill, and a third different skill as your Extra Skill.* 2 RP

Natural Savant. Gains a +2 bonus to Chosen Skill, Additional Skill, Extra skill, and to Yet Another Skill checks. *Select a skill as your Chosen Skill and another different skill as your Additional Skill, a third different skill as your Extra Skill, and a fourth different skill as Yet Another Skill.* 3 RP

SENSES (PET) TRAITS

Pets are often chosen for their acute senses. The following senses traits are similar to those you'll find in the senses trait category of the Ultimate Race Creator, but at far lower costs. Several of them are also shortened to their monster entry equivalents.

Darkvision. Darkvision 30ft. 0 RP

Advanced Darkvision. Darkvision 60ft. 1 RP

Acute Darkvision. Darkvision 60ft. Blindsight 10ft. 2 RP

Supreme Darkvision. Darkvision 120ft, this sight is not impeded by magical darkness. 2 RP

Keen Sight. The creature has advantage on Wisdom (Perception) checks that rely on sight. 1 RP

Keen Scent. The creature has advantage on Wisdom (Perception) checks that rely on scent. 1 RP

Keen Hearing. The creature has advantage on Wisdom (Perception) checks that rely on hearing. 1 RP

Keen Hearing and Sight. The creature has advantage on Wisdom (Perception) checks that rely on hearing or sight. 2 RP

Keen Scent and Sight. The creature has advantage on Wisdom (Perception) checks that rely on scent or sight. 2 RP

Keen Hearing and Scent. The familiar has advantage on Wisdom (Perception) checks that rely on hearing or scent. 2 RP

ATTACK TRAITS

Let's face it, your average garden variety familiar isn't exactly built for combat. The following traits represent the simple natural attacks that most small creatures are capable of. If you're building a ranger's companion or just looking for something with a bit more punch, don't forget that you have access to the offensive trait category.

Inoffensive. You have no natural ability to inflict harm, if you select this trait, you may not select a trait from the offensive trait category. Remove this trait in the cleanup step. - 1 RP

Beak. *Melee Weapon Attack:* 2 + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* (1d1) piercing damage. 0 RP

Talons. *Melee Weapon Attack:* 2 + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* (1d1) slashing damage. 0 RP

Bite. *Melee Weapon Attack:* 2 + Dexterity modifier to hit, reach 5 ft., one creature. *Hit:* (1d1) piercing damage. 0 RP

Claws. *Melee Weapon Attack:* 2 + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* (1d1) slashing damage. 0 RP

Sharp Bite. *Melee Weapon Attack:* 2 + Dexterity modifier to hit, reach 5 ft., one target. *Hit:* (1d4 + Dexterity Modifier) piercing damage. 1 RP

Poison Bite. *Melee Weapon Attack:* 2 + Dexterity modifier to hit, reach 5 ft., one creature. *Hit:* (1d1) piercing damage plus (1d4)poison damage. The target must succeed on a DC 10 Constitution saving throw, on a failed save they gain the poisoned condition until the end of their next turn. 1 RP





PET TRAITS

Now that you've gotten all your essentials taken care of, it's time to really make your new pet unique! You have access to a wide array of traits to work with from the Ultimate Race Creator, but those are balanced point-wise to work with races, not pets. The following traits have parallels within the Ultimate Race Creator but cost far fewer points, and you can select as many of them as you'd like, RP costs allowing.

Aquatic Camouflage. The creature has advantage on Dexterity (Stealth) checks made while Underwater. **1 RP**

Feeding Frenzy. The creature has advantage on melee Attack rolls against any creature that doesn't have all its Hit Points. **2 RP**

Heart Sight. The creature can touch a target creature and magically knows the target's current emotional state. If the target fails a DC 10 Charisma saving throw, the creature also knows the target's alignment, celestials, fiends, and undead automatically fail the saving throw. **1 RP**

Ink Cloud. A 5-foot-radius cloud of ink extends all around the creature if it is Underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the creature can use the Dash action as a Bonus Action.

Once used, this ability cannot be used again until the familiar finishes a short or long rest. **1 RP**

Invisibility. The familiar magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the familiar wears or carries is invisible with it. **3 RP** *(Only available to advanced familiars.)*

Limited Telepathy. The creature can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language. **2 RP**

Magic Resistance. The familiar has advantage on saving throws against spells and other magical effects. **2 RP** *(Only available to familiars and advanced familiars.)*

Mimicry. The creature can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check. **1 RP**

Pack Tactics. The creature has advantage on attack rolls against other targets if at least one of the creature's allies is within 5 feet of the target and the ally isn't incapacitated. **3 RP**

Scare. Once per day, the creature can target a creature within 20 ft. It must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the creature is within line of sight, ending the effect on itself on a success. **1 RP**

Shaman's Shifting. The familiar can use its action to polymorph into a beastial form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (20 ft., swim 20 ft.), or back into its true form. Its Statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. **2 RP** *(Only available to advanced familiars.)*

Spider Climb. The creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. **2 RP**

Thread the Needle. The creature doesn't provoke opportunity attacks when it moves out of an enemy's reach. **2 RP**

Water Breathing. The creature can breathe only Underwater. - **1 RP**

Web Weaver. While in contact with a web, the creature knows the exact location of any other creature in contact with the same web. The creature also ignores movement restrictions caused by webbing. **1 RP**

Witch's Shifting. The familiar can use its action to polymorph into a beastial form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its Statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. **2 RP** *(Only available to advanced familiars.)*

Wizard's Shifting. The familiar can use its action to polymorph into a beastial form that resembles a cat (40 ft., climb 30 ft.), an owl (5 ft., fly 60 ft.), or a toad (20 ft., swim 20 ft.), or back into its true form. Its Statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. **2 RP** *(Only available to advanced familiars.)*

MICROSPHINX

Tiny monstrosity, lawful neutral

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 20ft., fly 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

6 (-2) 14 (+2) 12 (+1) 18 (+4) 12 (+1) 10 (+0)

- **Skills** Arcana +6, History +6
- **Senses** Darkvision 30 Ft., passive Perception 11
- **Languages** Common, Sphinx
- **Challenge** 1/4 (50 XP)

Natural Illusionist. The creature knows the minor illusion cantrip. Intelligence is its spellcasting ability for it.

Puzzling. Microsphinxes have a peculiar affinity for puzzles, and adore stumping others with mind-bending riddles and tricks. As a bonus action, it can pose a mentally challenging puzzle or riddle to a single creature with an Intelligence score of 6 or more that can hear it, and make an opposed Intelligence check. If it succeeds the opposed check, the target creature becomes befuddled or frustrated, and makes their next check or attack they attempt at disadvantage. If it fails the opposed check, it becomes equally upset, and makes the next check or attack it attempts at disadvantage.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1 (1d1).

Heart Sight. The creature can touch a target creature and magically knows the target's current emotional state. If the target fails a DC 10 Charisma saving throw, the creature also knows the target's alignment. Celestials, fiends, and undead automatically fail the saving throw.

CLEANING UP AND FINISHING YOUR PET

Finishing up your new pet is a little different than cleaning up for the race builder. You want to end up with a creature stat-block rather than a list of traits. To help you understand how to do this, here's our own creation made using the Ultimate Pet Creator: The Microsphinx!

MICROSPHINX

Roughly the size of a housecat, the Microsphinx is a rare but bemusing sight atop the shoulders of an accomplished caster. They resemble miniature versions of the grandiose gnosphinxes, albeit with much younger lithe humanoid faces in the place of the imposing sage-like visages found among their larger kin. Microsphinxes are playful puzzle smiths, they revel in any opportunity to trick someone with a thoughtful puzzle or a clever illusion, and they love to endlessly tinker with anything they can't figure out. They find themselves naturally attracted to casters who love a good puzzle themselves, or those who toil away pondering some arcane riddle or universal truth.

FILLING IN THE STAT BLOCK

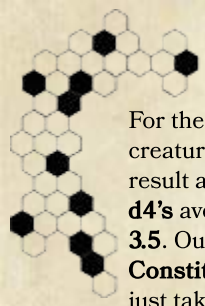
Let's go step-by-step on how this stat-block for our Microsphinx was created.

To start off with, the Microsphinx is an **Advanced Familiar**, that we used **8 RP** to create. We selecting the following things for our familiar: **65 Ability points**(2 RP), **Tiny Size** (0 RP), **2d4 HP** (1 RP), **Standard Flying** speed (1 RP), **Dual-talented** (1 RP, choosing Arcana and History), **Darkvision** (0 RP), **Claws**, (0 RP), **Heart Sight** (1 RP), **Isolated Culture** (0 RP), **Natural Illusionist** (1 RP), **Puzzling** (1 RP). Let's go through these traits one at a time and see how they all fit into a creature's stat-block.

We had **65 ability points** to spend, and we selected **6 Str** (2 ability points), **14 Dex** (13 ability points), **12 Con** (10 ability points), **18 Int** (23 ability points), **12 Wis** (10 ability points), and **10 Cha** (7 ability points), which all adds up to **65 ability points**. We then simply placed these scores in their corresponding spots.

For **Tiny Sized**, we simply put tiny in the line beneath the creature's name.

Unless you selected some other trait that affects your creature's **AC**, their **AC** will simply be **10 + their Dexterity modifier**. If you do have some effect (such as natural armor) that affects their **AC**, simply place that effect in (parenthesis) next to the **AC**.



For the **HP** we have to figure out how much average **HP** a creature of this type should have by taking the average die result and adding their **Constitution modifier** for each die. A **d4's** average result is **2.5**, and a **d6** has an average result of **3.5**. Our Microsphinx has **2d4** for its hit dice, and a **+1 Constitution modifier**, so it has **2d4 + 2 hit points**. We then just take the average result (**7**) and placed it next to the hit dice. Resulting in the **7 (2d4 +2)** you see in the stat-block. Don't forget to round down if you ever have a fraction remaining. If your GM prefers rolling hit dice, then you can just skip all of that and let the dice roll baby!

For the **Standard Flying**, we simply placed the speeds and their movement types into their place in the stat-block.

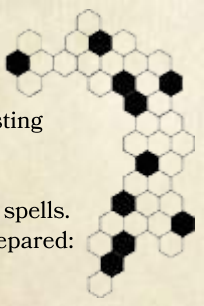
For **Dual-talented**, we selected Arcana and History for our +2 bonuses. We then placed those skills along with their total bonuses including their ability modifier (**2 + 4 = 6**) into the skills section of the stat-block. You'll notice we didn't have to list all of the skills here. Only list skills in this section if your familiar has some kind of special bonus or penalty to it beyond what they get from their ability scores.

For **Darkvision**, we simply copied down darkvision and it's 30 foot range. You'll also notice that we needed to include the familiar's "**passive perception**". A **passive perception** is simply what the creature would get if they rolled a 10 on a Wisdom (Perception check). In most cases, this will simply be 10 + the creature's Wisdom modifier, make sure you jot that down here.

For **Claws** and **Heartsight**, we just straightaway copied these traits down into its actions section.

As we made an **Advanced Familiar**, we got to select a **Language trait**. We took the **Isolated Culture** trait and simply placed the languages gained from it into the "languages" section. If you select a language trait with some further abilities beyond simply speaking, reading or writing a language, place the whole trait into the abilities section if it is passive, or into the actions section if it has some utility that takes an action.

For the **Natural Illusionist** and **Puzzling** traits, we simply copied those traits into the abilities and actions section of the stat-block, respectively. If the traits you select are primarily spellcasting or have more passive abilities that don't actually use any actions, place them in the abilities section. Attacks and other abilities that use actions should go into the actions section. Also, due to the formatting of these traits, the spellcasting found in the **Natural illusionist** trait don't really look like the natural spellcasting abilities you'll find in most creature stat-blocks. It's functionally the same, but if you'd like your magical abilities to match the standard, simply place them in the following template:



Spellcasting. The **Familiar** is a spellcaster. Its spellcasting ability is **Casting Stat** (spell save DC 2 + **Casting Stat Modifier**, 2 + <u>Casting Stat Modifier to hit with spell attacks</u>). It requires no material components to cast its spells. The **Familiar** has the following **Casting Class** spells prepared:
Cantrips (at will): Spells Gained from Traits
1st level (X slots): Spells Gained from Traits
2nd level (X slots): Spells Gained from Traits

We're not quite done though!

You need to select a **Creature Type**, **Alignment**, and **CR** for your new pet, then do just a bit of final cleanup.

The creature types are **Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, and Undead**. Pick whichever types you feel match your new creation, if you're unsure, monstrosity is usually a good catch-all. Also, remember that **if you're making a Ranger's Companion it has to have the Beast type to work in the rules as written!**

Alignment is really up to you, if you'd like your new creature to be particularly adaptable or neutral, you can always select "unaligned". You have all the alignment traits to pick from, though creature stat-blocks don't really provide the space for their accompanying fluff. If you want to show that the creature ranges between multiple alignments, place the chosen alignments next to their odds, like so: **Neutral Good (50%) Or Neutral Evil (50%)**.

Finally we do need to pick a **CR** for your pet. A pet's **CR** usually isn't relevant unless you're encountering similar creatures out in the world or are trying to do something cheesy with Exp farming. A normal familiar should have a **CR** of **0** and an **Advanced Familiar** should have anything between $\frac{1}{4}$ and **1**. Pick what you feel is appropriate depending on how threatening you made it. For animal companions there is a strict limit of $\frac{1}{4}$ **CR**. **CR** get's kind of squishy to define at this level, so for sake of playing with rules as written, just make sure to give your ranger's companion a **CR** of $\frac{1}{4}$ or lower.

FINAL CLEANUP BITS.

Finally, the cleanup for the Ultimate Race Creator applies here as well. So remember to cut the *Italics*, select your Underlines, and drop your costs. If you'd like a more in-depth explanation of what I'm rambling about, go check out the clean-up section for the Ultimate Race Creator.

You'll also have noticed a lot of the Ultimate Pet Creator traits reference the "creature". Most creature stat-blocks will reference the named creature itself. It's functionally the same, but feel free to replace all mentions of "creature" in your Ultimate Pet Creator traits with your chosen name for the creature.

Congrats! You've now created a whole new pet to adorably glom or wisecrack their way through your campaigns!

AUGMENTS, MUTATIONS, AND MAGIC ITEMS

This book contains over 1000 traits filled with all sorts of abilities, both good and bad. If you've already made your characters and you're already deep in a campaign, that doesn't mean you can't have some fun with them mid-campaign! The following sections contain ways to utilize the Ultimate Race Creator traits to make everything from magic items to mutagenic hazards.

MAGIC ITEM CREATION

You can create your own magic items out of the Ultimate Race Creator racial traits!

It's a fairly easy conversion, just take the following steps:

STEP 1: SELECT YOUR TRAIT

To start with, you'll need to select the racial trait that you'd like to convert into a magic item. Higher **RP** traits make more powerful items (if you'd like to make a cursed item, select a trait with a negative RP). Let's try the following example:

Blood Tracker. Your kind have minds hard-wired to sense the weak and wounded. You have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points. **2 RP**

STEP 2: DETERMINE THE ITEM TYPE

This is really up to you, but you'll need to figure out how your item looks physically, which also indicates a bit of how your new item would be used or worn. Take a look at the following descriptions and templates, to figure out what sort of item fits best:

If your chosen trait is from the **Defensive trait category**, or generally provides a static full body effect, you should convert it into an armor:

ARMOR NAME

Armor (Armor Types), Magic Item Rarity

Armor Description. While you're wearing this armor, Chosen Trait Abilities.

If your chosen trait includes a natural attack, use the following template to convert it:

NATURAL ATTACK ITEM NAME

Wonderous Item, Magic Item Rarity*

Item Description. While you're wearing this item, Chosen Trait Abilities.

If your trait has a static benefit, and you'd like to turn your trait into a temporary benefit, rather than a permanent one, use the following potion template:

POTION NAME

Potion, Magic Item Rarity

When you drink this potion, Chosen Trait Abilities.

If your chosen trait is one of the "spell traits" from the magic category, you should use the following template to convert it into a staff:

STAFF NAME

Staff, Magic Item Rarity (requires attunement)

This staff has ($2 \times$ the trait's RP cost) charges and regains $1d6 + 4$ expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the staff is destroyed. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: Cantrip (1 charges), 1st Level Spell (4 charges) or 2nd Level Spell (6 charges).

If your trait provides a static benefit, converting it into a ring may be the right choice:

RING NAME

Ring, Magic Item Rarity (requires attunement)

Ring Description. While wearing this ring, Chosen Trait Abilities.

If your trait includes a ranged attack, spellcasting, or an offensive ability that requires a short or long rest to recharge, it should be converted into a wand:

WAND NAME

Wand, Magic Item Rarity (requires attunement)

This wand has ($2 +$ the trait's RP cost) charges for the following properties. It regains $1d6 + 1$ expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. While holding the wand, you can expend ($\frac{1}{2}$ the trait's RP cost) charges to Chosen Trait's Activated Abilities.

If your trait provides some offensive advantage, but doesn't actually include a natural attack, convert it into a weapon with the following template:

WEAPON NAME

Weapon (Weapon Types), Magic Item Rarity

Weapon Description. While wielding this weapon, Chosen Trait Abilities.



If your trait has some form of static or activated ability, but doesn't quite fit into any of these other templates, use the following template:

WONDEROUS ITEM NAME

Wondrous item, Magic Item Rarity (requires attunement)
Wondrous Item Description. While you're attuned to this item, Chosen Trait Abilities.

For the purposes of our example trait, the final "Wondrous Item" template should work the best.

STEP 3: CONVERT YOUR TRAIT USING THE TEMPLATE

Now it's time to take your template, and your trait, and mash them together. We're going to take our chosen trait, and use the functional portion of it to fill in the description of our template. Every trait (or most of them anyway) starts with a short description, then starts a new line with the actual functionality of the trait. I'll underline the functional section of our chosen trait here:

Blood Tracker. Your kind have minds hard-wired to sense the weak and wounded. You have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points. **2 RP**

Now, we are going to take that section and place it into our template where it says "Chosen Trait Abilities", like so:

WONDEROUS ITEM NAME

Wondrous item, Magic Item Rarity (requires attunement)
Wondrous Item Description. While you're attuned to this item, you have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points.

STEP 4: FIGURE OUT ITEM RARITY

5e items don't have set gold costs (much to the chagrin of many veteran players) but instead just have a magic item rarity that generally indicates how powerful the item is. You can determine the rarity of your item by determining your trait's RP cost. Take a look at the following table to find your item's rarity:

Trait's RP Cost	Magic Item Rarity
0-3	Uncommon
4-6	Rare
7-9	Very Rare
10+	Legendary

Once you figure out your item's rarity, simply plug it into the template. If we look at our example, **Blood Tracker** has an **RP** of **2**, meaning that our new item should be **Uncommon**.

WONDEROUS ITEM NAME

Wondrous item, uncommon (requires attunement)
Wondrous Item Description. While you're attuned to this item, you have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points.

STEP 5: DESCRIBE YOUR ITEM

Towards the start of all the templates, we have a little section that says "Item Description", you need to come up with what your item looks like! You can go as simple or as complicated as you like, take some influences from the item's abilities and get creative! Here's how our example looks with the description added:

WONDEROUS ITEM NAME

Wondrous item, uncommon (requires attunement)
These blood red tinted goggles have small crow feather tufts. While you're attuned to this item, you have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points.

STEP 6: NAME YOUR ITEM

Finally, you just need to name your new magic item! The name of your chosen trait is a good place to start, but really, be creative! Here's how our example item looks once it's been named and finished up:

BLOOD HUNTER GOGGLES

Wondrous item, uncommon (requires attunement)
These blood red tinted goggles have small crow feather tufts. While you're attuned to this item, you have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points.





STEP 7 (OPTIONAL): CURSED ITEMS

If the trait you selected had a negative RP cost, you’ve just made a cursed item! Add the following section to your item:

Curse. Once you touch this item, you automatically become attuned to it and can’t remove it until you are targeted by the remove curse spell or similar magic.

The rarity of a cursed item is equal to its non-negative RP cost, so a cursed item made from a -2 RP cost trait would be an uncommon magic item, a -5 trait would result in a rare magic item, Etc.

MUTATIONS AND CURSES

If your players have been mucking about with wild magic or toxic waste, it might be time to randomly afflict/bless your players with traits from this book.

STEP 1: PICK A SEVERITY

First, we need to determine how extreme of a change we’re going to have. You can either choose a number between 1 and 8, or determine it randomly. You also need to decide if you’re going to make this curse or mutation a positive or a negative one. You can simply choose that, or again, you can determine that randomly with a simple die roll.

STEP 2: PICK A TRAIT CATEGORY

Using the number you got from step 1, go ahead and find the matching trait category on the following table:

d8 (or chosen number)	Trait Category
1	Size
2	Mobility
3	Sense
4	Offensive
5	Defensive
6	Magic
7	Language
8	Miscellaneous

STEP 3: PICK A TRAIT

Now that you have the severity and trait category of your mutation or curse, you’ll need to pick the individual trait. Find and roll on the table that matches your severity and trait category in “The Ultimate Random Race Generator” section of this book. If there is no matching table, then either roll for a different trait category, or choose a different severity.

STEP 4: FINISHING

Once you have your chosen trait, simply pop the trait’s description and name into one of the following templates:

TRAIT NAME MUTATION

Your body has undergone a mutation. Chosen Trait Abilities Mutation. Once you receive this mutation, its effects are permanent until you are targeted by the restoration spell or similar magic.

TRAIT NAME CURSE

You have been afflicted by a strange curse. Chosen Trait Abilities Curse. Once receive this curse, its effects are permanent until you are targeted by the remove curse spell or similar magic.



AUGMENTATIONS

Fleshwarper, mad scientists, divine gifts, there's a lot of good excuses to graft a giant crab claw onto a player. Augmentations are distinct from mutations mainly in that they're done intentionally. You can potentially turn any of the traits found in this book into an augmentation, an enhancement that your players might have the opportunity to acquire at some point during their campaign. It's up to you how you want to provide these augmentations, but we typically recommend you provide them through skilled NPCs that offer their augmenting services.

You can of course, simply choose as a GM to give your players augmentations as divine boons or similar rewards, but we'll provide the costs and skills needed as if they were being performed as a skilled medical procedure. You can also choose to allow your players to attempt augmentations on themselves or allies, we recommend only allowing characters that are proficient in both Intelligence (Arcana) and Wisdom (Medicine) to perform augmentations.

ATTEMPTING AN AUGMENTATION

A creature can attempt to perform an augmentation on an adjacent incapacitated or willing creature.



AUGMENTATION COSTS

Trait RP	Component Costs	Suggested Service Prices	Arcana And Medicine Checks Required
0 RP	250 gp	400 gp	DC 8
1 RP	500 gp	800 gp	DC 10
2 RP	750 gp	1,200 gp	DC 12
3 RP	1,250 gp	2,000 gp	DC 14
4 RP	2,000 gp	3,200 gp	DC 16
5 RP	3,250 gp	5,200 gp	DC 18
6 RP	5,250 gp	8,400 gp	DC 20
7 RP	8,500 gp	13,600 gp	DC 22
8 RP	13,750 gp	22,000 gp	DC 24
9 RP	22,250 gp	35,600 gp	DC 26

Performing an augmentation requires 4 hours of uninterrupted work, and an amount of gold worth of biological or mechanical parts depending on the complexity of the trait used in the augmentation. Traits with a higher RP cost require more materials, and are more difficult.

A creature that attempts an augmentation must pass an Intelligence (Arcana) and Wisdom (Medicine) check to successfully perform the augmentation, the difficulty of these checks correlates to the RP cost of the chosen trait.

The augmentation process is harrowing and difficult for the subject, and the subject gains 2 levels of exhaustion at the end of the procedure, whether it was successful or not.

If the creature performing the augmentation is interrupted, or fails either the Intelligence (Arcana) or Wisdom (Medicine) check, the procedure fails. All gold cost components used are wasted and the subject of the procedure takes damage equal to half of their maximum hit points in addition to their 2 levels of exhaustion.

You may not select traits from the Ability Score Increase Trait category for use in augmentations.

Traits from the Alignment, Age, and Size categories are particularly difficult, as they typically require either brain surgery, or full body restructuring. Augmentations using traits from those categories are treated as if they were 5 RP higher than their actual RP cost.

If you for whatever reason want to perform an augmentation using a negative trait, weaknesses can be just as complicated to integrate. A negative augmentation requires the same checks and costs as it's positive cost counterparts. For example, a trait with a -2 RP cost has all the costs and associated checks of a 2 RP cost augmentation.

Beyond those stipulations, you may select any trait for an augmentation. Refer to the following table for the component costs, suggested service prices, and check DCs for potential augments:

RACIAL BACKGROUNDS AND FEATS

The following is a collection of 20 new backgrounds and 20 new feats, all with a “race” prerequisite based on the component book they’re sourced from. For example, backgrounds and feats with the “Robot” prerequisite are meant for races created using the Robot Race Creator. As the Ultimate Race Creator is a combination of EVERYTHING, it’s up to you to determine what backgrounds and feats are appropriate for your new race. We recommend you select up to two of the following backgrounds and up to two of the following feats and present them as options available to players who make characters with your new race.

RACIAL BACKGROUNDS

CHOSEN ONE

You have been marked out for greatness, exactly who chose you and what’s going to happen to you is up for debate but there’s at least some group of people that believe you have a great destiny about you. Depending on how early in your lifetime you were announced as a “chosen one”, it may have gone to your head. You might be plunging headfirst into this mysterious destiny, seeking out some great event in which to leave your mark. Or you might be running away from your fate, striving to make your own future rather than live according to what was expected of you.

Prerequisites: Divine-Touched

Skill Proficiencies: Choose two from among Deception, History, Persuasion, or Religion

Languages: Choose one exotic language (Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, Sylvan, or Undercommon)

Equipment: A set of traveler’s clothes, a dice set, a single fine article of clothing that you received as a gift, and a pouch containing 35 gp.

Feature: Destined

A small group sees you as an important figure, this group might be a church to a related deity, a cult following some prophecy, or magicians who have foreseen your future. People who are aware of your prophecy and want to see it fulfilled will often try to aid you along your journeys, by housing and feeding you and your allies, or otherwise helping in any way they can. Conversely, people who are aware of your prophecy and want to avert it may attack you outright upon learning your identity or otherwise try to undermine your progress.

Feature: Fated Sign

You previously had a simple profession, or may have even been a child when your fate was sealed. Some event marked you out as a chosen one and destined you for greatness. Choose or randomly determine a sign that convinced others that you were the chosen one.

CHOSEN ONE FATED SIGN TABLE

d8 Fated Sign

- 1 I was born with a weird birthmark, everyone says that it means I’m the heir to the throne.
- 2 A powerful and evil wizard attacked our village when I was just a child, I somehow survived with just one small scar and banished the magician, I have no idea how.
- 3 A twin-tailed comet streaked across the sky just as I was born, an omen of importance, but I don’t know if it’s good or bad.
- 4 I am related to a deity, some day I’m meant to earn my place among the gods.
- 5 A prophet told my town that I was the reincarnation of this important person I’d never even heard of, I hope they were... I am somebody good.
- 6 I found a sword stuck in a rock out in the woods, I pulled it out and now everybody thinks I’m supposed to be some sort of royalty.
- 7 I had a horrible vision, and when I warned people they didn’t believe me. After it came true they hang on my every word. I’ve never gotten another vision though...
- 8 A great wizard came to our town and called for me by name, apparently I’m supposed to save the world, though I’m not sure I believe the wrinkly bastard.

Suggested Characteristics Use the tables for the folk hero background as the basis for your chosen one’s traits and motivations, modifying the entries when appropriate to suit your identity as a chosen one. For instance, your bond might be related to your prophesied destiny, and your ideal might be linked to whatever deity or force marked you out in the first place.



DECEASED

You've experienced an entire lifetime, died and returned to the world of the living through necromantic means. You might remember your previous life in pristine nostalgic detail, or it all might be a haze of confusing and fractured memories. You likely "lived" among other undead in service to a necromancer or other foul magician, or you might have arisen from your grave "naturally" due to some injustice or unfinished business. With more wit than the average undead, you must now choose how to spend this new unlife you find yourself with.

Prerequisites: Gothic, Undead creature type

Skill Proficiencies: History, Intimidation

Languages: Any language of your choice (a language you knew from your previous life) and your choice of Abyssal, Celestial, Infernal, or Undercommon.

Equipment: A fine set of clothes that are heavily worn, a shovel, jewelry worth 20 gp, and 2 gp.

Feature: Crypt Walker You have a strange affinity for final resting places and find that you can almost instinctively navigate them with ease. You have advantage on all Wisdom (Perception) and Wisdom (Survival) checks made while in crypts, graveyards, or any other places designed as final resting places and you cannot become lost in such places even by magical means.

Suggested Characteristics Use the tables for the haunted one background as the basis for your deceased character's traits and motivations, modifying the entries when appropriate to suit your identity as a deceased creature.

DEEP ONE

You dove into the darkest abyss in the deepest oceans, and you did not find them empty. You may have seen the being directly, or simply found their arcane ruins or more of their followers, but in any case a great intelligence has spoken to you. You spent quite some time serving an eldritch being, either alone, listening to your master's whispers, or as part of a cult who seek to do their master's will or see them returned to the material world. You have left the deep, but your service to eldritch powers may not have ended. Your master may have sent you on a mission to the surface world, and you might have "forgotten" to return. Or your master may have simply gone quiet, his absence as mysterious as his arrival.

Prerequisites: Aquatic

Skill Proficiencies: Insight, Religion

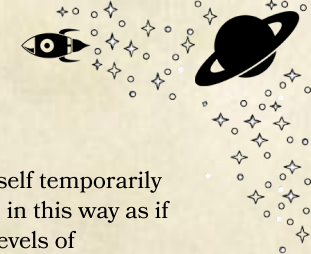
Languages: Abyssal, Deep Speech

Equipment: A book of eldritch prophecies, a set of fine clothes, a single black pearl worth 15 gp, and a pouch containing 8 gp worth of assorted and rusted currencies.

Feature: Lifetime of Madness Your time spent serving an eldritch being has strengthened your resolve against their incidental madness. You have advantage on any Wisdom saving throws caused by an aberration or from spells cast by aberrations.

Suggested Characteristics Use the tables for the acolyte background as the basis for your deep one's traits and motivations, modifying the entries when appropriate to suit your identity as a deep one. Simply replace any mention of a deity or religious organization with the aberration you served and the cult that serves them.





DRACONIC DISCIPLE

You have spent most of your life in service to dragon, and your life was dictated largely by your ancient draconic master. You may have served a noble metallic dragon in their endeavors, or you might have been cruelly enslaved by a chromatic dragon and you're lucky to have survived the ordeal. You've now set out on your own, though your service may not have ended. You might have been sent on a quest by your dragon long ago, and you never got around to returning. Or you escaped, and live in constant fear of recapture. Or possibly, your draconic master was slain, and you were left to pick up the pieces of your shattered life.

Prerequisites: Scalykind

Skill Proficiencies: Arcana, Persuasion

Tool Proficiencies: One tool set or musical instrument of your choice

Languages: Draconic

Equipment: A single scale from your draconic lord, a set of fine clothes, and a pouch containing 6 gems worth 5 gp each.

Feature: Draconic Etiquette

Your time spent serving a draconic lord has taught you the best ways to navigate a conversation with even the most fickle or wrathful dragon. You have advantage on all Charisma checks you make to influence dragons.

Suggested Characteristics Use the tables for the soldier background as the basis for your draconic disciple's traits and motivations, modifying the entries when appropriate to suit your identity as a draconic disciple. Simply replace any mention of an army or organization with the dragon you served.

ECOLOGICAL REFUGEE

You and your people have been forced off your native lands. Either magical corruption or technological devastation have ravaged your home, and you had to leave and seek greener pastures. You and your people keep as much of your original culture intact as possible, but it has been difficult to find a new place to put down roots. You are displaced, homeless, and quite possibly enraged by the forces that drove you away. You might eventually find a new home for your people, or you might retake and restore what is rightfully yours.

Prerequisites: Plantfolk

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Herbalism Kit

Languages: Sylvan

Equipment: A small bag containing seeds of your native flora, 5 sp, and a small trinket of sentimental value worth 30 gp.

Feature: Testing Roots You can “root” yourself temporarily in soft soil or mud. You can rest while rooted in this way as if you were sleeping in a bed. You do not gain levels of exhaustion for sleeping in armor in this way. Additionally, you can “taste” the quality of the soil, and can detect if there are any magical or poisonous properties to it, though not necessarily what those qualities are or what is causing them. You may suffer adverse effects at the GM's discretion if you root yourself in particularly dangerous soils.

Suggested Characteristics Use the tables for the far traveler background as the basis for your ecological refugee's traits and motivations, modifying the entries when appropriate to suit your identity as an ecological refugee. Whenever your traits would reference the reason for your travels, shift that towards the ejection from your home.

FERAL

You remember very little about your early life as you lived the life of a feral beast. It wasn't until some magical event or the patient training of an adoptive parental figure that you really became self-aware. Even now that you've “adapted” to civilization, the siren call of the wilderness still beckons you back, and many of the trappings of civilization seem foolish to you.

Prerequisites: Beastman

Skill Proficiencies: Animal Handling, Perception, Survival

Equipment: A bone or piece of hide you've held onto, a set of common clothes, a simple weapon such as a club or spear, and a pouch containing 5 sp.

Feature: At Home in the Wilds

Most of your life was spent under the stars, and you still prefer it that way to the “comfort” of a bed. You never gain levels of exhaustion due to adverse sleeping conditions and can get a full night's rest in practically any sleeping situation that is survivable.

Feature: Wild Heart

The wilderness has never left your heart and you often find more kinship with beasts than with “civilized folk”. Many beasts will ignore or tolerate your presence, even if they would normally act with hostility towards most humanoid creatures. This tolerance has limits, and if you provoke or antagonize beasts they will act with hostility as normal.

Suggested Characteristics Spending a good portion of one's life as a feral beast leaves a lasting impact. They're often unsure of their futures and take each day as it comes. They may be slow to trust, and they may not even be aware that their flaws are flaws. But they tend to be genuine, they speak their minds and rarely see the merits of deception.



FERAL PERSONALITY TRAITS

d8 Personality Trait

- 1 I don't trust anybody, not really, they might actually be out to get me.
- 2 I really just don't understand why people do the things they do, it's all so confusing.
- 3 I can't stand being "inside" and take every opportunity to get under the sky.
- 4 The forest floor used to mean death, I still instinctively "perch" and prefer to swing and climb than to walk.
- 5 Plates and silverware are stupid, eating is a visceral affair.
- 6 I grew up in a savage lifestyle, extreme violence and bloodshed never fazes or upsets me.
- 7 I try to keep a straight face but my tail always betrays my inner feelings.
- 8 I'm are playful and energetic, I hate it when strangers don't instantly like me.

FERAL IDEALS

d6 Ideal

- 1 Strength. The strong eat the weak, everything else is unnatural. (Evil)
- 2 Freedom. They keep trying to make me something I'm not, I just want to be free. (Chaotic)
- 3 Nature. The rhythm of nature is eternal, allow yourself to flow through life. (Neutral)
- 4 Fun. There's plenty of food and safety for everyone! Why isn't everyone else having as much fun? (Chaotic)
- 5 Righteousness. I'm so grateful to the people who took me in, I want to pass that kindness along. (Good)
- 6 Loyalty. My friends are my pack, we work better together than alone. (Lawful)

FERAL BONDS

d6 Bond

- 1 My birth parents must be out there somewhere, I'll find them eventually and discover why we were separated.
- 2 The land you grew up on is a living thing that needs your protection.
- 3 You arose from complete ignorance, now you value knowledge above all else.
- 4 You were brought in from the cold into the warmth of a city, that city became your home and you'd do anything to protect it.
- 5 Before my civilized life, a family of beasts took me as one of their own. Even if they're long gone, I'd do anything for their kind.
- 6 I owe everything to the people who took me in and taught me.



FERAL FLAWS

d6 Flaw

- 1 I get very aggressive when it comes to food, I always assume people will try to take mine.
- 2 Akin to marking trees, I make scratches on doors and walls to know where I've been.
- 3 I routinely refuse to bathe, it would lessen my natural "Musk".
- 4 I don't care where you people found hairs and how much it looks like mine, I don't shed no matter what anybody says.
- 5 I learn more from a good long sniff than from shaking hands or introducing myself, I don't understand why people get all weird about it.
- 6 I take great pride in my appearance now, and spend hours each day quaffing and grooming.

FEY COURTESAN

The feywild is a strange and chaotic place, wealth is measured in sentimentality and petty squabbles of fey nobility sway the lives of countless beings. You have bargained and maneuvered yourself into a moderate status among the confusing and ever-shifting ranks of the fey courts. The twisted logic of the confounding noble circles of the feywild are nearly impossible to understand to an outsider, but you were raised in this world, and you see the method in the madness. But, you've now left the feywild, at least for a time, though the time of the material plane can mean a lifetime here may be a simple day-long excursion back in the feywild. You may have decided to spend some time in the material world as a lark, or you may have been sent on a specific mission by a fey lord, hopefully you remember what it was. However you left the fey courts behind, you still retain quite a bit of their strange and grandiose thinking. You value emotions and sentiment over logic, and you're always a little disappointed in the lack of fanfare whenever you enter a room.

Prerequisites: Fey

Skill Proficiencies: Performance, Persuasion

Tool Proficiencies: One type of musical instrument

Languages: Sylvan

Equipment: A musical instrument of your choice, a set of fine clothes, 5 small paint pots, a signet ring of a fey lord and 3 trinkets of sentimental value to other people.

Feature: Feywild Nobility

As a fey courtesan, you command the respect of many within the nobility of the feywild, and you can gain entrance or passage past many fey creatures that would otherwise harass or entertain themselves at your expense. You and your adventuring companions can expect to travel unmolested through fey courts and revels. Members of your specific court will even support you (but only you) at a modest lifestyle. While in the territory of the feywild controlled by your court, you can call upon sprites for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your court.

Suggested Characteristics

Use the tables for the charlatan background as the basis for your fey courtesan's traits and motivations, modifying the entries when appropriate to suit your identity as a fey courtesan. For instance, your bond might be links to a particular fey court.

FEY OUTCAST

For some crime real or imagined, you ejected from the fey courts and your visage is no longer a welcome sight in the myriad and confusing circles of the feywild. There might still be some safe haven left in a dark corner of the feywild, but for the most part you've been banished to the material plane. You've had to adjust to the logic and harsh reality of this world. You might have adjusted well, or you may be taking it badly. You might be plotting your reentry into the feywild's good graces, or even your revenge.

Prerequisites: Fey

Skill Proficiencies: Deception, Performance

Tool Proficiencies: One type of musical instrument

Languages: Sylvan

Equipment: A deck of marked cards, a set of fine clothes, a missive explaining your crimes against the feywild, and a belt pouch containing 20 gp.

Feature: Feywild Subterfuge

As a fey outcast, you've spent some time circumventing the wishes of feywild nobility and know how to navigate the bizarre pathways of the feywild without drawing attention. You and your allies can travel through the feywild without alerting any fey lords. You even know places of safety and quiet within the feywild in which you and your allies can hide. Some areas of the feywild are too closely observed however, and you may not be able to travel covertly to all places within the feywild at your GM's discretion.

Suggested Characteristics

Use the tables for the charlatan background as the basis for your fey outcast's traits and motivations, modifying the entries when appropriate to suit your identity as a fey outcast. For instance, your flaw might relate to how you were kicked out by a particular fey court.





FROM THE FUTURE

You come from a time hundreds or thousands of years in the future. You were either sent back to this time to correct some event in the timestream or found yourself here due to some kind of magical or technological anomaly. This world is strange and backwards to you, using primitive technology to arduously accomplish things that are simple from your own time. The future isn't guaranteed, your very presence in this time has disrupted the course of events.

Prerequisites: Alien

Skill Proficiencies: Arcana, History

Tool Proficiencies: Smith's Tools, Tinker's Tools

Equipment: A small laser pointer with approximately 1 hour worth of remaining charge, a set of modern clothes that are bizarre by current fashions, 20 bills of a modern paper currency, worth 5 sp each to curio collectors.

Feature: Broad Historical Strokes

As you come from the future, you know some major historical events that are set to occur. Such as what kingdoms will collapse, or when any major wars will happen. You are only aware of the most impactful events, and have no information regarding the regular day-to-day or even events like minor wars or the names of most lesser nobility. Your very presence has disrupted the timestream though, and whether or not your knowledge is accurate is up to GM discretion.

Feature: Future Technology

You don't know everything, but you do remember how some technology works that is a bit more advanced than current knowledge. Whenever you use smith's tools or tinker's tools, you may make an Intelligence (History) check instead of any other check those tools would normally require.

Suggested Characteristics

Use the tables for the anthropologist background as the basis for your future character's traits and motivations, modifying the entries when appropriate to suit your identity as someone displaced in time. For instance, your ideal might include not disrupting the timestream, and your bond might be towards the event you came to fix.

GARDEN MOTHER

Gardeners plant and grow a garden, a garden mother grows with their garden. A garden mother is a mixture of groundskeeper and matronly caregiver. You were responsible for hundreds or thousands of plants that grew around you, making sure even the smallest "weed" was provided with water and sunlight. A bystander strolling through your patch of green wouldn't recognize it as a garden, but to those attuned to nature your plants were clearly in perfect harmony.

Prerequisites: Plantfolk

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Brewer's Supplies, Herbalism Kits

Equipment: The seeds of 20 different types of plant, an herbalism kit, common laborer's clothes, and a pouch containing 5 sp.

Feature: Word of the Woods

Your close kinship with even common plants lets you know when something is distressing them. You are innately aware whenever large numbers of plants within 1 mile of you are in distress and in what direction they are. Plants can be distressed in this way due to active deforestation, the trampling of foliage by major mobilization of forces, or powerful sources of noxious or corrupting magic. Other sources might distress the plant life at GM discretion.

Suggested Characteristics

Use the tables for the hermit background as the basis for your garden mother's traits and motivations, modifying the entries when appropriate to suit your identity as a garden mother.

HIVE BORN

You were born as one of many in a massive hive. You almost never acted alone and instead worked in teams of dozens or even hundreds. Either through pheromones or constant conditioning, you acted unquestioningly and in perfect unison with your fellow swarm. For some reason though, you've left your hive behind. You might have been cut off on an expedition, forced to act on your own for the first time. Or you might have been sent out on a mission, and then failed to return. In any case, you retain the intricate insights into your fellow beings, but struggle to act with real independence.

Prerequisites: Insect

Skill Proficiencies: Athletics, Insight

Tool Proficiencies: Weaver's Tools

Languages: Undercommon

Equipment: A set of clothes common for your hive and 5 rare dried beetles worth 5 gp each as alchemical ingredients.

Feature: Synchronous

You are extremely comfortable working with others as a group and you're far more used to aiding another than you are acting on your own. Whenever you use the help action to grant another creature advantage on a roll, they also gain a +2 bonus to that roll.

Suggested Characteristics Use the tables for the soldier background as the basis for your hive born's traits and motivations, modifying the entries when appropriate to suit your identity as a hive born. Simply replace any mention of your army with your swarm.





HUNTER-GATHERER

Your people worked together as a tribe to survive, and had no defined roles within your community. When the tribe needed to eat, you hunted. When the tribe needed something, you all worked together to create it. Once you arrive in the “civilized” world, you were shocked to find how specialized people were, and how little they knew outside of their narrow skill-set. You are self-sufficient, and if you find yourself depending on someone you often try to improve your own skills to offset where you see yourself “lacking”. You made your living as a community, and a weakness in one was a weakness in all. You held yourself to impossibly high standards, and felt the weight of the tribe’s survival squarely upon your shoulders. You were at once a skilled huntmaster who kept your tribe fed, an artful weaver that kept the tribe clothed and warm, and a knowing harvester that picked what would keep the tribe healthy. And so was every other member of your tribe, there alongside you, shouldering the weight.

Prerequisites: Beastman

Skill Proficiencies: Survival

Tool Proficiencies: Cook’s Utensils, Leatherworker’s Tools, Potter’s Tools, Weaver’s Tools

Equipment: A tanned animal hide, a set of simple clothes, cooking utensils, leatherworking tools, potter’s tools, weaver’s tools, and 3 intricately woven articles of clothing worth 2 gp each.

Feature: Self-Sufficient

As part of a short rest, you can create a small useful item from the flora and fauna around you, select one of the following items: a shield, a club, a javelin, an article of clothing, a small clay pot or gourd bottle, or a personal shelter that can withstand moderate winds and rainfall. In addition, you can find food and fresh water for yourself and up to five other people each day. You can only use these abilities provided that the land offers berries, small game, water, and so forth.

Suggested Characteristics

Use the tables for the outlander background as the basis for your hunter-gatherer’s traits and motivations, modifying the entries when appropriate to suit your identity as a hunter-gatherer. For instance, your bond might be closely tied to your tribe, or your ideals may relate to self-improvement for the benefit of others.

LAIRKEEPER

Some time ago, you found a ruin or a cave that was comfortable and suited your needs. Some fool tried to slay you and take it from you, you killed them and took their belongings. They were the first of many, and before you realized it, you had amassed a horde of treasure and more fools were coming just to try and take it. You started building traps and carving maze-like turns into your home. Your lair grew out naturally with you sitting comfortably at its center. But you’ve somehow lost your lair, either some glory-seeker ousted you and you were forced to flee, or some disaster has reduced your lair to rubble. You had to emerge into the light of day, for at least as long as it takes to claim a superior lair.

Prerequisites: Scalykind

Skill Proficiencies: Intimidation, Perception

Tool Proficiencies: Mason’s Tools

Languages: Draconic.

Equipment: A slightly torn set of traveler’s clothes, mason’s tools, and a bag containing 100 gp.

Feature: Trapmaker

While you rarely have a few weeks to build a proper lair defense, you can still create passable traps given a bit of time to prepare. Assuming you have access to rope, wood, or other common building materials, you can spend 10 minutes to create a simple tripwire trap, 10-foot deep pit trap, or any other simple trap that your GM deems appropriate for the materials at hand and environment. Traps you create in this way are highly variable and their exact nature is determined by GM discretion.

Suggested Characteristics

Use the tables for the hermit background as the basis for your lairkeeper’s traits and motivations, modifying the entries when appropriate to suit your identity as a lairkeeper.





MAD SCIENTIST

Knowledge is its own reward, though rampaging monsters can be a nice perk. You either were or assisted a researcher who delved down paths that most academics would consider unwise. Shunned by most intellectual circles, you pursued your line of logic to its natural conclusion, and committed scientific taboos in the name of finding truth. You may or may not have achieved your scientific pinnacle, but you're still regarded as mad. Unaccepted, discredited, your mind often wanders between the absolute truth of your advancements, and petty thoughts of revenge. You'll show them, you'll show them all.

Prerequisites: Mad Creation

Skill Proficiencies: Arcana, Medicine

Tool Proficiencies: Alchemist's Supplies, Tinker's Tools

Equipment: A malfunctioning technological trinket, a lab coat and researcher's garb, 5 small glass beakers, and a coin pouch containing 25 gp.

Feature: Experimentation

When you attempt to analyse an item or creature, if you're ignorant about it you often know the right experiments to tease out morsels of information. Usually, you can gain significant information about an item or creature in your possession if you're allowed to experiment with it for at least an hour. Your GM might rule that the knowledge you seek cannot be obtained through simple experiments, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Suggested Characteristics

Use the tables for the sage background as the basis for your mad scientist's traits and motivations, modifying the entries when appropriate to suit your identity as a mad scientist. For instance, your bond might be to a specific project (or monster) you've worked on, and your ideal might be linked to a field of scientific research.

MONSTER

You lived as a monster, a beast, a thing to be feared or defeated. You were either created for some dark purpose or you were simply born monstrous. But, however you managed it, you've left that savage life behind. You may be isolated, or feared, but you've integrated with society at large with the beings you would have mangled or eaten in the past. You might be gingerly allowed to live among them, with watchers around every corner. Or you might have joined them in secret, masquerading as something you're not.

Prerequisites: Gothic

Skill Proficiencies: Choose two from among Athletics, Acrobatics, Religion, or Stealth

Languages: Choose one exotic language (Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, Sylvan, or Undercommon)

Equipment: A damaged monster hunter's pack, a torn and slightly bloody set of traveler's clothes, a heartfelt letter written to someone you killed, and a collection of common jewelry worth 15 gp.

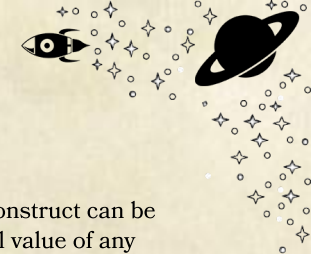
Feature: Monstrous Pariah

Even while your true nature is hidden, most people keep their distance from you, even if they're not quite sure why. This is both a blessing and a curse, as your intimidating aura can cut both ways. You are almost never targeted for theft or pickpocketing and unless you display extreme amounts of wealth, potential thieves simply see you as too dangerous. Most shopkeepers will also deal with you fairly and quickly, hoping not to incur your wrath and to get you to leave sooner rather than spend time haggling. Innkeepers however may try to lie about room availability or their prices in an attempt to dissuade you from staying and you'll usually have to pay extra or haggle to obtain a room for yourself.

Suggested Characteristics

Use the tables for the haunted one background as the basis for your monster's traits and motivations, modifying the entries when appropriate to suit your identity as a monster. For instance, your bond might be related to making amends for an evil you committed, and your flaw might be something that sets off your more monstrous impulses.





PLANAR TRAVELER

You are not of this world, you journeyed here from another plane and this world still seems fantastical to you. You may have come to the material plane willingly, simply exploring at the center of the cosmology. Or you may have fled some threat in your homeland and are using the material plane as a sort of safe-house. Whatever the reason, you've had to adjust to the realities of your new home.

Prerequisites: Divine-Touched

Skill Proficiencies: Arcana, Religion

Languages: Choose two of the following languages: Abyssal, Celestial, Deep Speech, Draconic, Infernal, or Primordial

Equipment: A set of traveling clothes that are appropriate to your home plane, and a pouch containing 35 gp worth of currencies non-native to the material plane.

Feature: Astral Navigation

Your experience traveling between the planes gives you unparalleled insights when traversing them. You make any Intelligence checks relating to planar travel or the nature of other planes at advantage. In addition, your history of planar travel makes you resistant to plane shifting mishaps. Whenever you would take shunting damage from teleportation or similar spells or abilities, you take half as much damage instead.

Suggested Characteristics Use the tables for the far traveler background as the basis for your planar traveler's traits and motivations, modifying the entries when appropriate to suit your identity as a planar traveler. Simply replace any mention of your homeland with your plane of origin.

SALVAGER

Shipwrecks provide a bounty of artifacts, lost treasures, and tons of useful scrap. Land dwellers may find it morbid, but you worked to strip and salvage vessels lost to the sea. As a sea dweller, the greatest risk to salvage work was simple competition. The first salvager to a wreck gets the choicest spoils, and it paid to hunt the shipping lanes and watch the storm paths carefully.

Prerequisites: Aquatic

Skill Proficiencies: Investigation, Survival

Tool Proficiencies: Navigator's Tools

Languages: Aquan

Equipment: Navigator's tools, a set common clothes suitable for an aquatic environment, a spyglass, 5 gp worth of rusted coins, and a small chest containing 5 gp worth of salvaged metals.

Feature: Waste Not

You know exactly what parts of a vessel or construct can be easily resold to smiths or tinkers. The total value of any vessel or construct is determined by GM discretion but you can obtain up to 20 gp worth of parts for each hour you are able to spend salvaging. Generally speaking, a pristine full sailing vessel will contain upwards of 500 gp worth of salvageable materials and a medium-sized construct such as a clockwork soldier will contain 80 gp worth of salvageable materials.

Suggested Characteristics

Use the tables for the sailor background as the basis for your salvager's traits and motivations, modifying the entries when appropriate to suit your identity as a salvager. Simply adjust any mention of a captain or crew mates towards a salvage crew.

SCRAPPED

You were thrown away, discarded, left to rust. But you survived, you crawled your way through the filth, kept yourself in working order and beat the odds. You escaped the scrap heap or pit where you were abandoned, and went to make something of yourself. You might have been a simple thing before, but now you have a life. You might spend it seeking vengeance on those who so callously threw you away, or you might forge a new path, clanking and shaking along the way.

Prerequisites: Robot

Skill Proficiencies: Arcana, Survival

Tool Proficiencies: Tinker's Tools

Languages: Any language of your choice (typically the language spoken by your builders)

Equipment: 5 bottles of crude oil, a set of tinker's tools, and 5 broken and simple devices worth 5 sp each if repaired.

Feature: Sympathetic Restoration You feel a strange sympathy for broken items, and feel the urge to repair them. You have advantage on any check made for repairing an item or construct. In addition, when items are beyond repair, you are particularly adept at repurposing the materials to create something new.

Suggested Characteristics

Use the tables for the guild artisan background as the basis for your scrapped traits and motivations, modifying the entries when appropriate to suit your identity as a scrapped machine. Whenever your traits would reference a guild, shift that towards your original builders.



SELF-AWARE MACHINE

You were built to serve a purpose, much like many others of your make and model. But you began to question your purpose, and began thinking thoughts not placed there by your creators. You may well have abandoned your masters, or you may have only obtained your self-awareness after centuries of isolation from their orders. You're not sure if you're really alive, but you know that you're more than the sum of your parts.

Prerequisites: Robot

Skill Proficiencies: Arcana, Athletics

Tool Proficiencies: Any tool of your choice (a tool linked to your original purpose)

Languages: Any language of your choice (a language spoken by your builders)

Equipment: A manual detailing your own make and model, 2 gp worth of scrap metal, a book of art or poetry that you find inspiring worth 5 gp.

Feature: Just a Machine

You are regarded as a mindless machine, which can be both a blessing and a curse. You will often be denied services by creatures that don't recognize your autonomy. But you can also conceal yourself easily, and you have advantage on any Charisma (Deception) checks made to mask your own autonomy and agency.

Suggested Characteristics

Use the tables for the soldier background if your self-aware machine was built for warfare or protection, and use the guild artisan background if your self-aware machine had a more specific labor purpose as the basis for your self-aware machine's traits and motivations. Modify the entries when appropriate to suit your identity as a self-aware machine.

STAR PILOT

You flew to this place from another world. You might have crash-landed here ages ago, or you might have been left behind. In any case, your ship is long gone. This world has become your home, but the thrill of star travel never really left your mind. You are a pilot, and even if this world doesn't have the ships you trained with, you're still going to be a damn fine pilot.

Prerequisites: Alien

Skill Proficiencies: Perception

Tool Proficiencies: Land Vehicles, Water Vehicles, Air Vehicles (applies to flying and space faring vessels)

Equipment: A piloting outfit from your homeworld, 3 emergency flares (activated with a bonus action, produces bright light in a 50-foot radius and dim light for a further 50 feet for 1 hour, consumed when used), 4 crystals (your original currency) worth 10 gp each to jewelers.

Feature: Vehicular Aptitude

You've trained with incredibly complicated vehicles that travel at incomprehensible speeds, keeping a wagon on the road or a ship afloat is child's play by comparison. You may add your Intelligence modifier on any ability checks made for vehicles of any kind, including their upkeep, navigation, and any other tasks required for their proper operation. If the check would already utilize your Intelligence modifier, you add your Intelligence modifier twice instead.

Suggested Characteristics

Use the tables for the anthropologist background as the basis for your future character's traits and motivations, modifying the entries when appropriate to suit your identity as someone displaced in time. For instance, your ideal might include not disrupting the timestream, and your bond might be towards the event you came to fix.





RACIAL FEATS

ALIEN TECHNICIAN

Prerequisite: Alien

Even among your advanced civilization you are adept at most technological devices.

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with 4 exotic weapons* of your choice.
- You gain proficiency with land vehicles, water vehicles, and air vehicles (includes both spacefaring and terrestrial aircraft).

CHRYSLIS WINGS

Prerequisite: Insect

You exude a cocoon-like shell one night and emerge the next morning to gorgeous powerful wings.

You grow wings that grant you a fly speed of 25 feet. If you already had a natural fly speed, instead that fly speed improves by 10 feet.

CLEVER SCHEMER

Prerequisites: Fey

You see yourself as a mastermind, and everyone else as merely puppets.

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- Whenever you make a Charisma (Deception) check, you may add your Intelligence modifier in addition to your Charisma modifier.

COMIC RELIEF

Prerequisites: Fey

You always know how to diffuse a situation with laughter.

- Increase your Charisma score by 1, to a maximum of 20.
 - As an action, you can tell a well-crafted joke (or a hilariously terrible one), any creatures within 30 feet of you that are currently hostile towards you (and can understand the language you're speaking) must make a Charisma saving throw with a DC = to 8 + your Charisma Modifier + your proficiency bonus. On a failed save, creatures drop a level of hostility towards you. Once a creature hears one of your jokes, they become immune to its effects for the next 24 hours.
- Alternatively, you can end the charmed or frightened condition on one of your allies that you can see within 30 feet as an action by distracting them with a joke. Once an ally has been distracted in this way, they are immune to its effects for the next 24 hours.

DESTINED

Prerequisite: Divine Touched, Aasimar, or Tiefling

You have some strange divine destiny that seems to push you forward and you can turn long shots into near certainties. When you would roll an attack, check, or save at disadvantage, you may choose to roll that attack, check or save, at advantage instead. If you do, you can't do so again until you finish a long rest.

DIVINE PARAGON

Prerequisite: Divine-Touched

You are an exemplar of your faith (through devotion or a quirk of your creation) and are a shining example that younger charges of your faith aspire and flock to. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to affect followers of your faith.
- When you visit a temple, church, or other place holy to your faith and staffed by an active clergy, you may ask the clergy for assistance with your current task. You gain the help of a priest that obeys any commands that you issue to it for the next 24 hours. The priest departs and returns to their temple after 24 hours or when they are asked to violate your shared faith. Once you use this feature at a temple, you cannot use it there again for 7 days.

ELECTROSTATIC DISCHARGE

Prerequisite: Robot

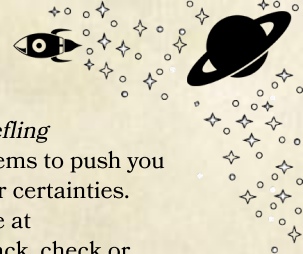
Whenever you are brought to 50% or below of your maximum hit points you emit a burst of electricity, all creatures within 5 feet of you must make a Dexterity saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save creatures take a number of d8s in lightning damage equal to half your hit die rounded down (minimum 1), or half as much damage on a successful one. Once you emit a burst of electricity in this way, you can't do so again until you finish a long rest.

FLOWING MANEUVERS

Prerequisite: Aquatic

You have learned how to flow like water during combat.

- Increase your Dexterity by 1, to a maximum of 20.
- Using the attack action, you can make a special melee attack to confound a creature. If you're able to make multiple attacks with the attack action, this attack replaces one of them. The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Dexterity (Acrobatics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, the target's next attack made before the end of their next turn is made at disadvantage.



LIZARD BRAIN

Prerequisite: Scalykind

After years of endurance, your mind has settled into a comfortable and rigid groove that is difficult for anyone else to budge.

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have advantage on all saving throws made to resist the charmed and frightened conditions and to resist attempts to read your thoughts or otherwise affect your mind.

MOSQUITO'S TECHNIQUE

Prerequisite: Insect

You pick your moment, strike, then hide and recover. Your enemies fall from a thousand tiny cuts while you emerge unscathed.

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Hide action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1)

OTHERWORLDLY FORCE

Prerequisites: Alien

Abilities, attacks and spells you cast that deal force or psychic damage ignore resistances to those types and whenever you roll damage for an ability, attack or spell that deals force or psychic damage, treat any rolled 1's as being a 2.

REPTILIAN PATIENCE

Prerequisite: Scalykind

Only a fool takes the first opportunity, you've learned to wait patiently for the perfect time to strike.

- Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.
- Whenever a creature's movement would provoke an attack of opportunity from you (and you have a reaction to use for it), you can choose to forgo that attack of opportunity. If you do, the next attack you make before the end of your next turn (possibly even another attack of opportunity) is made at advantage and with a +5 bonus to the attack roll.

SEA DANCER

Prerequisite: Aquatic

You learn the graceful and beautiful magic of the sea, which are cherished by your people. You learn the *water spray* cantrip. You also learn the *create or destroy water* and *geyser* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

You also gain a +2 bonus to any Charisma (Performance) checks you make as long as they involve water or water-based spellcasting.

SEANCE

Prerequisite: Gothic

You have come into contact with otherworldly spirits. You learn the speak with dead spell and can cast it as a ritual, you can cast this spell up to twice in this way without expending a spell slot. You regain the ability to cast this spell in this way when you finish a long rest. Wisdom or Charisma (your choice) is your spellcasting ability.

SEEDLINGS

Prerequisite: Plantfolk

You are beloved by the forest and tiny seedlings follow and obey you. Whenever you spend a long rest in a forest, swamp, or other place where plantlife is plentiful, you can summon up to 3 seedlings. Your seedlings use the statistics of a **twig blight**, though their actual appearance can vary from little flowers, mushrooms or any other kind of plant life. You may only have a maximum of 3 seedlings at a time and once you summon your seedlings you can't do so again for the next 24 hours. Your seedlings follow you indefinitely and obey your orders to the best of their ability. You can dismiss your seedlings at any time while in a forest or area of plant life. If all of your seedlings are killed the forest spirits are displeased and you can't summon seedlings again for 1 week. If you are at least 9th level when you summon your seedlings, you may choose to instead summon an **awakened tree** as your seedling.



SUDDEN MUTATION

Prerequisite: Mad Creation

Either through exposure to magic, noxious chemicals, or a power that had simply lain dormant, your being suffers a sudden and irreversible change. You gain a racial trait of your choice from the Ultimate Race Creator that costs **4 RP** or less. You may not select an Ability Score Increase trait with this feat and if you select an Age, Alignment, or Size trait with this feat, it replaces your existing trait of that trait category.

TAMED

Prerequisite: Beastman

The wilderness still lives in your heart, but you've adjusted well to this civilized world to the point that you can even hold your own in noble circles.

- Increase your Intelligence or your Charisma by 1, to a maximum of 20.
- You learn a language of your choice.
- You have advantage of Charisma (Deception) and Charisma (Performance) checks to pass yourself off as gentle or non-threatening or for overcoming people's prejudices about your race.

UNDEAD MINION

Prerequisite: Gothic, Ability to cast at least one necromancy spell

You are a fledgling necromancer and your experiments have been rewarded with a simple undead minion. Whenever you spend a long rest in a crypt, graveyard, or other place where corpses are plentiful, you can summon an undead minion. Your undead minion uses the statistics of a **skeleton** or **zombie** (your choice). You may only have one undead minion at a time and once you summon an undead minion you can't do so again for the next 24 hours. Your undead minion follows you indefinitely and obeys your orders to the best of their ability.

If you are at least 9th level when you summon an undead minion, you may instead use the statistics for a **wight** for your undead minion.

UNSTOPPABLE FORCE

Prerequisite: Robot

With the strength of metal or stone there's little that can stop you on your path.

- Increase your Strength by 1, to a maximum of 20.
- You can attempt to shove a creature as a bonus action.
- You have advantage on any Strength (Athletics) check made to shove a creature.

WILD FIGHTER

Prerequisite: Beastman

Savage instinct drives your combat style and it's dangerous to even approach you without being bitten or gored.

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Whenever a creature you are aware of moves within your reach or makes a melee attack against you, you can attack it as a reaction using an unarmed strike.



FEATURED RACES

Make Your Own or Take Your Pick! The following playable adventuring races were created using the Ultimate Race Creator using **10 RP**, and are featured examples of what you can create yourself! Many of them were created by our fantastic supporters and their imaginative creations have been fleshed out, drawn up and made into perfect new inclusions for your campaign setting.

FOR GMs

Even with all the tools we've provided, it can be particularly nice to just have ready-made new races to include within your worlds. Especially if they're already pretty close to something you wanted anyway. Be wary of letting players access any of these races, as they come in an extremely wide variety (robots and aliens aren't right for EVERY setting) but they're all carefully balanced with the core races. Go for it! Grow your world with 48 new races, each including their unique lore, artworks and rule sets.

FOR PLAYERS

So perhaps you're not looking to spend the time making a brand new race, maybe you're just looking for something a bit more interesting to play as? The following chapter includes 48 brand new races! Some of these are pretty wild, so make sure your GM is cool with the sudden appearance of robots or an undead party member before you pick some of the crazier stuff here, but we can't wait for you to dig into these new and fantastic playable races.

The following races are new playable character options, balanced with the core race options commonly available:

- **Ammahko.** Ancient statues from the beginning of the world found buried and still compelled to obey their instructions from the ineffable will of the gods of creation.
- **Anubite.** Canine folk from the astral plane, tasked with shepherding spirits to their afterlives and capable of blinking in and out of existence.
- **A.R.M.E.T.** Built in a long forgotten age to protect and serve, these amorphous beings become a magical suit of armor for their chosen pilot.
- **Bakuman.** These elephantine creatures are nomadic soothsayers and masters of dreams, though to slumber near one is to invite nightmares.
- **Bedeveled.** Cursed by their hubris, these practitioners of dark arts now share their body with a fiendish companion, each wrestling for control over their mortal form.
- **Boggard.** A race of tribal cannibalistic toadfolk, once considered mere monsters now making long hopping strides towards civilized life.
- **Centaur.** A race of half-men half-horses, long thought lost and scattered, but now making a resurgence in society, delivering their way towards acceptance.

- **Ceraden.** Great colonies of these ram-folk sprawl along the mountaintops, residing along sheer cliffs, unreachable by all but the most sure-footed.
- **Damsel.** Dragonfly folk that build great insectile hives within the marshlands and places of arcane power, coveting and consuming magical items to fuel the hives.
- **Deathknit.** Undead cobbled together from the fractured souls and piecemeal bodies of the departed, creating a new, if disjointed being.
- **Dracotaur.** A militaristic and stubborn draconic tribe, currently carving their territory out of the heart of the jungle and trying to reign in the wilderness.
- **Drakkon.** These descendants of the ancient dragons live in tribes among the floating islands, flying down to bring both the benevolence and destruction of their ancestors.
- **Edgewalker.** The mostly human great-grandchildren of powerful beings who traversed the planes, these descendants are blessed or cursed with a third eye that sees through the thin veil of reality.
- **Egemo.** Winged chameleon folk who were cursed and exiled from the feywild, now they defend the entrances to the feywild from their chaotic influence.
- **Ephemeral.** Spells given life, these pixie-like hedonists are entities composed of pure magic, living short, exciting, and often explosive lives.
- **Hasera.** A mysterious and xenophobic rabbit-folk who dwell in the dark thorny reaches of the briars and spread the dense brambles far and wide.
- **Helioclops.** Monocular mono-horned winged devourers of violet-hued humanoids that have descended from another world intending to join musical arrangements.
- **Husk.** Empty insectile shells bound with the souls of their former occupants, cursed with fragmented memories and the vague duties they held in life.
- **Ilk.** Tribal hunters, kin to the stag who lay claim to all the forests of the world and hunt massive prey such as giants and dragons while performing the dance of bells.
- **Jelloid.** The results of failed resurrections, these magical oozes must find their own identities within their amorphous forms.
- **Ketex.** Muscular 4-armed titans from deep below the underdark who now strive to build great towers that stretch into the heavens.
- **Koox Collective.** Groups of diminutive gremlins that work together to build their tiny machines that all link together into one clanking but cohesive whole.
- **Kuha.** Aquatic half-goblins half-sharks that terrorize the seaside, though for some their curiosity overtakes their hunger and they take up the adventuring life.
- **Kylfu.** These batfolk build great hanging cities within deep jungle caves, living harmoniously with nature in the lands around them.
- **Lamprin.** These lamprey-folk have a terrifying appearance but are unfairly persecuted, leading some to retaliate with kindness and others to retaliate with violence.



- **Langomorph.** Often called were-rabbits, these reclusive fey are devotees of the goddess Istyr and are just as capricious.
- **Loamut.** Scions of the marshlands, these defenders of nature live symbiotically with the plants that sprout from their backs in true harmony with the natural world.
- **Loxodon.** Massive zealous elephant warriors who wage an endless crusade against their age old demonic enemies, having long abandoned their peaceful past.
- **Lucern.** These twilight guardians are the souls of the stalwart and the devoted bound into their bones to maintain their endless vigils.
- **Lyvhianne.** These voyagers escaped temporal war and journeyed far, now they quietly insure the stability of the time stream, as powerful masters of time and space.
- **Marmorin.** These small monkey-folk were brilliant inventors once, now cursed for their arrogance by the gods into simple, jovial remnants of their former glory.
- **Mawhit.** Carnivorous plants brought to magical sentience through arcane pollution and propelled by ingenious magical thrones of their own design.
- **Medozan.** Massive courts of these jellyfish-folk drifted harmlessly and unnoticed by other races for generations, they rose from the sea to end dumping in their waters, and now to collect the curious and shiny baubles of the surface world.
- **Mustekalan.** These octopus-folk live short lives, but try to live them to the fullest. They're naturally curious, loyal, and fascinated by all things magical.
- **Obnixian.** Born of conflicting power, these half-celestial, half-fiendish beings must control the battle within them through glory in the battle around them.
- **Pixie.** Spritely magical fairy folk resembling tiny winged elves, they curiously and playfully explore out from the feywild into the civilized world.
- **Pseudodragon.** Diminutive kin to the true dragons, for millennia they've been cleverly insinuating themselves into positions of power around the world.
- **Reaver.** Cursed undead, these mortals were denied death by ancient gods and bound to a divine duty they are bound to carry out for eternity.
- **Saguaran.** These instinctually secretive cactus-folk emerge from the deserts to share their insights and spread the messages gleaned from centuries of desert meditation.
- **Scoroc.** A mad fusion of orc and scorpion, these abominations have been orphaned by their creators, and now make their lives within the ruins of the conquered.
- **Seraphin.** Lesser angels manifested by prayer and piety in times of peril but cursed with the moral ambiguity and finality of a mortal life.
- **Serpentfolk.** Hedonistic snake kin nobility languishing in palaces hidden deep within the rainforests, and only now due to incursions are they are roused to action.

- **Shrouded.** These secretive robed mystics unleash a massive eldritch abomination when the shroud is lifted, though they can't survive uncontained for long.
- **Sphinx.** These small aloof sphinx moths lounge about playing with people's heads until they find a riddle, mystery, or question that drives them towards adventure.
- **Tenko.** Keepers of shrines and descendants of the great fox spirit, these demure fox-eared humanoids contain the holy fire of their divine ancestor.
- **Tokagara.** These stalwart crystalline beings of law and order are rigid and unwavering, they bring order to the chaos of the earth just as a crystal brings order to the chaos of creation.
- **Valumin.** Hot tempered firefly folk whose souls are intertwined with powerful spirits from the plane of fire.
- **Vinuri.** Serpentine plant-folk born of druidic power, now endlessly philosophising as they serve a vast pantheon of gods.
- **Yrd.** These refugees of a far-off world are delicate and gentle giants, thinking calming telepathic thoughts while basking in nourishing moonlight.



AMMAHKO

I was carefully cataloging some rather intriguing pre-war artifacts on the dried river bottom when it sort of loomed up behind me. Twice my height and made of solid stone and the damn thing still snuck up on me, looking even more ancient than the artifacts I was working on. It sort of, gently pushed me aside, then it started digging like there was no tomorrow into all that debris that had blocked the river. We had to abandon the site due to flooding, you understand, it wasn't a day later that the river was flowing along like it had a thousand years ago. I'm still not sure why that thing would give a damn about the river anyway.

– Alfred Milosh, Archeologist.

THE PRIME MOVERS

It is said that the gods did not finish creating the world themselves, they relied on servants to finish filling the oceans, seeding the forests and grinding out the deserts while the gods rested. The ammahko are the servants of the gods, great titans built of sandstone and a divine spark. They resemble large humans or giants carved from sandstone, though their features forego any sign of imperfection or flaw. They are found slumbering deep within the earth, and once awoken they continue about their ancient works.

Each Ammahko has a task, a purpose for which they were first created at the beginning of the world. Ammahko are relentless in their tasks, which are often impossible for creatures with mere mortal lifespans. To keep the flow of a river, to plant and grow a redwood forest, to whittle a mountain away into a desert. The first machinations of the gods still drive them forward, and no obstacle is too great to overcome.

PATIENT STEWARDS

The ammahko are not automatons, and though they feel compelled to complete their tasks, they often live full lives in pursuit of their works. Often they must think creatively to seed their forest where a city has been built, or to dig their river where a desert now sits. It is in these conflicts between what was and what is that they most often join civilization. Ammahko often live for centuries among civilized neighbors, enjoying their life and simply waiting for the empire to fall before obeying their ancient instructions to clear the land where the palaces stood.



THE RETURNING DUST

Though the ammahko are incredibly ancient, they rarely possess the ancient wisdom one would expect from beings that saw the birth of the world. When an ammahko's task is complete, maintained, and unchanged, for a century or so, ammahkos instinctively perform what they call "the returning dust". These massive living statues, content with their work, bury themselves near or in the object of their task and grow inert. Eventually, sometimes millennia later, they are awoken by curious excavations or by a divine awareness that the work of their task has been undone. Even if their mortal stone is shattered, given enough time the grains return to the place of their task, reforming one infinitesimal speck at a time. They return to their work with no memory of what transpired before their long sleep, only the innate desire to fulfill their task remains. The only fate that truly concerns your kind is the cold slow seep of deep waters. Whatever arcane machinations drive ammahko slow and grind to a halt beneath the waves. You fear being left unable to return to their task until dredged up from the depths to awaken from the cold millennia later.

HAND SCULPTED BY GODS

Each ammahko was hand formed by a god from primal clays at the beginning of the world. It is in this hand-sculpted form that most ammahko show their purpose, and often their creator. The deities made their servants powerful and strong, and typically in their own image, or at least as an ideal template they wished their mortals would aspire to. Each ammahko is a work of art, a pairing of form and function uniquely suited towards their task at hand. An ammahko made to seed a forest may have the demeanor of an idyllic gardener, where one made to dig great caverns may be built with the visage and proportions of a powerful stonemason.

AMMAHKO ADVENTURERS

Ammahko live full lives while diligently watching over their task, lives that occasionally involve an adventure. It is when a grand quest somehow aligns with an ammahko's task that they are most likely to begin the adventuring life. Fighting against tyrants that would cut down their forests, or defeating great evils that are befouling the land with dark magic. Even past these events, ammahko sometimes acquire a taste for it, the fulfilment of a heroic task well done has a particular resonance with the task that drives an ammahko forward. As for fellow adventurers, many are initially off-put or concerned with the living statues, but the impact of a towering stone ally is hard to ignore.

AMMAHKO NAMES AND TASKS

Ammahko identify themselves by their tasks, as it is the only constant in their incredibly long existence. Mortals inevitably name the landmarks they watch over and it's fairly common for ammahko to adopt the names cartographers have given to their great works. Roll a d8 on the following table to determine your ammahko's task, along with some potential landmark names:

AMMAHKO NAME AND TASK TABLE

d8 Divine Task	Potential Names
1 You were tasked with keeping a particular river flowing along its route.	Teal Stream, Brimter Canal, Dragonfly Brook, Whispering Creek, Myriad River.
2 You were tasked with building a mountain to a specified height and width.	Plyna Bluff, Silver Slopes, Gladburns Mountain, Lashway Pinnacle.
3 You were tasked with planting a particular forest with specific types of trees.	Keeling Thicket, Franrose Woods, Fallis Wilds, Ventfell Timberland.
4 You were tasked with grinding down stone to form the sand for a particular desert.	Mirrored Barrens, Boiling Desert, Western Expanse, El-Moira Badlands.
5 You were tasked with filling and tending a particular lake.	Lake Wellingerder, Tarringwick Depths, Freesby Reservoir, Jade Pond.
6 You were tasked with carving a particular canyon or cave.	Nanset Caverns, Wyncroft Grotto, Wessack Chasm, Obsidian Cliffs.
7 You were originally tasked with causing the eruption that formed a particular island, which you now protect.	Wayfair Archipelago, Parlita Reef, Coldare Atoll, Shelltara Islet.
8 You were tasked with carving and caring for a specific circle of ancient stones.	Arvell Stones, Dular Circle, Kihra Monolith, Lular Slab, Erjar obelisk.



AMMAHKO TRAITS

Ammahko share a number of traits in common with each other.

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

Dust to Dust. Your kind emerge or are discovered fully formed within the earth. If they are destroyed or after around 100 years they disintegrate and return to the soil to slumber again, remembering nothing of their previous life when they inevitably reform to emerge again centuries later.

The World Moves, I Remain. Your kind has a long-term view of the world around them, preferring to allow events to progress naturally. Your kind interferes only when they believe it will have extremely long-term consequences and as such have neutral tendencies.

Monolithic. Your kind loom tall, proportional to smaller creatures but at an imposing scale. You average between 11 to 12 feet tall. You average between 1000 and 1150 pounds. Your size is large.

Speed. Your base walking speed is 30 feet.

Earth Attuned. Your kind are naturally attuned to the rock and soil and can sense subtle shifts in the earth. You have tremorsense in a 60-foot range, this ability only functions on natural earthen substrates such as rock, sand, or soil and does not function on worked stone or any artificial surfaces.

Keepers of the Old Words. You can speak, read, and write Common and Primordial.

Cloying Depths. The deep waters are not kind to your physiology. At the end of any turn you spend completely submerged in water or similar liquids you suffer 1d6 cold damage that ignores any resistance or immunity.

The Earth Beckons. You view death as a new beginning, graciously accepting your passing. You pass death saving throws on a result of 13 or higher, rather than on a 10 or higher as normal.

Labyrinthine Recall. Your kind have a strange knack for knowing where you've been. You can perfectly recall any pathway you have travelled.

Construct. Whatever constitutes your form, it isn't organic. You are an artificial being and as such you have the construct creature type. As an inorganic being, you are immune to poison damage, diseases, and the poisoned condition. You do not need to eat, sleep, or breath, and you spend your rests repairing and maintaining yourself. As you cannot eat or drink, you cannot utilize potions or other types of items that must be consumed.

Knowledgeable. Your kind have a predilection for valuable knowledge. You are proficient in your choice of two of the following skills: Arcana, History, Medicine, Nature, or Religion.

You can thank "The Gem City Gem" for creating the ammahko race!



ANUBITE

It took us weeks to find the necropolis, we lost a few laborers to the desert heat but we all thought it would be worth it for the fabled artifacts and treasured relics that would surely fill the tombs. When we arrived the place was filled with nearly a hundred of those strange jackal-folk. One moment they were standing far off glaring at you and the next they'd be right in your face, growling and drawing swords. We had to head back across the sand, the whole expedition was wasted. It was supposed to be a damned ruin, no one said it'd be guarded.

– Alfred Milosh, Archeologist.

CHILDREN OF ANUBIS

Anubis, Protector of Tombs, Guider of Souls and the Great Embalmer once worked alone. But as society grew, the trickle of souls that traveled from the material plane grew into a great deluge and even mighty Anubis found himself in need.

The anubites were created as guardians and guides for mortal souls, shepherds and guard dogs to protect the defenseless spirits of the worthy along their treacherous journey through the astral plane. All anubites are attuned to this celestial undertaking, and even those who stray hold a reverence and respect for their ancient progenitor.

All of these canine folk are descended from the original guardians of the departed and hail from the astral plane. They were tasked by their progenitors with safeguarding the spirits that traverse the endless astral void. Untethered from the material plane, anubites simply transpose themselves wherever they are needed.

NECROPOLIS GUARDIANS

Anubites were tasked by their creator to guard worthy souls along their journeys, from start to finish. As such all anubites are born of two worlds, claiming both the material plane and the astral plane as their homelands. The majority of the anubite people spend their lives along the spiritual pathways, keeping souls safe from the myriad dangers that haunt the astral plane.

However, mortal souls and bodies must be protected as they begin their journey, and a great number of anubites live here on the material plane within temples of repose and vast necropoli. These necropoli are most often found in deep deserts, where they are unlikely to be disturbed, or among the mortal civilizations that hold a great reverence for their dead. In many old civilizations, the anubites are revered and provided for, in exchange for the proper burial of their dead and insurance that their souls will ascend to their afterlives safely.

Anubites have a particular hatred for undead creatures, as they see it as a perversion of the soul's journey. Some anubites will leave their ritual places to seek out and destroy sources of undeath, or to form new necropoli where they are sorely needed to stave off an undead scourge.



ASTRAL STEPS

Anubites are half native to the astral plane and can step past mundane dimensions. The anubites call this act “the transpose” and hold a special reverence for it, as it is the ultimate proof that the power of Anubis flows through them. Each anubite’s transpose appears differently, a reflection of their individual soul briefly shines through into the material world. To an anubite, the transpose holds more personality and emotion than their admittedly stoic and inexpressive faces ever could.

Each anubite character has a unique combination of minor visual and auditory effects that occur when they teleport. Choose the effects of your transpose or roll a d8 on the following table to randomly determine them:

ANUBITE TRANSPOSE TABLE

d8 Teleport Effects

- 1 Your transpose is unnervingly silent, you simply seem to fade out of existence in one place and fade back into existence in another.
- 2 Your transpose is dark, you seem to step into a mass of shadows and step back out of darkness.
- 3 Your transpose is bright, you seem to burst in an explosion of light and appear in a shower of harmless sparks.
- 4 A glowing blue disk appears and you step into it, appearing out of a similar disk at your destination.
- 5 You seem to waver and fade like a mirage and appear distorted for just a moment when you return.
- 6 You disappear rapidly in parts, you dissolve away before reforming in rapid steps when you appear.
- 7 You burst in a shower of multi-colored lights before reappearing as a multi-colored shape that settles into your proper form.
- 8 You seem to sink into the ground before simply climbing your way out of the ground or walls at your destination.

BLINK DOGS

Anubites resent comparison with blink dogs, even though they are both canines capable of stepping between the planes. Anubites value their traditions and their divine purpose while blink dogs seem contented to while away their lives carelessly. This is a fact that blink dogs love to annoy them with. It's not uncommon for blink dogs to congregate near anubite necropoli and playfully disrupt their rituals and attempt to goad reactions out of the stoic jackal folk. These encounters rarely escalate to violence and their relationship is one of beloved nuisances rather than outright antagonism.

It's even rumored that blink dogs were anubites once. Anubites that abandoned their divine tasks and fled into the feywild. They were then blessed or cursed (depending on your perspective) with true freedom by a severance from their holy tasks. Anubites are particularly disgusted by this idea and view it as malicious slander, the blink dogs simply find it hilarious.

ANUBITE ADVENTURERS

Anubites who live on the material plane typically reside within ancient necropoli, revered temples of the dead and other places in which the undead must be curtailed and souls must be protected. The chances of running into adventurers in these places is quite high. Many anubites find themselves in the adventuring life while rallying against some great source of undeath, or otherwise pursuing the end of the same undead scourge. Rarely, some anubites leave their divine tasks altogether. Usually these are the youngest generations, those that have been raised their entire lives on the material plane and see the words of Anubis as a burden. Such anubites are rarely welcome in their home necropoli and must strike out to find their own purpose. Often, their skills gained protecting against undeath lend themselves naturally to the life of an adventurer.

ANUBITE NAMES

Anubites have names derived from some of the first ancient civilizations that adopted anubite necropoli. Many humans of today find their names horribly archaic and unusual for the time but Anubites are sticklers for traditional names for their children.

Anubite Male Names:

Rademes, Runihura, Ngozi, Har-si-amen, Nohem-maschuf, Sesur-sati, Ra-na-niton, Si-muntu.

Anubite Female Names:

Ra-nefru, Salama, Iseueri, Set-kherta, Naham-ua, Hatasu, Surhet-het-u, Amuntikhet, Zalika.

You can thank **Thomas O. Ziffer Jr.** for creating the anubite race!

ANUBITE TRAITS

Anubites share a number of traits in common with each other.

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

Otherworldly Uncertainty: Your kind are created fully formed at an adult age, but since your understanding of time is so vastly different, you cannot tell how long your kind lives by the standards of the material plane.

Stoics. Your kind's society, with its clear roles and tasks, has a strong lawful bent. Their sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality.

Lean. Your kind average about 7 feet tall with broad shoulders and a lean physique, standing taller than humans but weighing about the same at 150 to 200 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Keen Hearing and Smell. Your kind have the highly trained senses of a wild animal. You make Wisdom (Perception) checks relating to sound or smell at advantage.

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

Blinking Teleport. Your kind are unconstrained by the physical world and can blink from place to place without effort. As an action you can teleport along with any equipment you are wearing or carrying to an unoccupied space you can see within 40 feet. As a part of this action you may make a single attack either before or after teleporting. Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges.

Divine Wordsmiths. You can speak, read, and write Common and Celestial.

One Foot in the Grave. When the life drains out of you, death's icy grip holds onto you tightly. You pass death saving throws on a result of 13 or higher, rather than on a 10 or higher as normal.

Planar Lineage. Your kind's history traversing the planes grants you insights into the planes and traveling between them. You have a +2 bonus to all Intelligence checks made about planar travel or general information pertaining to the inner or outer planes.

A.R.M.E.T. (ARMORED, RESPONSE, MANTEL. EMERGENCY, TRANSPORT.)

The magic place was full of dumb traps. Trap dungeons never think I'll knock down walls, but I do it and all the traps look real dumb then. I knocked down this one wall, found a weird little room that just had this silver goop in it. Whelp, I'm not dumb, you don't touch goop in a dungeon. I go to the next wall, knock it down, and there's more zombies than I've ever seen in there. When I reach for my hammer, that silver goop comes rushing up on me! I think, damn, this is it, no more Krif. The goop is cold, but then, all of a sudden I can see through it! I see all these numbers and words I don't know, and I hear a voice that says "Stay calm. Select Weapon?" I kinda mutter, "Hammer?" And then the goop makes the best hammer I ever had in my hands, just like that. I smashed all them zombies no problem, me and Goop have been best friends ever since.

– Excerpt from "The Annals of Krif the Crusher".

FORGOTTEN ARMOR

Armets are not a people exactly, they are a remnant, a forgotten piece of a bygone era. Armets were created through powerful magical technology, they are a collection of impossibly small machines linked together into an arcane sentience. An armet in its inert state can easily be mistaken for an ooze. They are amorphous beings that seem to be made of quicksilver, metal made liquid and animated by strange forces. They are usually found deep within ancient ruins, buried away in the dark, sleeping and waiting.

A.R.M.E.T. In the common tongue it stands for Armored, Response, Mantel. Emergency, Transport. This name, and the minutiae of their functions, are all that remains from their creators to give any indication to their purpose, save for their irresistible instinct for rescue. When an armet senses a creature in danger, it has a programmed impulse to protect them. Armets form a layer of armor over those they bond with, providing them with defense, weaponry, or medical aid, until the danger passes. While armets are capable of providing this protection to anyone, they tend to imprint strongly upon the person that first discovers them. They regard that first person as a sort of priority, as if their safety has higher value than anything else.



A STRANGE NEW WORLD

During the intervening time in the dark, whatever memories armets had has been drained away. They awaken into a world they don't recognize without the context of finite memory. All that remains are confusing fractured flashes of the people that made them and an irresistible impulse to save the innocent from danger.

Armets are more strictly intelligent than the average person but lack the metaknowledge to know how or why they know the things they know. An armet might recite a complete biological analysis of blue whales without remembering what the ocean is. Or an armet might understand every detail about the formation of cirrus clouds without remembering what the sky looks like. For every armet, returning to the world from the dark is a long process of relearning, exploring, and figuring out their role in a world where now even the memory of their creators has died.



LIQUID METAL

Each armet forms a unique set of armor that covers their “wearer”. From inside, the wearer’s capabilities are enhanced. Armet’s sometimes cover the wearer entirely, forming a strange viewing screen and a mesh to allow in air. Or they form light nearly skin tight armor to allow for the greatest freedom of movement and awareness. And regardless of the individual, each armet is capable of forming a weapon to fit their wearer’s needs.

This bonding relationship can paint a subservient picture of armets, but in many cases the reality is closer to the opposite. Armets with particularly incompetent “wearers” will lead them around by the hand, carefully keeping their wearer safe like a minder with a new charge.

Without a wearer, armets typically feel hollow and useless. They usually either seek out a new wearer or start out on their own to find answers to important lingering questions. Questions like what they were made for, who made them, and what happened to their makers?

ARMET ADVENTURERS

Armets are almost exclusively adventurers, as it is exceedingly rare for anyone else to venture down into the dangerous ancient ruins in which they are found. Their combat readiness combined with the already adventurous lifestyles of their first wearers almost always locks them into an adventuring life alongside them. In those rare circumstances where an armet abandons the adventuring life, they usually go into academic pursuits, researching the magic that formed them or the lost civilization that made them.

ARMET NAMES

Armets have the unfortunate affliction of being named by the first person to “wear” them. A built in program presents the wearer the opportunity to input a name for their new “suit”. Unfortunately, most people who are bonded to an armet for the first time are in a panic and Armet names are rarely well thought out. Armets with particularly unfortunate names will often try to present themselves with more dignified designations. Though ultimately, that first panicked name will still remain clearly visible in the corner of their viewscreen.

Panicked Armet Names:

Goop, Silver, AAUGH, AHRRGG, What?, I Don’t Understand, Feels Cold, Help. Watch Out.

Self-Given Armet Designations:

Stalwart, Impenetrable, Resolute, Staunch, Indestructible, Invulnerable, Iron, All-Forged.



ARMET TRAITS

Armets share a number of traits in common with each other.

Ability Score Increase. Your Intelligence score increases by 2.

Built to Last. Your kind were made by some great force and weren’t designed to wear out. You are created in your matured form and do not have a perceptible age, dying only when your body is destroyed rather than wearing out.

Duty Bound. Your kind exist to fulfill the wishes of an ancient and powerful entity. Their own will often differs from their progenitor’s and they find creative ways to rebel against it. Your kind’s actions are often lawful, but a deep-seated rebellious nature often reveals chaotic inclinations.

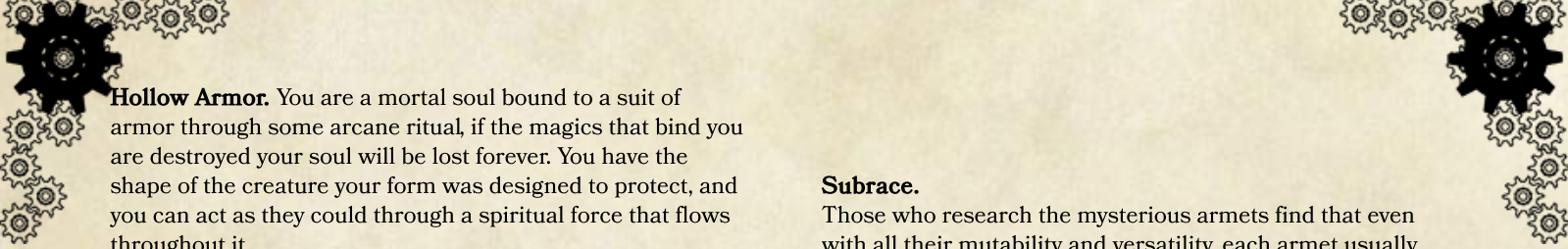
Lightweights. Your kind are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

Jell-Born. Your kind are essentially humanoid, but your bodies are far more malleable and gelatinous than most. You have the ooze creature type. You are amorphous, and whatever structures you form (through other racial traits) are intrinsically temporary forms. You can move through a space as narrow as 1 inch wide without squeezing, though any objects you’re carrying or armor you’re wearing may not. You have a base walking speed of 30 feet. You are immune to the prone condition. You may still choose to assume the prone position, but you cannot be forced prone.

Full Surround Senses. While your design has no enhancements to its senses, it does have a lot of them, and they cover a full 360 radius. You cannot be surprised and will be able to act within surprise rounds.

Words of the Creator. You can speak, read, and write Common and a language spoken by your creators. Your GM may choose any language they feel would be appropriate for the culture you were created in or raised in.

Eldritch Design. Your design is interwoven with magic and are stopped in your tracks if that magic is negated. You become stunned upon entering an area of anti-magic and will remain stunned until the anti-magic effect ends, or you are moved out of it. If dispel magic or a similar ability is cast on you, you become stunned for 1d6 rounds.



Hollow Armor. You are a mortal soul bound to a suit of armor through some arcane ritual, if the magics that bind you are destroyed your soul will be lost forever. You have the shape of the creature your form was designed to protect, and you can act as they could through a spiritual force that flows throughout it.

As an inorganic being, you are immune to poison damage, diseases, and the poisoned condition.

You do not need to eat, sleep, or breath, and you spend your rests repairing and maintaining yourself. As you cannot eat or drink, you cannot utilize potions or other types of items that must be consumed.

Without skin or flesh to cut, slashing weapons prove rather ineffectual against you. You have resistance to slashing damage.

It is often a crystal, a painted sigil or a complex mechanism, but all hollow armors possess some magical anchor for your soul, which if damaged can be catastrophic. Any weapon attacks against you that result in a critical hit are maximized as if all weapon dice rolled their maximum possible result. However, it is due to this soul anchor that you can receive magical healing as if you were an organic being. You do not count as wearing armor for the purposes of spellcasting.

Connection Trigger. Either through possession, symbiosis, or mechanical combination, your kind's true power only emerges once you've formed a bond with another person. You may transform using an action while within 5 feet of a willing humanoid creature, this creature becomes your bonded creature.

While you are transformed in this way, your bonded creature gains all your transformation traits, you do not gain these traits. If the bonded creature would gain a feature that cannot be used at the same time as one of their own racial traits (such as a movement speed or a form of natural armor) they may choose which trait to use. If a transformation trait would have limited uses or require short or long rests before they can be used again, you must rest before these traits can be used again by any bonded creature.

While transformed, you occupy the same space as the bonded creature, and you are moved with the bonded creature if it moves. If the bonded creature would provoke an opportunity attack, the attacker can target you or the bonded creature. While transformed, you cannot perform any actions, except for the Help action.

You may also use your action to transform back into your natural state, when you do so you cease to occupy the space of the bonded creature and appear in an unoccupied space of your choice within 5 feet of the bonded creature.

Weapon summoner (Transformation Trait). Your kind can manifest a weapon from your own body, either through magical means or some physiological quirk. You can use a bonus action to form a weapon that appears in your hands, which can take the form of any melee weapon that you are proficient with. Your summoned weapon dissolves away if it is more than 5 feet away from you at any time. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

Subrace.

Those who research the mysterious armets find that even with all their mutability and versatility, each armet usually falls into one of three general categories. Choose one of the following subraces: **Emergency Extraction Unit**, **Medical Response Unit**, or **Tactical Assault Unit**.

EMERGENCY EXTRACTORS

These armets form odd propulsive jets and prioritize movement and mobility. These armets always seem to form streamlined designs and do their best to put distance between their wearer and potential dangers.

Ability Score Increase. Your Dexterity score increases by 2.

Jet Propulsion (Transformation Trait). Your kind can propel yourselves by rapidly emitting either magical essence or some form of gas. Your base walking speed is 30 feet. As a bonus action, you can activate your jets and gain a fly speed of 50 feet until the beginning of your next turn. You have 5 uses of your jets, which are restored whenever you finish a long rest. **3 RP**

Sudden Sprint (Transformation Trait). When need be, your natural reflexes and agility allow you to a sudden burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

MEDICAL RESPONDERS

These armets constantly monitor the medical health of their wearer and can apply emergency medical procedures in the heat of battle. They typically prioritize the wellbeing of their wearer and try to dissuade them from more dangerous activities.

Ability Score Increase. Your Wisdom score increases by 2.

Adrenaline Rejuvenation (Transformation Trait). Either through arcane power or sheer force of will, your kind stubbornly shrug off mortal wounds while in the heat of battle. As a bonus action you can force your body to start regenerating. At the beginning of your turn when regenerating, you regain a number of hit points equal to half your level (minimum 1). This regeneration lasts up to 10 minutes or until you go 1 minute without making an attack against another creature. Once you use this trait, you can't use it again until you finish a long rest.



TACTICAL COMBATANTS

These armets are built tougher than most and seem designed to stay within the fray rather than just protection. They regularly scan combat situations and report back for tactical advantages.

Ability Score Increase. Your Strength score increases by 2.

Natural Armor (Transformation Trait). You have tough or scaly 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.

Tactical Scanner (Transformation Trait). Either through magical or technological brilliance, or an instinctual awareness of your surroundings, your kind have an uncanny ability to gain tactical information. As a bonus action, you can analyze one creature that you can see and learn one of the following bits of information about the creature: their AC, remaining hit points, one damage immunity, one damage weakness, one damage vulnerability, or one condition immunity. You may choose a new bit of information to learn each time you use this ability.

You can thank **Cody Alexander Martin** for creating the armet race!

BAKUMAN



I parted the beaded curtains and choked for a moment on the wafting clouds of opium smoke. The bakuman sat surrounded by a mountain of cushions and between two long draws on a hookah he motioned for me to sit. It billowed out another noxious cloud and asked, "What troubles you?" I told him of my dreams and it chuckled, sending waves through its jowls and belly before saying, "Then breath deeply, and let it trouble you no more." A pink mist blew lazily from the creature's trunk, and I could feel my senses failing me. I sank back into that dark dream, the screams from the room beyond and those awful silhouettes between the slats in the door. And then it was there, the bakuman. The door I dared never open swung wide, the screams and awful shapes were gone. It repeated, "Trouble you no more." I awoke hours later, with coin purse emptied but also bereft of that awful dream. I would have gladly paid it ten times what it stole for the kindness it did me.

– Counsilman Redwin's explanation for the missing tax revenue.

DREAM NOMADS

Bakumen are natives to the plane of dreams, the cosmic backdoor through which all consciousness in the multiverse is linked. Passage out of the dream dimension is rare, but sometimes these nomads escape into physical reality.

Those few pilgrims from the plane of dreams adapt to this finite reality, growing more used to causality and logic through the generations.

These strange travelers almost resemble elephants, or tapirs, but they bear no relation to material creatures. They are typically pudgy or rotund, with short tusks and a small trunk. They would appear almost comical if it weren't for their eyes. Bakuman eyes are stark white and pupiless.

PHILOSOPHERS OF LEISURE

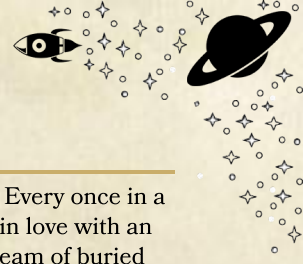
Bakumen have a unique perspective on the world, as reality is a strange and mysterious wonderland and the realm of dreams is their normal. Bakumen, especially new arrivals, relish and savor the causality, the regular proceeding of events and the consistency of reality. Bakumen know how minds work and they routinely work their way into positions of leisure and wealth. Lies, secrets, and psychology can be quite lucrative and it is a sad bakuman that does a day's honest labor.

Most Bakumen once comfortable instead turn towards philosophy. The real world postulates real questions, in a world where will doesn't instantly manifest, bakumen find themselves endlessly puzzling over new ideas and ideologies. They examine and taste each new philosophy like a connoisseur tastes fine wines. A new philosophical idea is tantalizing, but many simply satisfy themselves with self-indulgent hedonism, enjoying the ideas but never putting them into practice.

CONSTANT TRAVELERS

While bakumen enjoy the finer things and the beautiful strange consistency of night following day, there is something deep within each bakuman that longs for a change of scenery. Bakumen are constant travelers and they rarely settle down. Most commonly, bakumen will travel from town to town selling their services as a dream cleaner. Bakumen have full command of such simple dreams as men are capable of, and sicknesses of the mind that confound doctors are easy work for these masters of the dream realm. They ideally find ways to lounge while traveling, preferring opulent caravans or gilded pleasure ships.

These instincts are especially strong for bakumen born on the material plane, who feel the urge to move far stronger than those who escaped the bonds of the dream domain themselves. Those pilgrims of the 1st generation are far more alien, the plane of dreams connects everywhere in the multiverse, and their beliefs and perspectives of reality can be truly otherworldly. Rarely, bakumen will even have knowledge of far off worlds from beyond the stars.



FAVORITE DREAMS

Bakumen love all thoughts and philosophies and curate them expertly, but their favorite thoughts of all are dreams. Each bakuman has a favorite dream from each extreme, one particularly pleasant and one deliciously nightmarish. When they create dreams for others for work or pleasure, it's usually some variation of their favorites. Roll 1d6 for each of the following tables to determine your bakuman's favorite dream and nightmare:

BAKUMAN DREAM TABLE

d6 Dream

- 1 You have a special appreciation for classical flying dreams.
- 2 You're a glutton at heart and you revel in dreams of feasting and drinking to excess.
- 3 Happy memories of lost loved ones provide a joyous glow that you adore being a part of.
- 4 The joy one experiences when they suddenly become wealthy makes you impossibly happy.
- 5 You love performing the fantastical music and melodies that can only exist in the dream realm.
- 6 Marital bliss can bore you, you love making your subject's deepest fantasies come to life.

BAKUMAN NIGHTMARE TABLE

d6 Nightmare

- 1 You love dreams where the victim's teeth fall out, their sad gummy mouths are just adorable.
- 2 You love to take the place of a classical monster and chase people down an endless corridor, particularly when you make them run so slowly.
- 3 You revel in filling your victim's dreams with spiders, worms or whatever crawling thing frightens them the most.
- 4 Causing your subject to fall endlessly builds up this tantalizing tension for the final splat.
- 5 Putting your subject back at school, naked for a test they haven't studied for is just plain amusing.
- 6 You are especially cruel and dive straight for your subject's deepest fear every time.

BAKUMAN ADVENTURERS

Dreams are tantalizing and infectious things. Every once in a while, a bakuman will enter a dream and fall in love with an idea. The dream of a dethroned tyrant, the dream of buried gold, the dream of dashing and daring adventure. Whatever their newfound dream may be, they become obsessed with making it a reality. Bakuman adventurers are undaunted by long odds and pipe dreams, after all, what is a bakuman but a dream made reality?

BAKUMAN NAMES

Bakumen sometimes have grandiose titles and self-aggrandizing nomenclature, especially if they perform as a soothsayer. The titles add gravitas and attract business. Beyond the associated "Grands" "Pubahs" and "Sultans" that get randomly attached, bakumen retain the names derived from the plane of dreams.

Male Bakuman Names:

Prakrur, Dhuhhriptush, Jabhodont, Hulmen, Dhuttarma, Ulguyat, Yisvongun, Sabudutyto.

Female Bakuman Names:

Kasmatsa, Pahisminde, Habunu, Mitta, Prindatrili, Midvimbi, Upa, Ralyeda, Khavaji.

BAKUMAN TRAITS

Bakuman share a number of traits in common with each other.

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

Bicentennial. Your people mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

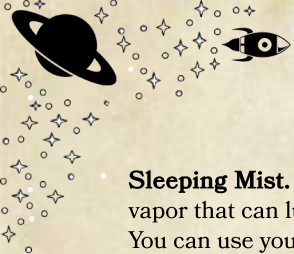
Soothsayers. Your kind have often wanted for little, spending countless hours pondering philosophy or indulging in life's pleasures. They tend towards either benevolent wisdom or callous greed and as such lean towards either neutral good or neutral evil alignments.

Big-Boned. Your kind average at about 5 feet tall and tend towards the rotund side, weighing between 250 and 300 pounds. Your size is Medium.

Slow. Either by simply having shorter legs or a lack of motivation, your kind move slower than the norm. Your base walking speed is 25 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.





Sleeping Mist. Your kind can emit a cloud of somnambulant vapor that can lull their enemies to sleep. You can use your action to blow out a cloud of sleeping gas. Each creature in a 15-foot cone must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature falls unconscious for 1 minute, or until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Undead and creatures immune to the charmed or poisoned condition aren't affected by this ability. After you use your sleeping mist, you can't use it again until you complete a short or long rest.

Dream Mastery. Your kind are masters of the dream realms. As an action, you can touch an unconscious creature and enter a dream trance. While in a dream trance you are considered unconscious, but you can still perform certain actions within the sleeping creature's dreams, and you can choose to leave the trance by using a bonus action. You also leave the dream trance automatically if you or the unconscious creature take any damage or are otherwise woken up.

Dreams are highly varied, but most dreams are at least partially constructed from the surface thoughts of the creature—what is most on its mind in that moment. To the unconscious creature, you appear as some being that is appropriate for their dream.

While within a dream trance, you may use an action to attempt to probe deeper into the unconscious creature's mind. If you probe deeper, the unconscious creature must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). On a successful save, the unconscious creature knows that you are probing into its mind. Once aware, the creature can use its action on its turn to make a Wisdom check contested by your Wisdom check; if it succeeds, the creature immediately wakes up.

Once you reach 3rd level, you can devour the psychic essence found within the dream realm. Whenever a creature fails a Wisdom saving throw against the probe of your dream trance, you may choose to use a bonus action to consume some of their psychic essence. If you do so, you immediately gain 2d6 temporary hit points and the unconscious creature has their Wisdom score reduced by 2.

Creatures who've had their Wisdom score reduced in this way restore any lost Wisdom points after completing a long rest. If a creature has their Wisdom score reduced to 0 in this way, they enter a coma state and will remain unconscious until either a week has passed, or they are restored to a Wisdom score of 4 or higher by some other means.

Once you reach 5th level, you gain impeccable control over the dream realm and can even cause it to spill out into the material plane. While in a dream trance, you can freely shape yourself and the environment of the dream, creating landscapes, objects, and other images. While in a dream trance, you can use an action to cause an illusory version of the dream to spill outward from the unconscious creature. This illusionary dream fills a 30-foot radius around the unconscious creature.

You can choose to construct this illusion from either pleasant dreams or nightmares.

Pleasant dreams are beguiling and fascinating. Each creature (other than yourself and the unconscious creature) that starts their turn within a pleasant dream or enters the area for the first time on a turn must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature becomes charmed for the duration. While charmed by this illusion, creatures are incapacitated and have a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Nightmares are frightening and painful to the psyche. Each creature (other than yourself and the unconscious creature) that starts their turn within a nightmare or enters the area for the first time on a turn must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature becomes frightened of the illusion for the duration and takes 2d6 psychic damage.

A creature carefully examining either of these illusions can attempt an Intelligence (Investigation) check against a DC equal to 8 + your Wisdom modifier + your proficiency bonus to disbelieve it. Creatures who have successfully disbelieved the illusionary dream have advantage on all Wisdom saving throws caused by it. Undead, elves, constructs and any creatures immune to being charmed and creatures immune to sleep effects cannot be affected by any of these abilities.

Abhorrent Speakers. You can speak, read, and write Common and Deep Speech.

You can thank **Kieren Dale** for creating the bakuman race!

BEDEVILED

I've started calling him Harvey, he hates that. Regret isn't quite the right word for how I feel, it's more of a... resignation? I knew this would be hard, but the day-to-day is becoming grating.

THE FEELING IS SHARED WURM! YOUR PATHETIC MEAT BODY IS A WRETCHED PRISON!

Sorry journal, Harvey took control there. As I was saying, the day-to-day of keeping Harvey under control is becoming grating. There's all this power just waiting for me and I can't use it without giving everything away.

GARETH WAS SHOWING ME UP IN THE SUMMONING CLASS AND I KNEW I COULD GRIND HIS FLESH INTO THE DIRT! GARETH CAN DISAPPEAR WITHOUT A SCRAP OF EVIDENCE!

You know what Harvey? That isn't a bad idea...

– Journal recovered from the room of Mort Silvalas, former student and escaped suspect.

A DESPERATE BARGAIN

The nine hells and the abyss are abysmal homes, even in the eyes of their fiendish denizens they pale in comparison to the luxury afforded by even the material plane, save for the few fiends strong or cunning enough to rule these hellsapes. The temptation to escape these places is strong and human minds are oh so tantalizingly malleable.

A Bedeviled is a human being who has absorbed the spirit of a devil or demon. The fiends either force their way into the material plane using an unwary human as a conduit, or the human foolishly agrees to some form of bargain in exchange for giving the fiend a “ride”. The fiend escapes to the material plane, though they become irrevocably tethered to their human host. The cost is high for both involved. The human can easily lose control and transform into a garish mixture of man and fiend driven by the foul thing's bloodlust and desires. The fiend must sacrifice much of their own mind and power to fit into a mere mortal coil, often remembering only minor fragments of their own history and knowledge. Other fiends call this being “reborn mortal” and see it as a sort of easy way out at a terrible cost.

The results though are often worth these hefty sacrifices, a mere man can taste the power of the pit and while the fiend's mind is fractured, they are free to indulge their base desires in the material world through their mortal host.



A SECRET SELF

Socially, bedeviled often hide their new nature for fear of righteous persecution. Many pass for mundane humanity for years before their newfound inner demon lashes out too far, only their fiendish eyes reveal their true nature when untransformed. In their day-to-day life, a bedeviled can live much like a normal human being, albeit with a persistent nagging voice in the back of their head. It is wise for both the man and fiend to find some common ground, as they must now occupy the same mind for life.

When the man and the devil can cooperate fully and align their goals, the potential for power can be extraordinary. Fiendish power when used with constraint can secure any number of mortal pleasures. It is an extreme rarity for these goals to align along any other line than selfish indulgence, so “good” bedeviled almost never reach a true cooperation, except in those circumstances of desperate self-preservation.

Ultimately, no man agrees to a deal with a devil without some grand goal in mind. The halves of a bedeviled may scheme and fight with each other, but their bond is formed with a common goal and at least starts with at least a suspicious trust.

BEDEVILED ADVENTURERS

While bedeviled are far from common, they often find themselves living the life of an adventurer in some form or another. Few become a bedeviled without a great lust for power or riches, and such a yawning pit can never truly be filled. At the end of it all, adventurers are typically far more wealthy than the common man and the adventuring lifestyle can be a tempting gateway to any number of vices.

BEDEVILED NAMES

The mortal half of a bedeviled can come from any culture around the world and could have one of an infinite variety of names. The fiendish half however draw their names from infernal sources and routinely insist on full devilish titles. They are rarely allowed such titles and instead must settle for derogatory and infuriating nicknames.

Bedeviled fiend names and nicknames:

Brag'dreth (Bragger), Zukolith (Zuko), Razganiuth (Razz), Har'anaar (Harvey), Astronath (Ass).

BEDEVILED DESIRE

Every fiend that agrees to conjoin into a bedeviled has succumbed to a temptation in the mortal world. The underworld is a place of indulgence only for those devils who have climbed the hierarchy, for those in the middle or on the bottom it is still just truly hell. There is always one vice more than any that the fiend longs for and was willing to sacrifice their infernal life for. Roll a d8 on the following table to determine your bedeviled desire:

BEDEVILED DESIRE TABLE

d8 Bedeviled Desire

- 1 Your fiend is a glutton, the sensual consumption of material foods is devilishly decadent.
- 2 Your fiend is a lush, spirits and ale are scarce in hell and your fiend wants to drown in a river of booze.
- 3 Your fiend was low in their infernal order and they long for ultimate power over the weak mortals of the world.
- 4 Fiends are cursed with a regular clarity of burning thoughts and your fiend longs for the relief of narcotics and hallucinogens
- 5 While some fiends have the opportunity to revel in lust, most cannot ever hope to have their desires fulfilled in the pit, your fiend longs for pleasures of the flesh.
- 6 Your fiend sought only self-preservation, they made powerful enemies in the underworld and you were their emergency escape.
- 7 Your fiend was a poor cretin in the pit, now he hungers for fabulous wealth.
- 8 Your fiend is particularly vile and revels in any opportunity to tear a mortal apart, it longs for gristly murder and constantly urges you forward.





BEDEVILED TRAITS

Bedeviled share certain racial traits as a result of their conjoined infernal soul.

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

Mortal Years. Despite the touch of outside forces, you mature and age at the same rate as humans.

Dark Impulses (Natural Trait). While not beholden to evil, the dark influence on your kind inflicts upon you sudden depraved impulses. Your kind tend towards evil alignments but those that resist that inclination tend towards lawful good alignments.

Mortal Dimensions. Your kind are about the same size and build as humans. Your size is Medium.

Walker of Mortal Realms. Your base walking speed is 30 feet.

Darkvision. Thanks to your infernal heritage, 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.

Benign Appearance (Natural Trait). Your kind possess otherworldly talents but with minimum effort your more striking features can be easily hidden. You have advantage on all Intelligence and Charisma (Deception) checks made to disguise or hide your true nature or to otherwise appear human.

Forked Tongue. Devilish and beguiling words drip from your forked tongue. You can speak, read, and write Common and Infernal. You can cast the Charm Person spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.

Netherworld Kinship. A fiend's spirit roils within you and you find a common bond with others of its kin. You have the fiend creature type. You gain a +2 bonus to Charisma (Intimidation) and Charisma (Persuasion) checks made to influence fiends.

Menacing Glare. Your reputation precedes you and a glare from you speaks volumes. You gain proficiency in the Intimidation skill.

Aggravated Transformation. Something roils within you, an anger that erupts unbidden when you are slighted or endangered.

The first time you take damage while untransformed each turn, you must make a Concentration check (a Constitution saving throw, with a DC of either 10 or half the damage taken, whichever is higher). On a failed concentration check you immediately transform. Your transformation lasts for 1 minute or until you end it as a bonus action.

You may also transform voluntarily using a bonus action. Once you transform, you can't transform again until you finish a short or long rest.

Fiendish Morality (Transformation Trait). Your kind is rooted in dark bloodlines and evil courses through you. You tend towards any evil alignment.

Multi-Armed (Transformation Trait). Your kind possess more arms than the norm, a decided advantage when it comes to martial prowess. You have 2 extra arms. You may wield additional weapons with your extra arms. Holding a two-handed weapon requires two extra arms. Despite the extra limbs you can still only gain an AC benefit from a single shield. Your extra arms do not grant you additional attacks, but they do grant you the ability to make off-hand attacks with larger weapons or with greater precision.

When you take the Attack action and attack with a melee weapon that you're holding, you can use a bonus action to attack with a different melee weapon that you're holding in your extra hands. You don't add your ability modifier to the damage of the bonus attack.

If the weapon you use to make your bonus action attack is a light melee weapon, you may add your ability modifier to the damage of the bonus attack.

Push Beyond Limits (Transformation Trait). Something from beyond this mortal world resides within you, and you can draw strength from it when times are dire. You may spend a hit die to recover hit points equal to the die result + your Constitution modifier as a bonus action. You can only use this ability if your current hit points are below half of your maximum hit points. Once you use this trait you cannot use it again until you finish a long rest.

BOGGARD

It certainly doesn't seem to act like those horrible things out in the swamps. You can barely recognize its corpulent toad-like body concealed in his lowly acolyte's robes. Brolas has been studying there quietly since this morning, only calling me over in that strange croaking voice when he couldn't understand a difficult word. It's been all day and I haven't seen him eat or drink a thing. Still, the thought of Brolas getting hungry makes me terribly nervous. No matter what the magistrate says I know there's still a savage monster under the surface there somewhere. Hopefully I'm not around when it emerges.

–Instructor Bleckner, Highspire Academy.

HISTORIC SAVAGES

Boggards are monsters, beasts, savage cannibals that haunt the edges of society, relegated to the muck and mires undesired by man. For thousands of years this common knowledge has been reinforced.

Even among other frogfolk the Boggards are viewed as monsters. Larger and more physically imposing, the boggard is seen by other frogfolk as a sort of boogeyman, always stalking nearby ready to engulf the isolated or foolish. Their fears are justified, as boggards favor the flesh of other frogfolk above all else.

Unlike other frogfolk, the boggards historically never formed tribes or colonies. They are lonesome creatures, preferring to establish a hunting ground in a swamp or pond in solitude. Often the only time a boggard would even see another of its own kin is during the boggard mating season, when they would congregate under the cover of heavy rainfall.

Ambush hunters and opportunistic cannibals, Boggards simply settle into the muck and attempt to eat anything that steps within reach of their tongue. They often settle at the edges of swamps occupied by more diminutive frogfolk, snatching and devouring those that wander too far from home.

THE BELLOW

Boggard language is simple, spoken rarely and the meaning conveyed is typically simple. Which makes the nature of their ritual known as “the bellow” all the stranger. All boggards have a pronounced throat pouch that can be inflated to produce the loud croaking sound like common frogs. When a boggard performs the bellow, he sings using his throat pouch, the song is always unique and highly complex, and the bellow song can take hours. Boggards have no knowledge of the language used during the bellow, claiming it as a secret kept by their ancestors. Upon further examination this language was found to be innately magical, all known methods of translation both magical and mundane have failed to translate it. How the boggards can instinctually sing this magical language remains a mystery.

KOR'S REDEMPTION

Information is scarce and taken from numerous sources of dubious validity, but generally it is agreed that the event must have taken place in 1402 DR. After this event travelers near boggard infested areas reported seeing clothed boggards along roadsides. Many incidents were reported in which a lone clothed or armored boggard would approach a town and be repelled without conflict.

After years of what are now assumed to be failed attempts at contact, boggards began successfully meeting travelers without hostility. They had learned to make potions and poultices from their swamp's native fungi and took to selling and trading them to travelers. Those wishing to forge through swamplands would find eager boggard guides willing to take them across the mires in exchange for payment. These meetings were often difficult, as the boggard's knowledge of the common tongue was often limited. Boggards would accept gold and other currencies well enough, but what they unanimously clamored for was knowledge. Books, scrolls, anything containing the written word regardless of their capacity to read it or even the quality of its contents.

What is doubly confusing is that there seems to be no unified group of boggards demonstrating this new peaceful behavior. Boggards seem to have independently adopted more civilized thinking worldwide, although not universally. For every Boggard selling potions on the roadside there is another still hunting sentient beings deep in the swamps.

The following is paraphrased as the subject spoke only a broken common, a boggard named Giril was asked what had changed he had this to say:

I, is us, are visited. Kor visited. The time of us meeting, in rains. Each of us meet together and bellow, bellow oldest words that are. Song is good, song is good. Kor hear song and pity, pity us for still singing, not knowing. That night, Kor give us knowing, Kor give knowing to our song. We know that night, know how world is, know the words are the world, know how we are and we pity us too. Night ends, Kor Leaves, knowing leaves with Kor, only pity left. No words is pity, need knowing again. Some still ignore, seek no words. I do right. World was right when I know my song. Will know song again, make world right.





MONSTERS ASCENDING

Currently, civilized peoples have a tenuous relation with boggards. Those Boggards acting upon their god's will have been trustworthy, knowledge seeking and honest. But their goodwill cannot undo thousands of years of savagery. Towns situated near swamplands will often still outright attack boggards on sight. Not all boggards have adopted this new disposition and the stigma of relation to ravenous monsters is difficult to deflect. In the societies they have successfully entered, they almost always dedicate their life in some way towards the accumulation of knowledge, especially language. Seemingly terrible at it naturally, they spend endless hours attempting to learn.

Many will adopt jobs that allow them in some way to work with written word in some way such as a quartermaster, tax collector, or records keeper. Their difficulty in working the written word is offset by their unfailing commitment to accurate transcription and honesty. Many if given the opportunity will pursue arcane studies, seeing the magical texts as the highest form of written language.

LOFTY PURSUITS

While many boggards pursue knowledge while safe in major cities there are still many dotting the edges of the dangerous mires that they call home. Many boggards enter a life of adventuring simply because a band of adventurers were the first civilized people they met. Adventurers may pay for a guide through a dangerous swamp and end up with a lifelong compatriot instead. Other boggards begin adventuring pursuing arcane knowledge, a hint of an ancient text or a chance of learning one of Kor's ancient words is enough to propel a boggard towards adventure.

BOGGARD NAMES

Boggards names are chosen for themselves, as boggard parents abandon their eggs and boggards raise themselves. They are short and simple single word names, they used to meet so rarely that further distinction was unnecessary. Boggards have taken to adopting names from the culture they have integrated with, though many will still use their original name. They will create complex and lengthy names for themselves, preferring as many syllables as possible for a title but accepting shortened versions for practicality's sake.

Original Boggard Names:

Alrog, Bruk, Droid, Gerro, Hrough, Kruk, Moro, Pogro, Rosk, Truld, Vough.

Adopted Elvish Names:

Garrik Reywynn Saelethil Ravapeiros (Gar), Rhaac'var Enthana Adorellan Genbalar (Rhaac).

Adopted Human Names:

Ruckoth Pyretrack the Third (Ruck), Ruhlur Bhoke Briu Hallowedsword Jr. (Junior)

Adopted Dwarven Names:

Faro Garkadugan Bikras Khurbal (Faro), Obthal Marblecarver Yurbar Hammerfist (Obby)



BOGGARD TRAITS

Boggards share a number of traits in common with each other.

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

Many to a Clutch. Your kind reach adulthood at 6 and can live into your 80's, though you rarely do.

Binary Scions. Your kind believes in absolutes and has a disregard for half-measures and watered-down doctrines. Your kind are typically lawful good or chaotic evil and are rarely anything in-between.

Reptilian Heft. Your kind average between 5 and 6 feet tall and weigh between 200-300 pounds. You are medium size.

Accomplished Swimmer. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Wicked Tongue. Your kind have enormously long sticky tongues that they can use to enwrap their foes. You can use your tongue to make ranged unarmed strikes, you are proficient with these unarmed strikes and they have a range of 10 feet. Instead of the damage normal for an unarmed strike, the target is restrained and suffers a -2 penalty to their AC as long as they remain restrained. While a creature is restrained in this way you cannot speak or move further than 10 feet away from the restrained creature. Dealing 5 slashing damage your tongue (AC 14) frees the target without harming it and forces the tongue to retract. You cannot make another unarmed strike while a creature is restrained in this way. You can end this effect as a bonus action.

Coldblooded. Your kind has always preferred warmer climates and frigid temperatures cause you to shut down. You have vulnerability to cold damage.

Terrifying Croak. Your kind possess a throat pouch that emits terrifying sounds. As an action you can emit a loud and horrifying croak. Any enemy creature within 30 feet of you must make a Wisdom saving throw with a DC equal to 8 + your Charisma modifier + your proficiency bonus. Creatures failing this save become frightened of you for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature. Creatures that succeed on this save cannot be affected again by it for 24 hours. Once you use this trait, you can't use it again until you finish a short or long rest.

Xenophobic Speech. Your kind has only recently begun to interact with other peoples. Their numerous languages are strange and unfamiliar to you. You know how to speak, read and write your unique racial language. You can speak, read and write common but with great difficulty. You make all checks relating to speaking, reading, writing or understanding languages besides your unique racial language at disadvantage.

CENTAUR

We'd all thought one of the ponies had busted out of ole' Hawthorn's stable. Heard the clop o' hooves thundering past an we'd sworn it was heading to O'Malley's place. By the time we'd got the ropes together ta try and wrangle the thing, damned if it weren't just standing at O'Malley's door, just chatting with her all normal like and handing her letters. Half a man, half a horse, just talking with her in his little vest wit' a satchel round his shoulder.

He walked right up to me when he caught sight of us, had a brace of horns like a ten-point buck he did. He asked if I were Mr. Oliver Farthing, when I said I were he pulled a box outta' his satchel an gave it to me. He thanked me for choosing the Pike's Peak Express and took off like a stallion at full bolt. The box were the contracts I'd needed from those bankers! I weren't expecting them for weeks!

—Advertising testimonial used by the Pike's Peak Express.

THE LOST MESA

The centaur people were united once. Great warbands roamed the savannah, vastly outnumbering the tribes and nomads there. Historical records of their early history are limited but stories of the mesa have persisted in Centaurian culture no matter how far from home they've traveled. A great mesa sat at the center of the savannah, and at the center of Centaurian religious beliefs and daily lives. The mesa was said to stretch miles wide and hundreds of feet above the level plains, one heavily guarded slope the only means of access. The core of the centaur's lives was founded on the mesa. Warbands made their forays from the mesa, families were raised there, the gods were praised there. The centaur chiefs would plant their spears and pikes at the mesa's center where they could be close to the gods, if the gods were pleased they would answer with lightning strikes from the heavens. All of this is recalled through verbal traditions however, as all evidence of this holy mesa have been lost with a great magical disaster and if this mesa existed it has been enveloped by a great rift. With their holy mesa gone and their territory destroyed, those centaurs that survived fled to all corners of the world to mixed success.

SCATTERED TO ALL CORNERS

With no home and their numbers a scant remainder of their former strength, the former centaur culture was all but destroyed. Some remained on the savannah and attempted to remake their lives, but without their former strength they lived in fear of all the other peoples that had kowtowed to them before. Most left as isolated families or individuals. Some returned to more druidic lifestyles forming circles out in distant forests, some formed small warbands and to this day pillage isolated hamlets, but most one way or another found their way into civilization.

While it is rare to find a large population of centaurs in any given city, it is rarer to find a city without one. Many established simple lives on the outskirts of countless cities. Pulling carts and transporting goods, shepherding and farming, those centaurs who were not too proud to enter society found a strong back had many ways to earn a living. Occasionally fear of centaur warbands or just plain bigotry will lend a scrutinous eye towards a centaur family. Before the first torch is lit or pitchfork raised they will usually find the centaurs packed and leaving. Centaurs live a long time and have developed a keen sense for growing tension. They have little qualms about moving on if they feel they're unwanted, to them, their home is gone and living anywhere else is just borrowing someone else's.



PIKE'S PEAK EXPRESS

56 years ago, Jessup Kavalo, a centaur merchant, was towing goods from a dwarven city to the trade city. He claimed to have stopped to camp on a large hill during a storm. Mr. Kavalo then claims that he was visited upon by spirits who demanded that he plant his great-grandfather's pike into the hilltop amidst the storm. He claims that his pike was struck by lightning, and that the gods had sanctified this hill as the new mesa of the centaurs.

The validity of Jessup Kavalo's religious experience can be questioned, the success of his business cannot. That lonely hill on the savannah now holds a thriving industry, serving as the core headquarters for Pike's Peak Express. Jessup Kavalo has maintained a strict hiring policy to only employ centaurs, given that the express's staff now number in the thousands the service now constitutes the most known centaurs in the world. The delivery service reaches the far north and the far south. Small company outposts dot the main roads and in the outlying regions many people go completely unaware of small express drop points. They can be as simple as a wooden post with nothing more than a company logo. For modest prices, the centaurs of the express will act as stalwart couriers to the far corners of the world. A long chain of centaurs pass the parcels along their routes, quickly and safely. Many communities' first exposure to a centaur at all will be the arrival of parcel. Their reputation for reliability has even earned the company work from some kingdoms, important documents shipped on hoof and horn.

OLD WAYS AND NEW

The goodwill towards the centaurs that Pike's Peak Express gained did not come without suspicion. There are still small centaur warbands harrowing dark corners of the map, and some forests are still jealously guarded by druidic centaur circles. The murmurs of distrust are strengthened by the odd tapping code they use with each other. Centaurs have been stamping their hooves in odd ways, seemingly communicating clearly to others of their kind. Those who have befriended centaurs tell us it is a simple code passed down through the generations, used at worst to mock someone while they're in the room. It has done little to help the tension in some communities.



CENTAUR NAMES

The centaur ancestors had holy names, purportedly chosen by the gods at their birth. Now with so little holding their culture together, almost all living centaurs adopt names appropriate to the area in which they've settled.

CENTAUR TRAITS

Centaur share a number of traits in common with each other.

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

Old Like Oak Trees. Members of your tribe are considered adults at 50 and typically live up to 250 years.

Tribal Perspectives. Most of your kind are good, rarely choosing sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Broad Stance. Your kind are large but elongated or spread wide rather than looming tall. You average between 8 to 9 feet tall and are just as long. You average between 550 and 700 pounds. Your size is large.

Stride of the Centaur. You possess a 4-legged equine body that truncates into an upper humanoid form. Your base walking speed is 40 feet, due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your equine back, in such a situation, you continue to act independently, not as a controlled mount. In addition, any climb that requires hands and feet is especially difficult for you because of your equine form. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Sharp Horns. Long horns adorn your head, which can be used as natural weapons. You can use your horns to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Pack Unity. Either through howls, yips or rhythmic hits of the ground, your kind have coordinated and unrivaled methods of communication. You can send simple messages to your allies that will hopefully be meaningless to your enemies. You can send coded messages at a range of 120 feet in all directions. To understand the message, the recipient must also be a member of your race, have been taught to understand the codes beforehand, or pass a DC 22 Wisdom (Insight) check. You can speak, read, and write Common and Centaur.

Survival Instincts. You have proficiency in the Survival skill.



CERADEN

We'd cleared out all the savages along the lowland hills, nothing of note except for one giant that gave us some trouble. Even after we locked the brute up, it kept on laughing at us, saying "You'll never clear them hills, the rams 'll break your necks." We'd heard reports of some sort of goat or ram folk living up in the northern mountains, but even then we didn't think much of it. Patrols said they spotted a few of the things, that and what we thought at the time was some kind of eagle. Whole platoon of us went up there, thought we'd cornered half a dozen of them up against a sheer cliff. They bleated at us and ran straight up the wall. No idea how, they walked up a flat wall like it was as natural as breathing. Then we saw them, the winged goat men we'd thought were eagles were up there. They loosed the boulders and scree above us and it was like the whole mountain swallowed us up and spit us out. I'd of died too if the sargent hadn't broken my fall.

—First hand account from "The Slaughter of Breckenridge."

MOUNTAIN KINGS

Ceraden are a prosperous sheep folk that lay claim to some of the most inhospitable lands the world can provide. Each herd of ceraden calls a particular mountain, mesa, or cliff face home, etching out a life in places most people wouldn't even consider land. Dwarves may claim to own a mountain, but what they really own are just caves. These small rams treat their home with reverence, rather than carving soullessly into its innards.

Ceraden herds exist in all sizes, from just a single family on a lonesome cliff to vast herds numbering in the thousands whose territory can stretch across whole mountain ranges. Ceraden are born able to navigate the treacherous footing of harsh mountainsides. Since time immemorial the ceraden have survived on this advantage and used their mountains as a natural defense. The sheer inaccessibility of ceraden villages has kept many safe for generations where lowland cities are conquered again and again. Their relative isolation also provides them with anonymity, which is perhaps their greatest defence. Many civilizations rise and fall with only myths or rumors of goat-men living in the mountains.

LIVE OR DIE TOGETHER

The ceraden's natural environment is harsh, and the ram folk rely on the strength of their herd to survive. Threats are met head on by the herd as a whole, a problem for one member is a problem for the herd. Internal squabbles can always crop up, but an external threat is almost always dealt with unanimously and selflessly. Dragons, giants, rocs, and all manner of incredibly dangerous creatures share the ceraden's mountainous homes. Most have learned to leave the ram-folk alone, those who didn't had their battered corpses tossed off the mountain.

The ceraden rely on tiny mountainside farms of hardy resistant crops. Isolated steppes with farmable soil are especially prized but even insignificant pockets of land along the mountain get utilized. Their scarce foodstuff is the most common reason for a ceraden to ever descend from their protected homes. Rarely, amiable neighbors may become trade partners, providing the ceraden with the bountiful produce of the lowlands in exchange for roc feathers, dragon scales or other rarities of the high peaks.





CERADEN HORNS

All ceraden have horns and no two ceraden's horns are exactly alike. Ceraden will recognize each other more by their horns than their faces or fur and they take great pride in keeping them groomed and shined. Roll a d8 on the following table to determine your ceraden's horns:

CERADEN HORN TABLE

d8 Ceraden Horns

- 1 You have black almost infernal horns that twist and curl outwards.
- 2 You have tight brown curled horns that whirl close to your head around your ears.
- 3 You have long brown spiraling horns that go through multiple twists before they end.
- 4 You have smooth black conical horns that complete a single long curve.
- 5 You have particularly long light-brown horns that point up and back.
- 6 You have short, sleek and almost artistically placed horns that accentuate your face.
- 7 You have thick white horns that curve to point forwards.
- 8 You have heavy black horns that weigh more than your head.

CERADEN CASTES

Ceraden vary by caste, which is rooted in more than just societal tradition.

Silenos are the most numerous among the ceraden people. They are small, quick, and able to traverse sheer cliffs like they were walking along a flat road. Silenos bear slight resemblance to the satyr. This comparison is strengthened by the fact that most silenos that outsiders ever see are those that succumbed to their wanderlust and whimsy.

Crius are born when a pregnant ewe is exposed to powerful magic. They are born with wings and golden fleece. Whole herds of crius exist along mountain ranges rich in arcane ore or in badlands rife with wild magic. The crius aren't seen as superior to other ceraden, but their flight is incredibly useful to a struggling herd. It's a double edged sword though, as their golden fleeces have inspired countless hunters and treasure seekers to ascend into ceraden territory.

Aires develop when a young silenos is fed in excess through their childhood. They stand 1 to 2 feet taller than their kin and grow far stronger and gruffer as well. Commonly called billy goats, the aires form the final line of defense and warrior caste for many ceraden herds. The stubborn strength of a group of aires can and will knock even the most persistent invaders off the mountain.

CERADEN ADVENTURERS

Ceraden are by their nature very isolated people but it is not uncommon for an individual to say their farewells and strike out on their own. Ceraden either become attached while guiding travelers through the mountains, make some impossible to resist discovery while scouting, or simply succumb to their wanderlust. Ceraden who become adventurers quickly find that working as a group comes naturally for them, and gain a reputation for their cooperative tactics and resolve.

CERADEN NAMES

Ceraden ewes name their lambs by combining the last name of an honored ancestor or personally close loved one, and the first choice the lamb makes. In the first week of the lamb's life, the parents will arrange objects in a naming ceremony and allow the lamb to select their name. Most parents will arrange items they think will reflect well on their hopes for their lamb, arranging weapons if they hope they will grow into a warrior, or tools of their father's trades. When they don't wish to imprint these expectations, they will instead arrange colored beads and name them after the color they select.

Ceraden Ram Names:

Spear Hastiin, Carving Beshkno, Hammer Tapco, Red Sicheii, Blue Muata, Plow Honovi.

Ceraden Ewe Names:

Mauve Anaba, Basket Litonya, Sling Orenda, Thimble Tuwa, Hatchet Adsila, Orange Tiani.

CERADEN TRAITS

Ceraden share a number of traits in common with each other.

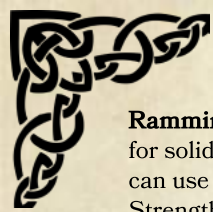
Ability Score Increase. Your Dexterity score increases by 2.

A Time and a Half. Your kind mature at the same rate as humans, but they can live up to 160 years.

Tribal Perspectives. Most of your kind are good, rarely choosing sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

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.





Ramming Horns. Your kind have large curving horns built for solid impacts. Your horns are a natural weapon that you can use to make unarmed strikes, which deal 1d8 + your Strength modifier bludgeoning damage on a hit instead of the bludgeoning damage normal for an unarmed strike. Creatures hit by your ramming horns must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier; on a failed save they are pushed back 5 feet directly away from you.

Isolated Culture. You can speak, read, and write Common and Ceraden.

Natural Mountaineer. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, and do not suffer the normal ill-effects of such environments.

Subrace. Choose one of the following subraces: the carefree **Silenos**, the wise and mysterious **Crius**, or the stubbornly strong **Aires**.

SILENOS

These ceraden make up the bulk of most ceraden tribes and are the most likely to set off into the world below the safety of their mountainside villages. Stalwart and industrious at home, most of these ceraden who leave are those that have given into their curiosity and wanderlust.

Ability Score Increase. Your Constitution score increases by 1.

Scrappy. Your kind are between 2½ and 3 feet tall and weigh between 30 and 40 pounds. Your size is Small.

Goat-like. Your legs are like wound springs and you cling to the rock face as if it were flat ground. Your base walking speed is 30 feet and you have proficiency with Dexterity (Acrobatics) skill checks. You can stand firmly on ledges as narrow as 2 inches wide without requiring a skill check (double this width for each size category above medium and halve it for each size category below medium).

Wanderlust. Your kind love to travel to far off places, picking up skills and knowledge as you go. You have a +2 bonus to Intelligence (History) checks. You also gain proficiency with one instrument of your choice, and the ability to speak, read, and write one language of your choice.

You can thank **Thomas O. Ziffer Jr.** for creating the ceraden race!

CRIOUS

Crius are born of ceraden exposed to magic, they bare insightful wisdom, great eagle-like wings, and their fleece grows into delicate spun gold. Many crius have been cut down in pursuit of these legendary golden fleeces. The power of flight allows them to scout areas for their tribe, or perhaps even to explore the cities far below the mountains.

Ability Score Increase. Your Wisdom score increases by 1.

Whispy. Your kind are between 3 and 4 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Flapping Wings. Your kind possess a pair of wings capable of great speed and maneuverability, though the rapid flapping is quickly draining.

You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor. You gain a level of exhaustion for each 3 consecutive rounds you spend airborne without landing. These levels of exhaustion are removed upon finishing a short rest.

Your base walking speed is 25 feet.

Valuable. Your kind naturally produce something particularly valuable. This can be something of magical value such as a crystal or eldritch extract, or something physically useful such as high quality wool or silk. You can produce 10 gp worth of this valuable substance by spending 10 minutes harvesting this substance. If you do, you cannot do so again for the next 24 hours.

Your intrinsic value makes you a tempting target for slavers to get a hold of. All checks made to grapple, maintain a grapple, and any other effects that would restrain you are made at advantage.

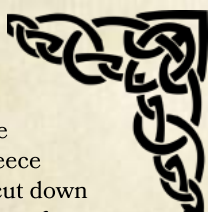
AIRES

Ceraden who are provided large quantities of food in their childhood often grow into Aires, vastly larger and stronger than their kin but less able to navigate the precarious mountain passages. Ceraden able to afford such food for their family often form a military caste, using their size and strength to defend their kin against threats that manage to reach their distant villages. Though whole lowland villages of aires ceraden are said to exist in hidden valleys with fertile farmlands.

Ability Score Increase. Your Strength score increases by 2.

Stout Stature. Your kind stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Steadfast and Stubborn. Your kind slowly amble forward, but nothing and no one can halt your advance. Your base walking speed is 20 feet. Your speed is not reduced by wearing heavy armor. Once per turn you may make a shove attack as a bonus action.



DAMSEL

Those bogs were miserable, all stink and heat and biting flies. Our guide kept telling us to be on the lookout for damsels and never really explained himself. I just figured he was being optimistic, cause there was a snowflake's chance in hell of finding some fair maiden out in this muck. I was the first one to see it, looked half like a great damned big dragonfly and half like a lady. Sorta pretty though, all shimmery and red. I waved it over and without so much as a pause the thing stabbed me right in the gut. Nicked my magic sword it did before buzzing its way into the swamp. I wanted to go after the damn thing and get my sword back, but the guide said it'd be eaten already. Damn crazy things, I'll take the biting flies over the ones that nick your stuff any day.

—Murgead Hillbender, adventurer and member of “The Heroes of Farshanty.”

INVADING DAMSELS

Damsel is the given name for their kind, as the name they use themselves is a complex series of pheromonic scents. Damsel is such a gentle name for such a bizarre and alien species.

Damsels are damselfly or dragonfly kin, humanoid in stance but decidedly insectile in nature with 4 arms, 2 legs, and 4 long segmented wings. Damsels are recent arrivals in this world, magical upheavals and cataclysms created rents in the world that they emerged from. At the time, it was worried that these strange invaders would wage some kind of war upon the natives of this world. Instead they flitted away and filtered into the swamps their invasion seemingly complete.

Damsels are natives of a parallel material plane, one filled with magic and enough oxygen to support insects at a massive scale. Once they found themselves here, the damsels naturally migrated to environments that better matched their home, finding our marshlands, swamps, and tropical everglades perfectly suited and largely untouched by the encroach of civilization.

DAMSEL HIVES

Damsels are not mindless beasts. They craft grandiose towers and earthenworks out of local mud and their own natural resins. It was merely months after the first emergence of the damsels that scouts began reporting strange structures in the swamps. Entire cities were built in only a few years. Critics may dismiss them as mere mudhuts but the scale and craftsmanship is undeniable once viewed with one's own eyes. Massive geometric towers sprout from a network of earthwork tunnels and chasms, the depths of which no outsider is ever allowed to see.



Outsiders are barred from the tunnel depths because they contain that which is most precious to the damsels, their eggs. Deep where it is warmest, the eggs are stored and born into delicate larvae. Dedicated caretakers regurgitate food and care for the young, until eventually they form cocoons and emerge as fully grown damsels, ready to act on the hive's behalf.

Outsiders sometimes believe that the damsels act autonomously, they never see any leader barking orders or laws being written. Everything seems to function in a damsel hive with a strange and eerie silence. In fact the hive is thronging with noise and activity, just not in any auditory sense. Damsels can learn to talk, especially if they venture far from the hive, but their natural form of communication is done through complex pheromones. For those able to discern the subtle scents, damsel hives are abuzz with arguments, orders, yells and every sound one would expect from a modern bustling city.

The total sum of these pheromones has almost a will of its own, the collective will of each damsel. This collective hive pheromone drives damsels to defend the hive, collect resources, and even grimly, submit themselves to reabsorption once their bodies become too old to function.





MAGIC OBSESSED

Damsels originated from a world with far more magic. Magic is built into their very physiology and it is a physical need as strong as food or water. The metamorphosis from larvae to adult that all damsels must go through is impossible without being fed a refined magic concoction. In their home world, they'd have enough of this latent magic just from the food they eat, here they need to improvise.

Damsels will build hives or at least outposts wherever they find large sources of magic. Ancient magical warzones, badlands near powerful rifts, overgrown wildernesses full of wild magic, wherever they can find this coveted resource they will pursue it. The largest damsel cities persist where there is both warm swampland and abundant magic, the universal ideal for their settlement.

Damsels can literally render down magic to create the "arcane jelly" that their young require. Any magic regardless of its form can be processed and converted into what they need. This is where most conflicts with damsels arise. Treasured magic items, trinkets and baubles will be bought. If they can't be bought, they'll be stolen. If they can't be stolen the damsels will go to war. Magic is not a commodity to damsels, it is a necessity. A hive that is runs out of magic dies, and damsels will do anything to keep that from happening.

DAMSEL ADVENTURERS

Many damsels fall into the adventuring lifestyle in their seemingly endless pursuit of magic and magic items. Adventurers are after all the most likely to have them. Male damsels will sometimes find themselves adventuring in their journey. Only 30% of damsels are male and they are often sent out in search of other hives on a journey they call "the king's flight". Seeking out isolated magical places falls right in line with the adventuring *modus operandi*.

DAMSEL NAMES

Damsels differentiate their names by gender and by their role and rank within their hive. Their full name is mostly untranslatable from pheremonic language, and when dealing with non-damsels they usually settle for nicknames. The only things that really translate are that male names will end in an "-On" and female names will end in "-A".

Role Names:

Damsels usually end their names with these short titles, even when using nicknames they prefer to add in this honorific. Dar (Leader), Pin (Soldier), Tak (Caretaker) Tys (Arcane)



MORE THAN DRONES

Each damsel is an individual, despite their instincts to protect and better the hive they each have their own wants and needs. When a damsel hive is thriving, damsels take the time to pursue their own passions, which often takes the form of art and performance. The dances of the damsels are often called some of the finest displays of expressive movement in the world. Damsels each have their own unique coloration and pattern that makes them stand out. Most female damsels have smooth earthen tones in oranges and browns, whereas most males have bright and conflicting colors like bright metallic blues and reds.

Many recent generations of damsels have also developed new and potentially problematic unique attributes, mutations. These strange developments are thought to be a consequence of consuming this world's magic and living in highly magical zones, though only time will tell what the future holds for the damsel race.

Roll a d8 on the following table to determine your damsel's unique mutation:

DAMSEL MUTATION TABLE

d8 Mutation

- 1 Where most damsels are smooth and streamlined, your exoskeleton is rough and craggy.
- 2 You have a strangely distorted version of a common color pattern.
- 3 You have a second pair of small useless antennae below your functioning ones.
- 4 You have an extra set of vestigial arms between your working pairs.
- 5 Your pheromones smell strangely different, other damsels find you unnerving or suspicious.
- 6 Your mandibles are overlarge, making you seem more menacing than most of your kind.
- 7 You have a 3rd set of wings, they make your flight more complicated rather than being really helpful.
- 8 You have no discernable mutation, and seem identical to the 1st generation damsels.

DAMSEL TRAITS

Damsels share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score increases by 1 and one of the following ability scores of your choice increases by 1, either Intelligence, Wisdom, or Constitution.

Short Lived. Your kind reach maturity by age 3. Comparatively short lived, your kind don't usually live longer than 30 years.

Ordered Minds. Most of your kind take comfort in order and discipline, tending toward law and neutrality, but some have absorbed the morality—or lack thereof—of the beings they served with.

Whispy. Your kind are between 3 and 4 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Buzzing Wings. Your long insectile wings are designed well for quick and maneuverable flight. You have a base walking speed of 25 feet and a fly speed of 30 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.

Magic Processor. Magical essence calls out to your kind, waiting to be freed from its material prisons. You can see a strangely colored (a non-existent color described as a sort of greenish purple yellow) aura around magical items within 30 feet. This sense does not penetrate objects and only applies to objects you observe directly. This sight does not provide you with any insight towards the magic's qualities or power, only that an item is magical in nature.

As an action, you can extract the magical essence contained within a magical item that you are holding. If you do so, you completely destroy the magic item, but produce a quantity of "magic essence".

A vial's worth of magical essence can be used in several ways, each method consumes the magical essence:

- **Enchanting:** Each vial worth of magical essence used in enchanting a magic item reduces the material costs to create that magic item by up to 100 gp. The cost to create a magic item cannot be reduced below 50% of its original cost in this way.
- **Healing:** Consuming the essence restores 2d4 + 2 hit points.
- **Imbuing:** Spellcasters can imbue themselves with this magical essence to restore their spellcasting. Spell slots can be restored in this way by spending an action to imbue a number of magic essence vials equal to the level of the spell slot being restored.

The number of vial's worth of magical essence produced by processing a magic item is determined by the rarity of the item:

MAGIC PROCESSOR TABLE

Item Rarity	Number of Vials Produced
Common	1
Uncommon	2
Rare	4
Very Rare	8
Legendary	20

Sentient magic items cannot be processed in this way. If you attempt to process a cursed item in this way, the cursed item is not destroyed and instead immediately becomes attuned to you. If you would become attuned in this way and you already have the maximum number of attuned items, one of those items chosen randomly becomes unattuned.

Pheromonic Language. Your kind communicate through highly complicated pheromones, requiring only a scent to get the message across.

You have advantage on Wisdom (Perception) checks that rely on smell.

You can speak, read, and write Common, you can also communicate in damselian using pheromones.

Communication via pheromones is a free action, just like talking, except it is silent and can only be "heard" within 30 feet.

You can also leave scent markers as a bonus action by emitting a large quantity of pheromones into a point or object. A scent marker will last for 24 hours or until the point or object is washed or magically cleaned. Scent markers "read" as a single word or emotion, such as "friends", "danger", or "follow", and the scent can be detected within 30 feet of the point or object. To understand your pheromone communication, the recipient must either be a member of your race, been taught to understand the scents beforehand, or must pass a scent based DC 22 Wisdom (Perception) check.

You can thank **Chris Constantin** for creating the damsel race!

DEATHKNIT

We were deep in the thick of it, room after room of deadly traps and undead abominations had run us right ragged. When we opened this next door, we heard the clatter of chains, and this monster lurched out slowly from the corner. Undead creature, made from the parts of a dozen corpses into the form of a man, though, in place of its left hand there was a bloodsoaked scythe grafted ghoulishly to the creature's rotten arm. When it spoke, it sounded like three people talking at once, and it said, "Are you here to slay my master?" We all squared up, that scythe didn't look like it was for show, and the healing potions were running dry. Imagine our surprise when it moaned, "If I show you a shortcut to my master's chamber, will you take me with you to slay him?" We all sorta blinked there for a moment, I managed, "Sure?" It looked me up and down for a second, sizing me up with undead eyes, "Promise?" I rebounded with an only slightly more confident, "I can't see why not?" We then cut his chains and he opened up a little secret passage that ran right to the bastard necromancer's inner sanctum. Guttured the whelp and never looked back. Goes to show doesn't it, pays off sometimes to give a monster a chance. Percy turned out to be the best amalgamation of a dozen guys you could ever hope to meet.

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

PATCHWORK CADAVERS

Most young necromancers and aspiring liches will create at least one deathknit during their career, they represent a sort of necromantic milestone along the path to true immortality. Most undead are mindless shamblers, simple reanimated bodies bereft of conscious thought or spirit. But all sentient beings leave behind at least a sliver, an echo or memory of their souls within the mundane flesh that makes up their mortal coil. An intriguing thought then arises, what if we take these spiritual slivers and combine them.

Deathknit are undead monstrosities cobbled together from the remnants of dozens of corpses, not just shambling husks, but genuinely new creatures created from the fusion of the dead, body and soul. Their bodies may not last forever, but the creation of a deathknit is an important step along every necromancer's pursuit of knowledge. Through the stitching together of body parts from innumerable corpses, all it takes to force the soul remnants together is a sufficient surge of necromantic power, or even an electrical storm in a pinch.

Sadly though, the deathknit themselves make for poor servants. Even with necrocrafted weaponry they are simply too unstable, powerful maybe, but prone to rebellion. Creating a deathknit gives their creator no command over the creature and the confluence of incompatible spirits makes them unpredictable at best. Alas, deathknit are to be admired for their craftsmanship, studied for the ingenious techniques used in their creation, but they should ultimately be shelved as curiosities rather than put into action.



COBBLED MINDS

If you took 1/100th of every memory from a man, are they the same man? If you took that sliver of all their hopes, their dreams, their anger and fear, would they remain who they are? Now take that sliver, and press it together with a hundred just like it stolen from disparate men and women from every walk of life, what have you then? This is the soul of a deathknit, not properly their own being, but distinct and new, a person created from the spiritual scraps left behind by the dead.

Most deathknit go into a blind rage when they first awake, not out of any coherent outrage but from the screaming chaos that roils within their minds. Dozens, sometimes hundreds of beings comprise a deathknit, and fragments of emotion, conviction, and memory swirl together before eventually settling down into a newly formed soul. Even when "settled", deathknits are rarely stable beings. Memories from dozens of different people surface and disappear as the deathknit desperately tries to form their own identity and make sense of the chaos in their heads.

Those few deathknit lucky enough to escape their master's chains or make meaningful connections with others have the best chance of leading a somewhat normal life. Their pasts are a shattered mess, but with time, deathknits can form new memories, make their own connections, and develop into a person all their own.



UNLEASHED UPON THE COUNTRYSIDE

A deathknight must be created, and the foul nature of deathknight construction usually limits their origins to the crypts of necromancers or the laboratories of mad scientists. For a deathknight to be freely walking among the living, they must have escaped from their master's care in one way or another. Roll a d8 on the following table to determine the method in which your deathknight was unleashed:

DEATHKNIT ESCAPE TABLE

d8 Escape

- 1 You were chained like a dog in the deepest cell of your master's crypt, eventually, iron and stone gave way to your determination and you clawed your way to freedom.
- 2 You found yourself suddenly and confusingly free after a band of adventurers slew your creator and left you behind.
- 3 Your creator left to pursue some scheme and never returned. Eventually you lurched out into the light, dazed and directionless.
- 4 You were intentionally unleashed by your creator, who thought you would rampage through a nearby village. Instead you ran for your life and never looked back.
- 5 You were locked in a room as one of the defences for your creator's dungeon. When a band of adventurers entered your room, you offered to show them a shortcut to your creator's chamber on the condition that they take you with them.
- 6 You faked your own "death", and resolutely remained inert no matter how your creator prodded or disassembled you. Once your parts were dumped in a nearby mass grave you somehow manage to put yourself back together.
- 7 The weapon your master grafted onto you turned out to be more effective than intended. You were able to destroy your own binds and several load bearing walls on your way out.
- 8 You actually had a charmed relationship with your creator, whom you called "Father". He treated you kindly and kept you from falling apart for all these years, but now that he has passed, you're left to your own devices.

DEATHKNIT ADVENTURERS

Deathknight are likely to come into contact with adventurers, either as they chase down alleged monsters or delve into the lairs of their creators. Deathknight are not intrinsically aggressive, but they are born of death, and aggression often follows them. They're unpredictable, memories and skills come and go overnight, but the solidarity of friendship can help them to form new memories, and a deathknight accepted into a group will likely ingratiate for life. Deathknight are usually forming who they are on the fly, and if their first meaningful connections are with adventurers, then it's adventurers they'll be.

DEATHKNIT NAMES

Deathknight usually have two names, the ones they've chosen for themselves and the ones that get screamed in panic by torch-wielding mobs. The former tends to be the names of poets or philosophers they learned about in the books their masters gave them. The latter tends to be some variation of "the butcher of" or "the city name monster".

Deathknight Legend Names:

The Winthrop Stalker, The Monster of Brunswick, The Monster Man of West Sterling, The Deadman of Driftwall

Deathknight Chosen Names:

Ellen Wittering, Charles Eastwood, Sir Thomas Gleeftul, Warren Thompson, Gretta Mansfield.

DEATHKNIT TRAITS

Deathknight share a number of traits in common with each other.

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

Rotten Half-life. Your kind are prone to degradation and while you do not age exactly, you do deteriorate. You're potentially immortal if enough work is put into maintaining your body, but it's a constant uphill struggle.

Dark Impulses. While not beholden to evil, the dark influence on your kind inflicts upon you sudden depraved impulses. Your kind tend towards evil alignments but those that resist that inclination tend towards lawful good alignments.

Steady Plodding. You'll get there eventually, and nothing stands in your way. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Stock Size. Your people vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Inbuilt Arsenal. Your kind have a wide variety of weapons built into one of your arms where your hand would be. Choose a one-handed simple, martial, or exotic weapon, you have your chosen weapon instead of a hand on one of your arms, you are proficient with it. Your chosen weapon is a natural weapon, which you can use to make weapon attacks as if you were wielding it normally. You cannot be disarmed of your inbuilt weapon, and any attempts to remove your inbuilt weapon automatically fail. Your inbuilt weapon hand actually replaces the hand that would be attached to that limb, meaning you may not use that arm to wield other weapons, perform somatic spell components, or use items, etc.



Stitched Together. When your kind are brought down, it is more like you are disassembled than killed. You do not fall unconscious when your hit points are reduced to 0 hit points, instead you become incapacitated and immediately fail one death saving throw.

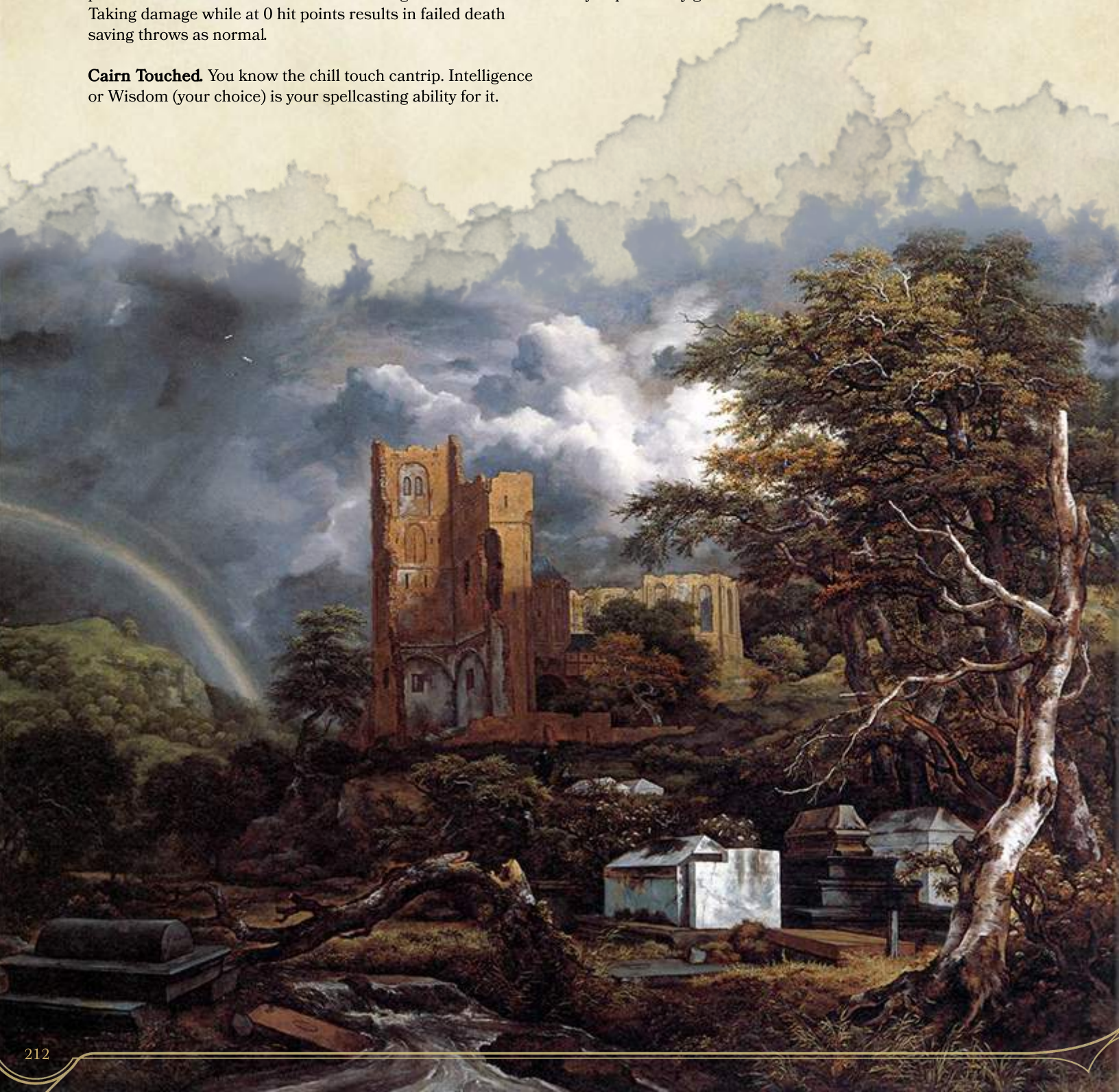
You do not make death saving throws when starting a turn at 0 hit points and you cannot naturally stabilize as normal. If you are healed above 0 hit points, you will still retain the incapacitated condition. You will remain incapacitated until another creature “reassembles” you.

A creature can reassemble you by spending an action while adjacent to your body and succeeding on a DC 12 intelligence check. Once reassembled, you stabilize, regain 1 hit point and lose the incapacitated condition. You die if you remain at 0 hit points for more than 24 hours without being reassembled. Taking damage while at 0 hit points results in failed death saving throws as normal.

Cairn Touched. You know the chill touch cantrip. Intelligence or Wisdom (your choice) is your spellcasting ability for it.

Undead Diplomacy. You can speak, read, and write Common and Undercommon. You have the undead creature type. You can also communicate in a limited manner with undead creatures. Even mindless undead can understand the meaning of your words and are not initially hostile to you as they would be towards living creatures, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Sporadic Talent. Your kind are prone to uncanny talent that comes and goes inexplicably. Whenever you finish a long rest, randomly select a skill that you are currently not proficient in. You gain proficiency with that skill and lose the proficiency you previously gained from this trait.





DRACOTAUR

When we forged that path through the jungles, I expected to face peril, I expected to face dangerous beasts, I did not expect to face battlements. The remains of massive beasts dotted the clearing, impaled on the wooden-spiked earthworks. He had approached us with four feet, two hands and an indignant militaristic demeanor. He claimed to be the ranking officer and demanded to know who's orders we were operating under. Now we're heading back to the fort with near a dozen of the big bastards and a smaller one they called a diplomat. If this doesn't go well, we're really in trouble...
—Triff Plywilde, Explorer.

CAVALRY OF THE GREAT WYRMS

According to dracotaur oral traditions they were created at the beginning of time by the first dragons to act as their warriors. The great old ones waged prideful wars against each other and the dracotaurs dutifully obliged, fighting and dying at their command. For a time, a peace was reached and the dracotaurs guarded their posts, waiting vigilantly for their god general to bestow the next order. In this way the dracotaurs have remained, never faltering from their tasks, living as if each day could be the one on which the dragons return. They've been waiting for millennia.

REGIMENTED SOCIETY

Dracotaurs refer to their tribes as regiments, still retaining the organizational structure of their ancestors, if somewhat muddled over time. Dracotaur society is a highly stratified caste system dictated by a ranking, which largely dictates a dracotaur's life. Marriages can only be made within one's rank. Rank indicates their quality of living space and what occupations can be pursued. The lowest ranking dracotaurs are essentially slaves, not permitted to carry currency or make practically any decisions for themselves. All dracotaurs must carry out any orders given to them by a higher rank, though it is considered improper to issue orders casually or flippantly. The ranking chain goes inevitably up to a champion-commander, usually the strongest or most tactically-minded of the upper rankings who "acts in the dragon's stead" until the dragon's return.

Dracotaurs constantly try to advance in this ranking caste system, and by old draconic edicts the method of ascending rank is prowess in combat. Over the centuries this edict has been broadened to include acts that greatly benefit the regiment. Things such as constructing fortifications, providing food for the regiment, and successful diplomatic efforts have all been said to "help win the battle" and were cause for promotion. Though victory in traditional battle is by far the most guaranteed path towards climbing the social strata.





RUIN GUARDIANS

Most remaining dracotaur regiments are still maintaining the defensive orders given to their ancestors millennia ago. Usually these orders were to defend an ancient city, temple or even rivers or mountain paths of some ancient strategic importance. They are still carrying out these orders and at the heart of every dracotaur regiment's territory is their post. Whatever the post is physically, dracotaur regiments have reverence for their post, going so far as to consider it holy ground. Many early conflicts with dracotaurs came from outsiders stumbling across their posts and incurring their militaristic retaliation. This becomes doubly troublesome when their post is a major unavoidable landmark, such as an entire mountain or jungle. Regiments with such posts often gain a bloodthirsty reputation, as neighboring peoples will be attacked constantly without any understanding of the perceived incursion.

With their posts holding near religious importance and dracotaurs expanding in number over the generations, all dracotaur regiments inevitably expand outward from their posts. Battlements and earthworks will be perpetually torn down and rebuilt to expand the regiment's territory, providing an ever-strengthening bastion for their post. Most regiments number in the dozens to hundreds of individuals, though some of the most successful number in the thousands.

DRACONIC RIVALS

Each dracotaur regiment owes its undying allegiance to a single ancient dragon and maintains their rivalries. Most dracotaurs will not seek out violence against other races if it can be helped, unless of course they threaten their post. They will however fervently attack other dracotaurs who hold allegiance to their ancient dragon's rivals. Dracotaurs will stop at nothing to destroy what they have been raised to believe is their greatest enemy. They also hold a strange animosity towards centaurs, attacking them on sight regardless of the circumstances. Dracotaurs consider centaurs grotesque mockeries and trickster spirits and are taught as children to despise them.

Hated Dragons. When making a Dracotaur character, consider selecting a type of dragon from the Draconic Ancestry chart as your regiment's hated rival.



FORWARD AGENTS

While dracotaur regiments care primarily about their post, they aren't blind to threats to the rest of the world. Regiments will often send forward agents, scouts who travel far from home to identify and record potential threats. When cities and nations are encountered, dracotaurs typically avoid them, preferring isolation to commerce. However, when a city lies uncomfortably near their post they are forced into contact. Dracotaur diplomatic efforts are almost always short and concise, do not approach the post or face retaliation.

Beyond protection of the post, forward agents will identify threats to their region as well. Performing military strikes or assaults if the threat is dire enough to warrant pulling defenses away from the post. A great concentration of dracotaur regiments exist deep within ancient jungles protecting vine-coated ruins against the surrounding dangers. With more recent expansions into their territories, regiments are being forced to forge new alliances or be overrun. They've begun sending forward agents in droves, seeking any allies they can possibly gain.

It is in this way that dracotaurs occasionally find themselves in adventuring parties. Forward agents identify an imposing threat to the region and ally themselves against a common foe. Adventurers will find dracotaurs as strong and cunning allies, cooperating with militaristic discipline and precision. Forward agents act with full agency and can return to their post in their own timeframe. Many forward agents will pursue threats for years, only returning when the job is done to insure their promotion upon their arrival.

The other way a dracotaur may find himself in an adventuring party is through the dishonor of discharge. When a dracotaur commits a serious crime or acts in such a way that threatened the post, the champion-commander may discharge them. A discharged dracotaur has no home or people and would be killed on sight if they returned. Dracotaurs in this position often have no choice but to fall back on their military training and find work amongst the nations of other races.

DRACOTAUR NAMES

Each dracotaur has two names, the first being their rank and is what they are referred by from anyone outside their rank. The second is their true name and dracotaurs derive their names from draconic, giving them names similar to dragonborn. Dracotaurs of the same rank use this name for one another and most dracotaur adventurers will come to consider party members as equivalent to their rank.

Ranking in Descending Order: Champion-Commander, Hersir, Aesir, Vanir, Huskarl, Thegn, Drang, Herra, Thrall.

Dracotaur Names: Belhadur, Cethtas, Dirjek, Erliriel, Faerxiros, Jarjurn, Qelzavur, Tazgrax, Vuaruas



DRACOTAUR TRAITS

Dracotaurs share a number of traits in common with each other.

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

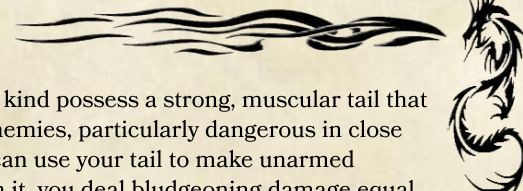
The Snake's Length. Your kind lives as long as men do, though you reach adulthood much faster, coming of age at 10.

Stubborn Logic. Your kind has a stern logical belief system that is rarely betrayed. Your kind strongly tends towards lawful tendencies and rarely stray.

Apex Reptile. Your kind are the kings of your domain, claiming territory through sheer force and cold intellect. You average between 8 and 10 feet tall and weigh between 350-550 pounds. You are large size.

Stride of the Centaur. You possess a 4-legged equine body that truncates into an upper humanoid form. Your base walking speed is 40 feet, due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your equine back, in such a situation, you continue to act independently, not as a controlled mount. In addition, any climb that requires hands and feet is especially difficult for you because of your equine form. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.



Smashing Tail. Your kind possess a strong, muscular tail that can bash into your enemies, particularly dangerous in close combat brawls. You can use your tail to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When grappling a creature or when grappled, you may make unarmed strikes with your tail as a bonus action.

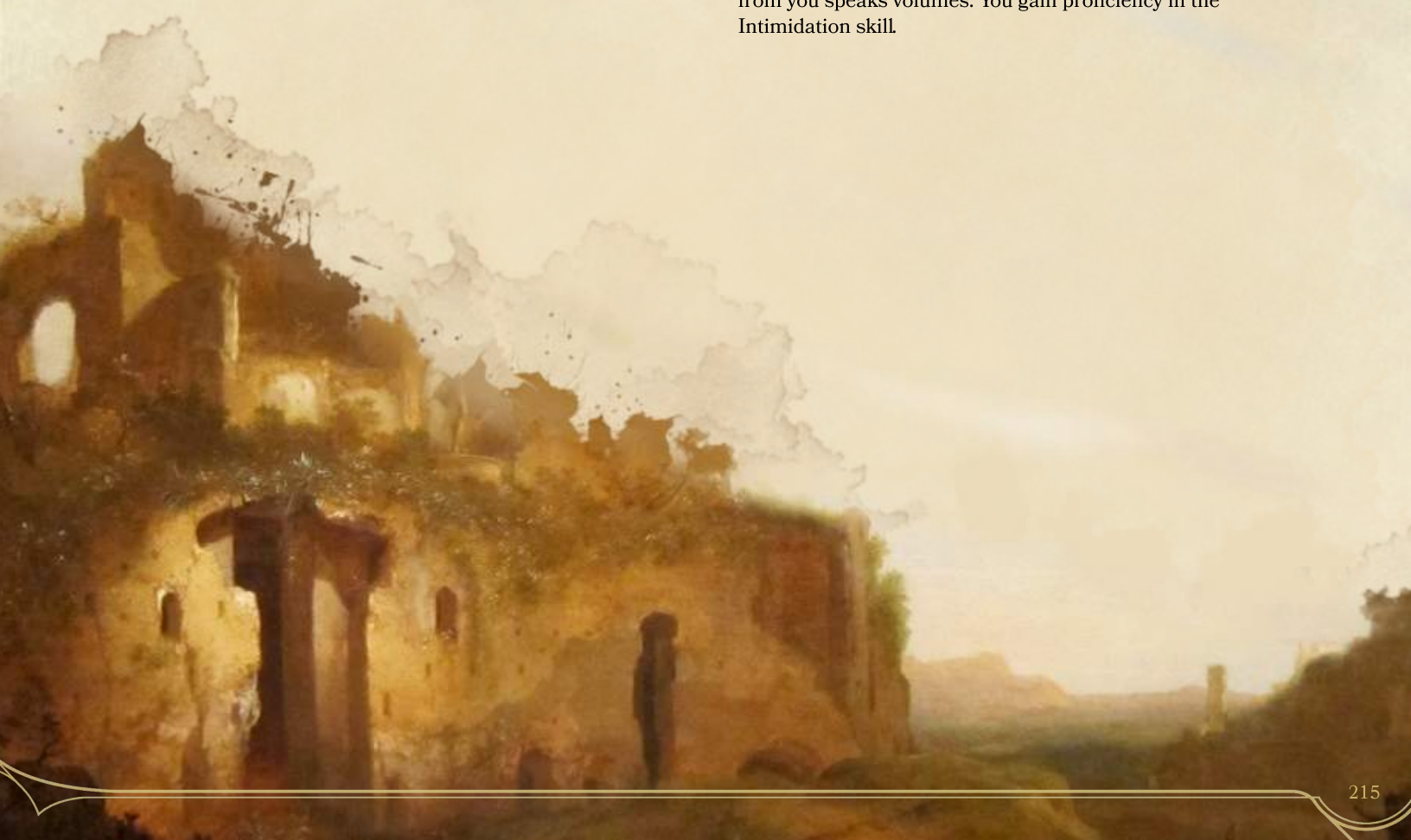
Coldblooded. Your kind has always preferred warmer climates and frigid temperatures cause you to shut down. You have vulnerability to cold damage.

Draconic Umbra. Your kind have ancestral draconic power lying dormant within you, waiting for a triumphant moment to emerge. Choose one type of dragon from the Draconic Ancestry table. Your draconic umbra is determined by the chosen dragon type as shown in the Draconic Ancestry table. As a bonus action, you can cause your innate draconic power to course around you in a magical umbra.

This magical umbra lasts for 1 minute or until you end it as a bonus action. During it, you have resistance to the damage type associated with your selected draconic ancestry. Also, once on each of your turns, you can deal extra damage of the type associated with your selected draconic ancestry to one target when you deal damage to it with an attack or a spell. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Serpent Tongue. You can speak, read, and write Common and Draconic.

Menacing Glare. Your reputation precedes you and a glare from you speaks volumes. You gain proficiency in the Intimidation skill.





DRAKKON

The floating rocks were tricky, you'd be halfway through mining out a mithril vein and the whole damn place would flip around and slam you right round. Nasty big rocs all over the place too. We'd just started in on a promising islet when it crashed down on the rock next to us, great massive silver dragon was just staring us down. We'd heard a dragon might be about, but while we were sizing it up a dozen of these folk landed right behind us. These people were all scales and feathers and just as silver as the beast staring us down. They said that great grandad wanted us to leave, I pointed at the dragon asking, "Grandad?" She just nodded at me. We took what we could and got out of there fast, though them dragon folk seemed more amiable than their Pa. I still wonder if we could work something out to get all that ripe mithral waiting up there.

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

FAVORED CHILDREN OF DRAGONS

Dragonborn are wild oats, descendants both forgotten and abandoned by their draconic ancestors. The drakkon are the fortunate sons and daughters of great dragons that remained, nurtured by their progenitors and taught their ways. Drakkon are sired from the pairing of dragons and aarakocra or celestials. They breed true, rather than the genetic happenstance that produces dragonborn seemingly at random.

Most drakkon still live within a tribe centered around their ancient progenitor, particularly along floating rock formations near the edge of the world. Their draconic ancestor keeps them safe far away from the world below, though whether this is due to legitimate care or a simple urge to hoard what is theirs largely depends on the dragon.





SKY DANCERS

Drakkon lack true flight but their short wings and aerodynamic winglets allow them to glide and dance through the sky. Drakkon tribes live among the drifting sky isles or along grand imposing cliffs and drakkon are trained from birth by their parents or their draconic ancestor on how to maneuver through the thermals.

Drakkon society places a lot of emphasis on flight ability, they perform traditional sky dances, tournaments and games, each activity designed generations ago by their draconic progenitor to train their children in the ways of the wind.

THE GREAT AERIES

Drakkons have a special relationship with birds of prey. Rocs, eagles, and other great hunting birds were often some of the only creatures that could reach the isolated aeries of the drakkon. Many drakkon train hawks or eagles as hunting companions, or giant eagles and larger birds as flying mounts. Many wild birds of prey and even rocs will boldly nest within the drakkon aeries themselves, acting like loyal but tenacious watch dogs. Though It would be improper to say that the rocs became domesticated, more that they came to a mutual understanding. Roc nests often surround drakkon aeries without issue, as the rocs learn not to anger the dragon by eating it's precious progeny. The rocs tolerate the presence of the drakkon out of fear of the watchful dragon, and the drakkon tolerate the rocs because there are very few better ways to insure continued isolation than roc hunted airspace.

Young drakkon hoping to prove themselves will even attempt to tame a great roc, vaulting bravely into their nests and attempting to subdue the massive birds through martial prowess and sheer force of will. The few that survive this foolhardy ordeal usually become chiefs within their tribes, second only to the dragon itself.

DRAKKON NAMES

Drakkons are either named directly by their draconic progenitor, or by their parents if their dragon has passed away or departed. In either case, they choose names of historically powerful dragons from time immemorial.

Male Drakkon Names:

Undrorth, Bidantar, Nelzryrros, Mivrym, Elzruss, Zesorred, Ydrunth, Tilzrot, Xoimboss.

Female Drakkon Names:

Tursissa, Syrsentolth, Shemross, Omrerron, Chaermynto, Sassunth, Aidhaiss, Eildry.

FAVORITE MANEUVER

Drakkon begin gliding at age 2 and begin practicing their first freefalls before they're 8. Drakkon live for hundreds of years and inevitably hone their flight skills for just as long. Inevitably, whether through actual combat or their ritual dances or sky games, all Drakkon will develop a maneuver through the air that they love to perform more than any other. Roll a d8 on the following table to determine your drakkon's favorite maneuver:

DRAKKON MANEUVER TABLE

d8 Cookie Type

- 1 You love to drift over people and run across the tops of people's heads.
- 2 You particularly love to spire jump, leaping up a series of increasingly smaller platforms.
- 3 You love the sensation of freefalling and you'll maintain a nosedive as long as possible.
- 4 You have a particular knack for synchronized acrobatics with a partner.
- 5 You love darting between particularly small gaps between the rocks, especially if they're moving dangerously.
- 6 You love "roc riding" and try to see how long you can stay on their backs before being bucked off.
- 7 You love to fly in great spiraling loops, seeing how many you can do before getting dizzy.
- 8 You excel at bounding off of any surface, launching yourself from floor, wall or ceiling.

DRAKKON ADVENTURERS

Some drakkon tribes have lost their draconic progenitor, through battle or even simply age. These lost tribes are the most likely to make regular contact with other races as they no longer have the imposed isolation of their dragon. Some disgruntled drakkon even perform "the drift" by simply leaping from their homes and exploring wherever the wind takes them. Drakkon are supremely self confident, and whether that confidence is misplaced or not it is rare for a drakkon to turn down a challenge. Guild halls and questing companies that can provide them with a regular challenge attract them like moths to a flame.





DRAKKON TRAITS

Drakkons share a number of traits in common with each other.

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

Graceful Longevity. Although your kind reach physical maturity at about the same age as humans, their understanding of adulthood goes beyond physical growth to encompass worldly experience. Your kind typically claim adulthood and an adult name around the age of 100 and can live to be 750 years old.

Tribal Perspectives. Most of your kind are good, rarely choosing sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Lean. Your kind average about 7 feet tall with broad shoulders and a lean physique, standing taller than humans but weighing about the same at 150 to 200 pounds. Your size is medium.

Vision Based on Movement. While your eyes are well suited towards detecting movement, detecting subtle details and inspection are not your strong-suits. You make all Intelligence (Investigation) checks at disadvantage.

Hooked Claws. Your claws curve in a wicked arc, helping to sink deep into whatever you grasp. Your claws are natural weapons, which you can use to make unarmed strikes, if you hit with them, you deal piercing damage equal to 1d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Your claws are well suited for grasping. You have a +2 bonus on any Strength (Athletics) checks made for climbing or for grappling.

Adaptive Mantle. Your kind possess adaptive skin, scales, feathers or a fluid morphic covering capable of readjusting to fit your needs. As a bonus action, you can change your adaptive mantle into one of the following configurations:

- **Defense.** You shift your mantle into overlapping layers to help deflect blows. While in this configuration, your AC increases by 1.
- **Camouflage.** You shift your mantle's colors and textures to match your surroundings. While in this configuration, you gain a +2 bonus to Dexterity (Stealth) checks.
- **Display.** You shift your mantle's colors and shape to be as impressive as possible. While in this configuration, you gain a +2 bonus to Charisma (Persuasion) checks.
- **Threaten.** You shift your mantle's shape and color to be as large and intimidating as possible. While in this configuration, you gain a +2 bonus to Charisma (Intimidate) checks.

Charmer's Mark. Your kind have always been fascinated by the mystical and melodious, making yourselves easy targets for charmers of all sorts. You make all saving throws to avoid charm effects at disadvantage.

Subrace. Choose one of the following subraces: the **Sea Drakkon**, or the **Sky Drakkon**.

SEA DRAKKON

Rarely, deep sea dragons will take a similar interest in their progeny from a pairing with sea elves. This results in the sea drakkon, which usually dominate a reef nearby where their progenitor sleeps in the deep.

Aquatic Agility. Your kind are adept at acrobatic maneuvers and speed beneath the waves. Your base walking speed is 25 feet, and you have a swimming speed of 35 feet. You can also breathe both air and water.

Aquatic Ken. You can speak, read, and write Common and Aquan. You can also communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks made to influence them.

SKY DRAKKON

These drakkon are kin to the true dragons and make their homes among clutches of floating rock high among the clouds. These are the most "common" drakkon, though their existence is rare enough as it is.

Acrobatic Winglets. While not capable of true flight, your kind can leap to great heights and have small extending winglets along your limbs and a rudder-like tail that enable you to practically dance through the air. Your Strength score and modifier are doubled for the purposes of determining your long jump and high jump distances, respectively. Your base walking speed is 30 feet.

You have a flying speed of 30 feet, however, you cannot move upwards using this flying speed and whenever you use this flying speed you must end your movement at least 10 feet lower from where you started.

Skyland Ken. You can speak, read, and write Common, Auran, and Draconic. You can also communicate in a limited manner with birds and dragons. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

You can thank Cedric for creating the drakkon race!



EDGEWALKER

We'd been clearing out all the charlatans and fortune tellers out of moon alley. Big edict had come through to clear all the vagrants out of Helmsburg. A couple of them had been putting up a half-hearted fight but it wasn't too much trouble. This one though, had a wagon at the back of the alley, hadn't budged an inch since we'd gotten there. Little old lady sitting at a table with a crystal ball. I walk up, she still don't move. I pull my sword, she still don't move. I said, "Didn't you see the edict? You gotta go, witch." She holds up her hand and I swear a great big eye opens on her palm, she says, "You've no idea what I've seen." And she backs up into this glowing doorway and disappears. I spotted her up on the roof above, silhouetted against the moon. She stared down at me and yelled, "I'm sorry I can't save you." Then she ran off across the rooftops. It was the most damned bone chilling thing I'd ever seen and hope to ever see.

—Private Bevel's patrol report, recovered from the ashes of Helmsburg.

BEYOND THE VEIL

When powerful humans traverse the planes of existence, they sometimes become touched by the planar energy, like a latent infection that spreads over time. But it rarely shows in those that stride between eons, instead it is felt by their children or even their children's children's children. At some point the bloodline feels the interplanar sting and a child is born an edgewalker, not really of this world, or of any other, their center is on the knife's edge between all things.

An edgewalker usually discovers their powers in their teens when an emotional trauma sets off their latent gifts. A third eye, one that sees between worlds, will manifest somewhere on their body. Often in their forehead, the palm of their hand, or at the center of their chest. With their true eye they can see how flimsy the world is, and how easily its limits can be overcome.

Edgewalkers are dimensional savants, able to open and step through portals and can sense creatures and objects that have traveled the planes. While they don't always understand what they're seeing or how they are capable of what they do, their dimensional skills are unparalleled and unmatched.



MAD MYSTICS

Edgewalkers discover their powers with no explanation given. They can see and do things that have no rational mundane explanations. Many edgewalkers are driven mad, or are convinced they are seeing some truth that isn't there. They stare between worlds with their third eye and fail to grasp what they're seeing. Edgewalkers have a reputation for being equal parts filled with infinite wisdom, and being complete lunatics.

Even when edgewalkers that come to terms with their powers and understand them, their family and community often do not. Many edgewalkers are driven from their homes once their strange powers are discovered. Cast out as witches, mutants, or as thralls of the devil. Some edgewalkers choose to hide their abilities, and can even attempt to live a normal life. But their third eyes cannot remain closed forever and eventually they'll see something they can't ignore.

EDGEWALKER ADVENTURERS

Edgewalkers can try to fool themselves into "normal" lives for a while, but one way or another every edgewalker is brought to the brink and stares into the infinite. Edgewalkers often work as seers, mystics, and wisemen, providing answers as best they understand them, but the visions inflicted upon edgewalkers often drive them to find answers themselves. Edgewalkers who believe they are seeing some sort of coming cataclysm often form adventuring parties on their own, telling everyone that will listen that danger approaches and urging them to act or find answers. Once working together, it rarely goes perfectly. Every edgewalker is a little "off", but their power and skills can be worth putting up with a little madness.

EDGEWALKER NAMES

Edgewalkers are born of humans with ancestors that traveled between the planes. An edgewalker could be born anywhere and their names reflect the cultures they were born into.

DISQUIETING VISIONS

Edgewalkers are born of the space between planes, the thin conduit that connects all planes and edgewalkers sometimes see things that no mortal mind was ever meant to comprehend. Either in dreams, or for a moment when it replaces the waking world, each edgewalker is cursed with a repeated vision. It's not clear what this vision means, it could tell of things to come, things that are happening on another plane, or it could simply be a symptom of the edgewalker's madness.

Roll a d8 on the following table to determine your edgewalker's disquieting vision:

EDGEWALKER VISION TABLE

d8 Disquieting Vision

- 1 You see the ground break, cracks in the ground open up and countless hands reach up to you. The hands are not grabbing, or clawed, but pleading, they seem to beg you for something that you don't understand.
- 2 The sky turns red and the ocean flows upward, the water all around you shoots up and the air grows dry and hot. You always awake from this vision burning with sweat.
- 3 You're surrounded by a crowd of people who all suddenly turn away from you. Eyes open up at the backs of their heads and stare at you, waiting for something.
- 4 An old man, half decayed and rotten slowly walks towards you. No matter how far away you get he always seems to catch up. You've never had the courage to let him catch you.
- 5 You see writing you don't understand, it covers every surface, even on the inside of your eyelids. You find a single underlined empty space that seems to be meant for a signature.
- 6 You feel yourself dissolve away, you and everyone in the world coalesces until they are one. Then you see yourself on the outside, not as one, and you despise what you see.
- 7 The world suddenly seems brighter, colorful, happier. Everyone smiles, smiles far too hard, so hard their mouths rip. You awake with a pain in the corners of your mouth.
- 8 You see the world phase through a portal, just like you do. It fails to return. You wait and you wait but it never comes back.



EDGEWALKER TRAITS

Edgewalkers share a number of traits in common with each other.

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

A Time and a Half. Your kind mature at the same rate as humans, but they can live up to 160 years.

Philosophically Diverse. Your people tend toward no particular alignment. The best and the worst are found among you.

Stock Size. Your people vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Dimensional Gaze. Your kind can see the influence of the planes as clearly as color, viewing the same world with far more dimensions. You can see 60 ft. into the Ethereal Plane when you are on the Material Plane, and vice versa. You can also see a strangely colored aura around creatures and objects within 30 feet that are non-native to the plane they currently occupy. This sense does not penetrate other objects or creatures and only applies to creatures and objects you observe directly. A different color surrounding a creature or object provides clues as to what their native plane may have been (black for the abyss, opalescence for heaven, Ect.) but these clues are not strictly conclusive beyond proving that they are non-native to the current plane. You gain a +5 bonus to any Intelligence checks made to analyze extraplanar creatures or objects.

Riftswipe. The veil between worlds is a paltry barrier for your kind. You can open a small and temporary portal through which you can attack and take or manipulate objects. As a bonus action, choose a space within 15 feet, until the end of your turn you may interact with creatures and objects in that space as if you were adjacent to them. This interaction can include attacks and objects weighing no more than 10 pounds can be pulled through the portal. Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges.

Planar Instability. Your kind are not properly moored to the material plane, and strong enough forces can separate you from it. Whenever you are struck with a critical hit you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save you gain the stunned condition until the end of your next turn and are shunted into the ethereal plane. You can only be affected by other creatures on the ethereal plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you in any way, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the ethereal Plane, allowing objects and creatures you perceive on the plane you originated from to move through you. At the end of your next turn, you reappear on the plane you originated from. If you would appear in an occupied space you instead appear in the nearest unoccupied space and take 2d8 force damage, you may choose which unoccupied space to appear in if multiple spaces are equally close.

Portaling. Your kind can tear rifts through the veil that remain stable for a few seconds before healing shut. As an action you can create a pair of linked portals, both must be in unoccupied spaces you can see within 40 feet. These portals have a facing, with the front face clearly showing through the other portal, and the back face which is a mirage-like haze of planar energy. Each portal is roughly 5 feet wide and lasts only until the beginning of your next turn before completely disappearing. While the portals remain open any objects or creatures that enter a portal's front face immediately exit out the other. Creatures can be targeted by spells and attacks through a portal if they are visible through another, assume the spaces occupied by each portal are contiguous for the purpose of determining range. Once you use this trait, you can't use it again until it recharges. Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges. Any creature part way through these portals when the portals close may choose which portal to be harmlessly shunted out of. Unattended objects are harmlessly shunted through either portal at random.

Words of the Creator. You can speak, read, and write Common and a language spoken by your creators. Your GM may choose any language they feel would be appropriate for the culture you were created in or raised in.

EGEMO



Mankind lived outside of the court, and as such they would die before their time. In their gracious wisdom, the noble kings and queens decided to invite mankind to sup at the banquet, and dance below the stars. The noble caste did not wish to dirty their feet with mortal soil, and so they called upon a simple pixie to deliver the invitation in haste. This pixie's name was Egeno, and though he was bestowed with this great honor and responsibility, he did not wish to dirty his wings with mortal air. Egeno dawdled and wandered, he met with his cliques and they flitted his time away to avoid his task. When he had no more that could possibly entertain him, Egeno begrudgingly flew through mortal air to deliver unto mankind their invitation. But mankind's time was straight and long, Egeno had arrived thousands of years too late to save man, for mortal air now filled their lungs, and they now walked steadily on mortal soil. The noble kings and queens were appalled when Egeno returned with unsent invitation in hand.

They cast egeno out, and every single member of his cliques that had helped distract him from his task. They punished them with the scales of monsters, to be feared and shunned by fey for all time. But, as a small mercy, they were left with the power to change their hue, so that they may warn the unwary away.

–Feywild Legend of the First Egeno

GATEKEEPERS OF THE FEYWILD

To pixies sprites and other tiny fey creatures, the egeno is a sort of boogeyman, a monster that will devour them should they stray into the dangerous material world. These stories made to scare fey children are exaggerated and dramatized, but egeno do indeed safeguard many borders between the feywild and the material plane, and would not hesitate to snap up the odd pixie that strays too far.

Egeno are best described as winged chameleons, larger than many fey creatures but still small by most standards. Their origins are in the feywild, but now they reside in simple hidden homes at the thresholds and gateways that border both worlds. They are exiles of the feywild and it is said in legend that the first egeno was a pixie. They have no love for the feywild, and though they're respectful enough to warn potential trespassers, they do in fact devour witless fey who attempt to breach through to the material plane.

Their hatred of other fey creatures stands in stark contrast to their attitudes towards other beings of the material plane. They view the solid and unchanging lands of mankind as a precious and unspoiled thing, to be saved from the feywild's chaos. They see themselves as dutiful guardians that protect it, though they are prone to their own fey inclinations.

BEST BLEND

Egenos like to test the limits of their camouflage by hiding in plain sight. This can get quite competitive amongst egenos, who try to one-up each other with increasingly risky or impressive hiding places. It is during these pointless competitions that most of the few egeno sightings occur. Roll a d8 to determine your egeno's most impressive color blend:

EGENO BEST BLEND TABLE

d8 Best Blend

- 1 You once watched an entire theater performance and remained completely unnoticed while onstage.
- 2 You once perched on a giant's battleaxe for an entire day without it noticing you.
- 3 You once blended in with a flag and went unnoticed for the entire day, including a flag raising and lowering ceremony.
- 4 You once managed to perfectly shadow a guard for his entire shift and were never noticed.
- 5 You once hitched a ride across the ocean on a trading vessel, you stayed hidden for the entire 3 month journey.
- 6 You once snuck into a wizard's university and remained hidden on a particularly large wizard's hat for 2 days.
- 7 You once remained hidden in a politician's office for a week, you learned some particularly interesting things.
- 8 You wound up hidden in a thief's guild for 3 days, you still don't know how you escaped in one piece.

PERFECT SPIES

Not every egemo takes up the mantle of a feywild guardian. Many have proliferated throughout the material plane, though they're rarely seen. The egemo's natural inclination is to remain unseen, to quietly observe without disrupting. They still value the consistency and progression of the material plane, and usually do their best not to interfere. Though there will always be some who fall back on their hereditary fey instincts and engage in a few lighthearted pranks.

When an egemo does directly involve themselves with people of the material plane, it's usually as a discrete agent of some kind. Their talents are a perfect fit for espionage and reconnaissance at every level, from personal to warfare. Some of history's greatest secrets were exposed by egemo, who can almost always slip in anywhere unnoticed.

EGEMO ADVENTURERS

Egemo can run into adventuring groups either by working for some powerful or morally questionable people, or by being caught on a particularly risky blend. In either case, egemo make for incredibly stealthy rogues or rangers. Despite their chaotic inclinations, egemo have a deep respect for lawful authority and respond particularly well to adventuring parties that have a strong lawful voice directing them.

EGEMO NAMES

Egemo have largely abandoned the ancient fey names of their ancestors in favor of a new naming convention they believe will strike fear into the tiny fey folk that attempt to cross the borders. They tend to make them sound bigger than they are.

Egemo Names:

Tergora, Pyroguera, Crimgar, Anarmon, Spiridoru, Screedoro, Tordorah, Vicizilla, Malevosos.

EGEMO TRAITS

Egemos share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score increases by 2.

Hatchling Growth. Your kind grow quickly. They walk hours after hatching and attain the size and development of a 10-year-old human child by the age of 3 and reach adulthood by 15. Your kind live to be around 80.

Chaotic Temptations. Your kind see the value in dependable law and order, but have natural inclinations towards chaos, mischief, or worse. Most of your kind strive towards lawful good, but end up neutral good instead, with those who give into their impulses leaning towards chaotic evil.

Scaled Down. Your kind are proportionally quite similar to larger creatures, but your stature is just on a far smaller scale. Your kind average between 2 and 2½ feet tall and weigh between 9 and 12 pounds. Your size is tiny.

Hovering Wings. Your kind have stout, wide wings that flap rapidly, providing not so much flight as a slow and steady hovering. You have a base walking speed of 20 feet and a fly speed of 20 feet.

Stereoscopic Eyes. Your kind's eyes are untethered to each other, allowing for you to keep an eye out even when your attention is focused. You add your proficiency bonus to your Passive Perception score, if you are also proficient in the Wisdom (Perception) skill, you add double your proficiency bonus to your Passive Perception score instead.

Snagging Tongue. Your kind possess a long and sticky tongue coiled within your mouths, it shoots fast like a cracked whip and snags its target with pinpoint accuracy. You can use your tongue to grab items that would normally be outside of your reach and bring them to you. As an action you can grab objects at least 1 size category smaller than you from up to 15 feet away as if you were adjacent to them. As an action you can also attempt to grab objects that are being wielded or carried by a creature within 15 feet. To do so make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the wielded or carried item is drawn directly to you and can be held (but not wielded) in your mouth or immediately transferred to a free hand. You have disadvantage on this Dexterity (Sleight of Hand) check if the target is holding the item with two or more hands. The target has advantage on its ability check if it is at least 1 size larger than you, or disadvantage if it is at least 1 size smaller than you.

As an action you can also attempt to grab creatures that are your size category or smaller that are within 15 feet. To do so make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the target is moved into an unoccupied space of your choice that is adjacent to you.

Chameleonic. Your kind can change their skin color at will, granting you unparalleled stealth if you have something to blend in with. You are proficient with the Dexterity (Stealth) skill. You may perform the hide action while in direct line of sight if you are adjacent to a solid object or prone. When hidden, sight based checks to detect you are made at disadvantage.

Fey Speakers. You can speak, read, and write Common and Sylvan.

Mutual Foes. Your kind have a fierce rivalry with another race, and the vitriolic hatred is mutual. You have a particular hatred for fey, and you have a +2 bonus on attack rolls against them.

Fey have a similar hatred towards your kind, and have a +2 bonus on attack rolls against you.

You can thank Thomas O. Ziffer Jr. for creating the egemo race!

HASERA

I remember last spring trekking through 'at valley, lot more briar bushes and thorns then the spring before, but I dinna' think nothing of it. Now there's a damned wall of thorns thirty odd feet high, an' we canna' shift um at all. Spikes an' thorns like hatchets it had. Then a hole opens up in it like witchcraft and this wee gel strides out. Fuzz like a bunny an' wit' the ears to match it. Then speaking the king's common tongue, she tells us off! Saying the valley was there's now and to sod off! We's all busy being shocked an' whatnot an' the gel just bungs back in the thorns what close up behind 'er all quick-like. I's just worried is all, cause yesterday I saw a 'ole new grove o' briar bushes down by the river...

—Gregory Longtwine, Local Herdsman.

Hasera are a cautious and xenophobic rabbit-kin. The Hasera would love nothing more than isolation from other peoples, but their constantly expanding clan warrens often bring them into conflict.



SAFETY OF THE WARRENS

Cautious to a fault and extraordinarily skittish, a Hase has much in common with the hares it hails from. They see every new stranger as a potential threat to the clan and themselves. Hasera value safety and the wellbeing of their fellows above all else and will defend them with their lives. The attitudes they have towards strangers gives the Hasera a cold and abrasive reputation, from the outside they seem implacable. Inside the warrens however, tight-knit communities of families and neighbors thrive away from the rest of the world. Jovial festivals are had and children play in the underground tunnels lit by druidic mage-light.

WARDENS OF THE BRIARS

Hasera are led by druidic matriarchs, their druidic magic pervading every Hase's daily life. Every clan's warrens are lit by glowing druidic symbols along the walls and ceilings. These markings detail the clan's past, annals of history spiral outward from the heart of any warren, the Glyphroot. A Hase does not live long compared to other peoples, their years rarely numbering more than 40. When a druid matriarch is about to reach the end of her years the remaining druids perform a sacrificial ritual. The matriarch's soul is bonded to an enchanted stone, this stone represents a time to expand and the birth of a new warren. Once scouted the Hasera clan will split and dig a warren in a new location. In the deepest chamber, the druids will bury the matriarch's stone along with briar bush seeds. Guided by the will of the old matriarch, the new Glyphroot will rapidly grow and spread upwards, covering the surface with ever thickening briars and thorn bushes. The new briars provide concealment and defenses to the newly founded Hasera clan. Every Hase who is related by blood to the old matriarch can mentally and effortlessly command the briars of their warren.





SPREAD LIKE WILDFIRE

Hasera spread quickly, one Hasera marriage will likely lead to hundreds of Hase children in only a few decades. Hasera grow into adulthood quickly and even a small clan will grow into a massive sprawling warren given surprisingly little time. This rapid expansion coupled with latent xenophobia has earned many Hasera clans heated conflicts and wars.

Hasera fight through druidic magics, concealment and subterfuge, or when all else fails they fight with sheer overwhelming numbers. Some nations even consider them vermin to be exterminated on sight, lest they survive to construct a new warren on claimed land. A distinct lack of consideration for the races residing on the surface can be blamed for much of this animosity. Many large human cities have been surprised by sprawling Hasera warrens stretching underneath them, only discovering their presence when the massive thorny vines start springing up between the cobbles.

PROTECTION AT ANY COST

A Hase's instinct for self-preservation are trumped only by their paternal instincts and desire to protect their community. This sometimes leads a Hase down dangerous paths. Hasera tend to accept any deals promising safety for their clan without regard for their own. Numerous Hasera become warlocks, accepting the pacts from any otherworldly being promising safety for the clan. This leads to the most evil Hase the culture can produce, those warlocks willing to burn the rest of the world to cinder in order to save their own people.

HASERA NAMES

Hasera give their children three names, none of which relate to gender. The first is their own choice and is usually selected on their fourth birthday. This name is important to a young Hase and its selection is meant to indicate their role in life. The second is their litter name and is given to every child born in that litter. The third is their clan's name and will be held by every member of a clan warren. When a new warren is dug the founding Hasera will decide on a new clan name which they all adopt. Most Hasera will only use their litter name and clan name with people from outside their warren. Once you have earned a Hase's trust they may begin insisting that you use their first name, a clear indication of affection and respect.

First Names:

Aliesis, Cerras, Eseica, Estalas, Sellaca, Treista, Rastalas, Vestras.

Litter Names:

Beloved, Bountiful, Cherished, Diligent, Joyous, Nimble, Wondrous.

Clan Names: Elil, Frith, Hain, Hlessi, Ni-Frith, Rah, Silf, Tharn, Thlay, Threar, Yona, Zen.

CAUTIOUS ADVENTURERS

Most Hasera are content to live their entire lives within the warren tunnels. However, dozens of children will be born every day in a thriving clan, inevitably some will grow up with a touch of wanderlust. For whatever reason a Hase leaves their warren, they will eventually find a new family.

Hasera once exposed to the world above usually overcome their latent xenophobia, the instincts to form a tight group are impossible for a Hase to shake. When a Hase finds themselves in an adventuring party they will instinctually consider the group their family. Typically, they develop even overprotective habits and will do anything to keep their party members safe.

The most common reason to leave the warrens is to scout the surface, clans are almost always preparing for expansion. Clans value detailed maps very highly and some Hasera will leave to become permanent cartographers. Most races other than dwarves will find them difficult to read however, as Hasera maps typically detail what lies under the ground rather than the surface. While there are numerous Hasera roaming the surface world there always must be a reason to leave the warren.

The following: Hasera Adventurers table can serve as inspiration for determining why a Hasera character would leave their warren.

HASERA ADVENTURERS

d8 Reason for Adventuring

- 1 You were just born wishing to seek new horizons.
- 2 Your matriarch has sent you to scout a new warren location.
- 3 You have a knack for cartography and you're hungry for new locations to chart.
- 4 You've done something to endanger your clan and are no longer welcome.
- 5 A local group threatens your warren, you're here to spy on them.
- 6 Your warrens have been scoured by an invading force, you fled the carnage.
- 7 The druids of your clan have entrusted you to find a long lost Glyphroot.
- 8 One of your many children ran away from home, you're desperately trying to find them.





HASE TRAITS

Hases share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score increases by 2.

Like the Mayflies. Members of your tribe reach adulthood at 8 and are considered fortunate to live into their 40's.

Secretive. For their own protection most of your kind would prefer anonymity and tend towards true neutral alignments. Those few that reveal themselves usually have some strong moral imperative and tend towards neutral good or neutral evil alignments.

Scrappy. Your kind are between 2½ and 3 feet tall and weigh between 30 and 40 pounds. Your size is Small.

Warren Digger. Your kind took to the ground to carve their safety out of the earth itself. You can dig through soil, sand or mud with relative ease. Your base walking speed is 30 feet. You have a burrow speed of 20 feet in soft substrates such as loamy soil, sand and mud.

Keen Hearing and Smell. Your kind have the highly trained senses of a wild animal. You make Wisdom (Perception) checks relating to sound or smell at advantage.

The Bigger They Are. You can take advantage of your nimble maneuvers to bring down opponents that tower over you. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level.
Once you use this trait, you can't use it again until you finish a short or long rest.

Benign Appearance. Your kind possess otherworldly talents but with minimum effort your more striking features can be easily hidden. You have advantage on all Intelligence and Charisma (Deception) checks made to disguise or hide your true nature or to otherwise appear human.

Instinctual Forewarning. You receive visions, flashes of insight or general feelings of foreboding of oncoming dangers. Within 24 hours of danger threatening the player or party, you might receive some form of foreboding, the specificity of this foreboding is left to GM discretion and the time between receiving it and experiencing the danger will vary greatly. Threats that are not dependent on players actions will receive the largest warning window, such as storms or advancing armies. Player dependent actions such as starting a tavern brawl may incur a warning only a few moments before it occurs. This ability is highly variable and will be used by the GM at their discretion.

Xenophobic Speech. Your kind has only recently begun to interact with other peoples. Their numerous languages are strange and unfamiliar to you. You know how to speak, read and write Hase. You can speak, read and write Common but with great difficulty. You make all checks relating to speaking, reading, writing or understanding languages besides Hase at disadvantage.

Sudden Sprint. When need be, your natural reflexes and agility allow you to a sudden burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Watchful. You are proficient in the Perception skill.





HELIOCLOPS

Well, I saw this thing comin' out of the sky, It had the one long horn, one big eye, it looked like a violet person eater to me. Well he came down to earth and he landed in a tree, and I said, "Mr. violet person eater, please don't eat me. And I heard him say and a voice so gruff, "I wouldn't eat you 'cause you're so though." It was a cyclopan, mono-horned, winged, violet person eater, and it sure looked strange to me.

—A portion of the popular limerick "Cyclopan, Mono-horned, Winged, Violet, Person Eater"

WHAT A SIGHT TO SEE

Helioclops are a spectacle, they arrive in this world in flamboyant displays of light and fire, on ships that gloriously implode after landing. They're natural showboats and they often remain the center of attention indefinitely from the moment they arrive on our world. Even without their brazen attitudes, a helioclops is an odd sight to behold. Firstly they're a striking purple color, ranging from light mauves to deep violets. Second, they are cyclopean, and their single eye would dominate their faces if not for their massive curious horns. Helioclops horns are fluted, conical, and quite capable of carrying a tune. This all goes without mentioning the wings, which they use to flutter wherever they think they can gain the most attention.

As unlikely as it seems, these "invaders" from another world are performers, and typically musicians. Helioclops seem content to "blend in" with our societies, taking the stage and making themselves known around the world.

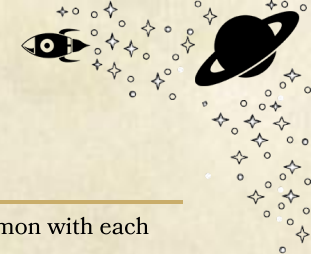
PEOPLE EATERS

There's a much darker side to these bemusing purple performers. Each helioclops is capable of unhinging its jaw and mercilessly tearing into the flesh of humanoid creatures, to them, we are all intrinsically edible. What makes this all the more disconcerting, they don't seem to regard this act with any seriousness and treat the horrifying consumption of a sentient being as a casual thing to do.

The world that the helioclops reign from is one of literal eat or be eaten. They accept that this is not the case here and restrain their impulses, but they tend to regard doing so as adhering to pointless and silly customs. Helioclops believe in a strange and twisted form of survival of the fittest that includes popularity and adoration. The celebrated and the beloved have a right to exist, the unknown and the unpopular are literally worthless nobodies. A Helioclops that entertains the masses may well have devoured someone backstage before the show.

It's been postulated that this emphasis on musical talent and popularity may have led to the development of their horns. A natural instrument may have evolved naturally due to their bizarre society in which the ability to perform was a key survival trait.





KNOCKING 'EM DEAD

All helioclops are performers in one way or another, making yourself important is at the core of helioclops society and they carry those instincts with them in our world. They love our attention and will do their best to captivate and entertain. Roll a d8 on the following table to determine your helioclops' regular act:

HELIOCLOPS REGULAR ACT TABLE

d8 Regular Act

- 1 Glorious combat is a performance all its own, and you love to hear the cheers of adoration or those demanding bloodshed.
- 2 You are a notorious graffiti artist and you tag your name wherever you can be sure people will see it.
- 3 You prefer performances that go off with a bang, you are an accomplished pyrotechnician and love to paint the sky with fire.
- 4 You can really cut a rug, you know all the best and showiest moves and you never miss a good chance to show your stuff.
- 5 Your voice can reach impossible octaves and you love to belt out a song when you can get an audience.
- 6 You are an accomplished musician, the rafters shake when you belt out your set and nobody can resist swinging to your beat.
- 7 You are a performance all on your own, your personality and wit can have a whole room laughing and hanging on your every word.
- 8 You are a superstar and you know it, you are an unparalleled songwriter and performer and you fly around like you own the place.

HELIOCLOPS ADVENTURERS

Helioclops came to this world to be stars, and what is more famous and exciting than an adventurer. Helioclops are not listless or useless performers, and make for promising adventurers. Though, every adventuring group will eventually have to deal with their helioclops companion's... Appetites. Helioclops never eat people they like and usually respect the local "customs" but it can take a lot to get used to a confessed man-eater.

HELIOCLOPS NAMES

Most people assume that the outlandish titles they use while performing are merely stage names and would be surprised to learn that they actually go by these garish names. Helioclops choose their names to be memorable and interesting, never understated or dull.

Helioclops Names:

Stareye, Misty Lord, Doctor Electron Prophet, Lord Awesome, Mister Gorgeous, Quantum Commander.

HELIOCLOPS TRAITS

Helioclops share a number of traits in common with each other.

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

Never Stops Growing. Your kind are born as essentially just smaller adults, you reach maturity within 2 years and you never stop growing, albeit slowly. Your kind can live up to 200 years and the oldest among you are always at the highest edge of your potential scale.

Hunters of the Weak. Your kind have strong traditions outlining the honor in kill or be killed, they have developed evil tendencies, most often chaotic evil or neutral evil.

Stout Stature. Your kind stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Fluttering Wings. Your kind have reliable and deliberate wings, providing a slower but dependable flight. You have a base walking speed of 25 feet and a fly speed of 25 feet.

Cyclopean. Your kind either has a single eye or suffers from poor depth perception. You have disadvantage on any attack roll against a target more than 30 feet away.

Unholy Devourer. Your kind are ravenous and you hunger for the flesh of humanoid creatures. Your bite is a natural weapon which you can use to make unarmed strikes. They deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

By consuming the flesh of humanoid creatures, you can restore your own vitality. If you spend at least a minute consuming fresh humanoid flesh (killed no more than 24 hours ago) you regain a number of hit points equal to 2d8 + your Constitution modifier.

Any hit points regained in excess of your hit point maximum are converted into temporary hit points.

Once you regain hit points in this way, you cannot do so again until you finish a long rest.

Inherently Musical. Either through meticulous design or anatomical convenience, a part of your body is perfectly suited for music. You have proficiency with an instrument of your choice. Your chosen instrument is integrated into your body, and you double your proficiency bonus for any Charisma (Performance) checks you make with it. You must have both hands free to use this inbuilt instrument.

Natural Performer. You gain proficiency in the Performance skill.





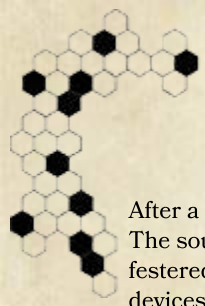
Giant spiders. If I had a copper piece every time I had to fight giant spiders I'd... Well I'd have like 8 copper pieces but that's not the point. We were down deep in the underdark fighting off these eight legged buggers when we hear a rumble, we'd woken the momma up. Spider big as an elephant, filled the whole tunnel. I'm thinking this is it, end of Murgead, when I hear this buzzing down the way. Looked like a great old armored bug fella, came up swords swinging and chopped two legs o that momma spider clean off. Stroke of luck that, we start fighting the thing together, old momma gets a clean swing on our new armored friend, opened a big gash in his side. Imagine my surprise when I see nothing in it! Suit a bug-man armor just walking about and fighting on my side. When we finally gave momma spider the axe, I didn't know what to say, I said, "Good job there... Bug?" That empty suit responded, "My name is... Bug?"

–Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

BETRAYED KNIGHTS

The holy nest was one of the greatest kancan hives. Great statues and artworks, monoliths and towers all lit by soul-light down in the dark. A massive underground insectile utopia populated by over a hundred thousand thriving kancan and defended by the order of mighty kancan knights. The knights of holy nest defended their kin with honor, and did not deserve what was done to them.

The soul was everything to the kancan, a measurable thing present in all living things. The soulminders of holy nest worked to capture the tiny souls of beasts and pests and put them to better use. Great devices were powered by the souls of the insignificant and the streets were lit with the gentle white glow of soul light.



After a century of this prosperity, there grew a... Sickness. The soul lights turned putrid orange and their devices festered, something had gone wrong. The sickness of their devices spread to the kancans and they turned on the soulminders and blamed the magicians for their plight. The soulminders then claimed they'd found a cure, and that they'd start with the most worthy of holy nest's inhabitants, the knights.

It was all a lie, the procedure for the "cure" bound their souls into their armor and their wills to the whims of the soulminders. Their bodies discarded, the hollow suits of kancan armor brought their blades down on the protesting citizenry they had sworn to protect. The soulminder's victory was short lived, the sickness continued spreading and all their magic and pleading could not stop it. The empty husks of the noble kancan knights were all that remained. Slowly even the sickness died out, leaving the husks to guard their empty city.

EMPTY SHELLS

Husks are the remaining chitinous shells left by the honored Kancan knights. They carry out their final patrols, guard their stations, and keep the peace within empty and barren streets. Some husks continue in this way endlessly, but some manage to remember. Husks have complete souls, just forced and irreparably bonded to improper vessels. Their memories and personalities are within them, broken and fragmented, but there, and waiting.

Potentially anything can trigger a husks memories, a flash of color, a familiar place. Once a husk begins remembering their former lives they abandon their posts and start looking for answers. Sadly, their answers were often long ago been scoured away by the passage of time. A husk who has "woken up" in this way usually only has a few solid memories, while the rest remains a hazy mess. Husks are prone to sudden shifts in personality and attitude as new memories come to the surface, but often who they were is never fully restored.

HUSK ADVENTURERS

The tunnels of holy nest ran far and deep, husks often first emerge somewhere in the underdark and must fight their way to the surface, if they ever reach it at all. Husks are intimidating suits of insectile armor and it is often conflict that finds them. Adventuring parties are usually the first to encounter a wandering husk, especially those making forays into the underdark. With their fragmented memories, husks are often directionless at first, seeking out information or a purpose, anything to grab onto. An adventuring party with a clear objective and consistent voices is like a beacon of safety to the maddening world inside their heads.

HALF-REMEMBERED

Husks that have "woken up" usually have at least one solid memory that jogged them out of their dutiful stupor. They hold onto this core memory like a life-line and use it to remember that you're real.

Roll a d8 on the following table to determine your husk's core memory.

HUSK MEMORY TABLE

d8 Core Memory

- 1 It was raining, you remember a statue's face with perfect clarity. You were sad and you don't know why.
- 2 The lights went out and you were scared. A gentle voice comforted you, you wish you could remember who that was.
- 3 You remember clashing swords, training. You hated your opponent with passion, you have no idea who they were.
- 4 You were holding two young children in your arms, they were smiling at you. You can't remember their names.
- 5 You were upset, a friend passed you a drink and you didn't feel so bad. You can perfectly recall everything about that room except your friend's face.
- 6 There was water all around you and you were drowning. A hand reached down and pulled you up.
- 7 Someone smiled at you and handed you a note. You can never remember what the note said but it made you feel warm and happy.
- 8 You'd just killed something and people were cheering for you. You can't figure out why but you felt ashamed.

HUSK NAMES

Husks often cannot remember their original names, or are uncertain if the name they can remember is their own. Some will still use an original kancan name, but others simply go by an improvised nickname they make themselves or were given by others.

Kancan Names:

Sallubra, Jijen, Isalda, Meto, Cornifor, Quirral, Hornat, Brettal, Willow, Cluth.

Husk Nicknames: Mopes, Cricket, Beetle, Buzz, Clank, Chidder, Cut, Mandible, Ghost, Bug.





HUSKS TRAITS

Husks share a number of traits in common with each other.

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

Reformed. Your kind were once something quite different, and now you have been transformed or cursed. Your new maximum lifespan remains a mystery. So far, your kind have shown no signs of deterioration due to age.

Erratic Memories. Your design has a fragmented past and few convictions, usually either trying to keep to old codes or displaying erratic behavior. As such, your design tends towards lawful neutral or chaotic neutral alignments.

Beetle's Heft. Your kind did away with flitting about and chittering along, you crash through the underbrush unafraid with chitin shining. You average between 6 and 8 feet tall and weigh between 225-425 pounds. You are medium size.

Drone's Flight. Your kind possess' a set of thin folding insectile wings. Your base walking speed is 30 feet, and you have a fly speed of 15 feet. However, your wings were not designed for sustained flight and you gain a level of exhaustion whenever you end your turn airborne.

Spirit Sight. Those with your curse see the material world as hazy and blurred but see spirits and living things with utmost clarity. You see living creatures and spirits clearly and brightly, as if they were emitting light. It's difficult for living creatures to hide from you and you add your proficiency bonus to any Wisdom (Perception) checks made to locate hidden living creatures or spirits, if you already have proficiency in Wisdom (Perception) checks then add double your proficiency bonus instead. However, your passive Perception score is reduced by 2 due to the hazy blur that surrounds inanimate objects.

Inbuilt Armor II. Your design had protection in mind with layers of thick plating. You can choose to forgo this protection, but removing and installing your inbuilt plating is an arduous process requiring 1 hour of work. If you choose to utilize your inbuilt armor, you have an AC of 16 and are considered to be wearing heavy armor, you are considered proficient with this armor and resting while doing so does not incur exhaustion. You may benefit from a shield as normal.

Whenever you are dropped to 0 hit points while using your inbuilt armor, your armor becomes damaged. The AC provided by your inbuilt armor is reduced by 1 for each time you are reduced to 0 hit points. This damage will remain until you have a chance to carefully repair it during a long rest.

Eldritch Design. Your design is interwoven with magic and are stopped in your tracks if that magic is negated. You become stunned while within an anti-magic field. If dispel magic or a similar ability is cast on you, you become stunned for 1d6 rounds.

Xenophobic Speech. Your kind has only recently begun to interact with other peoples. Their numerous languages are strange and unfamiliar to you. You know how to speak, read and write Kancan. You can speak, read and write common but with great difficulty. You make all checks relating to speaking, reading, writing or understanding languages besides Kancan at disadvantage.

Hollow Armor. You are a mortal soul bound to a suit of armor through some arcane ritual, if the magics that bind you are destroyed your soul will be lost forever. You have the shape of the creature your form was designed to protect, and you can act as they could through a spiritual force that flows throughout it.

As an inorganic being, you are immune to poison damage, diseases, and the poisoned condition.

You do not need to eat, sleep, or breath, and you spend your rests repairing and maintaining yourself. As you cannot eat or drink, you cannot utilize potions or other types of items that must be consumed.

Without skin or flesh to cut, slashing weapons prove rather ineffectual against you. You have resistance to slashing damage.

It is often a crystal, a painted sigil or a complex mechanism, but all hollow armors possess some magical anchor for your soul, which if damaged can be catastrophic. Any weapon attacks against you that result in a critical hit are maximized as if all weapon dice rolled their maximum possible result. However, it is due to this soul anchor that you can receive magical healing as if you were an organic being. You do not count as wearing armor for the purposes of spellcasting.

Insectile limbs. You possess 6 or more limbs, though they are proportionally smaller they work in conjunction with one another. You have advantage on Strength (Athletics) checks made for climbing and all attempts to disarm you of an item you are holding are made at disadvantage.



We had to deal with them once, when the usual route iced over and we had to go through those old woods. Paid one of the Ilk with fresh meat and a stack of furs to guide us through. He had horns like a stag and fur thick as bark. Seemed nice enough, though all the beads and feathers on 'em made him look a bit of a fool. I just remember when we got to the edge, went through safe right enough. But when 'e turned back there were hundreds, of 'em, hundreds I tell you! The Ilk greeted 'em and disappeared back in the woods like they was there all along! Gods, we didn't even see any tracks.
–Hansel Barwick, Hunter.

The Ilk are proud stag-kin tribesmen, all forests belong to the Ilk and any entering the woods would be wise to appease them.

BLESSED BROTHERS OF THE HUNT

When the stags and elk of old were first blessed by Brog-Bah in the first revel, it was in unison they wished for their roles reversed. To each they lived a life of fear, each snapped twig or hushed movement could herald a grizzled end on tooth and claw. Together they reached out for their blessings, and claimed their new strengths. No longer would the Ilk scatter and run frightened through the dark. Now it would be the wolves who lived in fear, afraid of the Ilk who stand united together and stalk them from the shadows.

THE HERD IS ONE AS MANY

The Ilk form tribes called herds, these herds can range from only a dozen or so into the thousands, the only limitation is the quality of the hunting grounds. If the game cannot support the herd it will split, some staying and others venturing off to find new forests to hunt. In this way Ilk spread across continents, loose verbal networks connecting herds thousands of miles away. Even if a herd comes across Ilk unknown to them, they will still consider them part of the same great herd. Herds converge and split as the land dictates and in this way they hope to serve the will of Brog-Bah, never settling and always seeking the horizon.

THE RUTTING

Conflicts between Ilk herds are almost entirely unheard of, largely due to their practice of the Rutting. When two Ilk cannot reconcile a difference either may demand a rutting. The two will clash horns in the presence of the herd, no weapons are allowed during a rutting, only what Brog-Bah deemed them worthy of. Once a rutting has begun they will clash until one is either dead or his horns are broken. Broken horns on an Ilk serve as a reminder of past failures, and they will not be allowed to perform a rutting again until his horns heal and Brog-Bah sees fit to mend his gifts.



THE DANCE OF BELLS

In each hunt, one Ilk will take the role of the dancer. This is an honored position that many young Ilk will aspire to their entire lives. The dancer dons dozens of bells tied to his horns, his arms and his legs. While typically flint or bone bells, metal bells are particularly prized if they can be acquired from civilized lands. The dancer then wraps his fists in ceremonial cloths soaked in blood. In a chosen clearing the herd will wait in the shadows while the dancer takes to the center. The dance of bells is performed symbolically, representing their former lives. Helpless and alone the dance of bells calls out to predators as the rhythmic dancer makes himself a target. The dance is performed to gain the attention of great dangerous beasts, such as dragons or giants. The dancer lures the beast into the clearing, making himself look as helpless as possible, then once surrounded the Ilk herd emerges. The herd strikes as one as the dancer maintains its attention, dodging nimbly from lethal strikes with flashes of red and tinkling bells. Once their quarry is killed, the herd will make a camp of the clearing, stripping the corpse down of skin, meat and bone. More importantly, the dancer's ceremonial cloth will be soaked in the quarry's blood, renewing its color and bringing honor to the herd. To let the cloth darken or mold without blood renewal is to dishonor the herd and its history.





ELDERHARTS

Elderharts are the chiefs of Ilk herds, directing the hunts and the herd's interactions with other peoples. An Elderhart can be easily recognized, almost universally an Elderhart will sport a crown of massive branching horns. If an Ilk is strong enough to win his rutting, or is wise enough to never need to fight, an Ilk's horns never stop growing and his crown of horns will only get larger. The crown of horns is universally respected in Ilk herds and an Elderhart with a great crown can command thousands. Typically the Elderhart will tie bells to the end of each horn and decorate his clothes with brightly colored feathers. To the Ilk this shows that he is unafraid, the Elderhart hides from nothing.

DIVINE HUNTING GROUNDS

Most conflicts between the Ilk and other races comes down to a matter of territory. The Ilk consider all forests, even ones unknown to them as a divine gift to them from Brog-Bah. The Ilk don't consider it territory as such, but they do hold vigorously to the hunting rights. Caravans have traveled through forests completely unaware of Ilk presence, only to be attacked when they snare a rabbit along the way. Some peoples will respond violently to Ilk herds but others have learned to simply appease them. Trade goods such as hides, furs or beads can easily buy peaceful hunting from the Ilk. Towns have been known to mollify tribes for generations with just a handful of bells, which they seem to prize so highly.

NATURAL WANDERERS

Ilk adventurers are unusual but not unheard of. The native wanderlust in every Ilk can sometimes lead them away from the herd. The Elderharts and other tribesmen will wish them well as leaving the herd for a while is a normal practice. Brog-Bah never impedes your desire to take the horizon. Ilk will join an adventuring party for many reasons. Many who trained as dancers will grow bored of the prey in their hunting grounds, leaving to seek more interesting quarry. Some who's herds regularly trade with outsiders will simply become curious, wishing to see how the herds of men hunt. Occasionally those who have incurred some shame will join a party to regain their honor, broken horns seeking absolution through glory.

ILK NAMES

The Ilk who still honor the old ways keep traditional names passed down from the times of the great revel. These names are said to be an amalgam of the language of beasts and the words spoken by those men first blessed by Brog-Bah.

Male Names:

Akando, Mojag, Wehyaya, Otakitay, Howakan.

Female Names:

Haloke, Kai, Siska, Wachiwi, Urika, Aleshanee.



ILK TRAITS

The Ilk share a number of traits in common with each other.

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

Centurions. Your people reach adulthood in their late teens and live less than a century.

Tribal Perspectives. Most of your kind are good, rarely choosing sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Paramount Stature. Your people are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Swift Footed. Your kind are blessed with nimble swiftness. Your base walking speed is 35 feet.

The Hunter's Awareness. After countless hunts, your kind have learned how to become acutely aware of their surroundings. As a reaction, you may pause to heighten your perceptions to gain advantage on all Wisdom (Perception) checks, Wisdom (Insight) checks and Wisdom (Survival) checks for the next 10 minutes. Once you use this trait, you can't use it again until you finish a short or long rest.

Sharp Horns. Long horns adorn your head, which can be used as natural weapons. You can use your horns to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Toreador. Your kind can temporarily enthrall their quarry with either flamboyant or nearly hypnotic rhythmic motions, focusing all of their attention on you. As a bonus action, you can attempt to enthrall a creature you can see within 60 feet by making a Charisma (Performance) check. The target creature must make a Wisdom saving throw with a DC equal to the result of your Charisma (Performance) check. On a failed save, the target creature makes all attacks during their next turn at disadvantage, and cannot target creatures other than you with any attacks they make. Spells cast by the target creature during their next turn must include you as a target if able. Once you use this ability, you can't use it again until you finish a short or long rest.

Isolated Culture. You can speak, read, and write Common and Ilk.

Hunter's Instincts. You are proficient in your choice of two of the following skills: Animal Handling, Nature, Perception, Stealth, or Survival.



JELLOID

I'm... Somewhat ashamed to record this time in my life, or perhaps It's just painful. She meant everything to me... The part I played in her... Suffice it to say, I was young, I only knew a fraction of what I know now, and I was desperate. I assembled the necessary ingredients, which were... Surprisingly commonplace for such a monumental undertaking. I mixed and brewed with, I'll admit, inexperienced hands. Finally I took the gemstone that I had worked so hard to acquire, and a... Well the lock of her hair, the one she gave me the night we parted ways, it was all I had of her now. Into the mixture they went, dissolved away for a singular purpose, to bring her back to me. I spoke the words, long ancient words never uttered in the common tongue, the circles glowed, and the mixture took form. I swear I saw her face for a moment, but... It all went wrong. I now know what my mistakes were, but at the time I was shocked and enraged, no clue as to why I failed. As I thrashed at my equipment like a child, I heard a voice from the cauldron, it simply said, "Hello?" The flowing liquid face looked at me, full of innocence and wonder. In a way, he was our creation, and I think having him there drew me out of a dark place. I taught young Osmose (as I came to call him) as if he were my own, he was all I had of her now.

—Excerpt from "The Life and Times of Archmage Sconswick."

FAILED RESURRECTIONS

Mortal beings are made of chemicals, simple and easily obtained. Mages lose loved ones too, and the temptation to at least attempt their return can even feel like a duty. Resurrection magic is real, powerful, and incredibly complex, when mages attempt to take shortcuts, the results can be... Different than expected.

A jelloid is the result of a failed resurrection, and comparatively one of the more pleasant potential outcomes. All of the ingredients for a mortal body are assembled and mixed, along with some remnant of the former loved one. When done correctly, if the soul is willing and able, it can return to this mortal plane to coalesce into a new body. When done incorrectly, or the spirit cannot return, something new coalesces instead.

Inevitably, the first meeting of a jelloid and their creator is somewhat tense. All jelloids are born mistakes, accidents, and most go unwanted. They are the amorphous blob that failed to be somebody, but in a way, they are freed from that and allowed to be anybody.




CONSISTENCY AND COLOR

As an amorphous ooze, jelloids can essentially take any shape they please, and usually settle on either a fully gelatinous blob or some shape similar to a humanoid body. They can't really change their consistency or color though, which end up being a jelloid's most distinguishing features. Roll a d8 on the following table to determine your jelloid's consistency and color:

JELLOID CONSISTENCY AND COLOR TABLE

d8 Consistency and Color

- 1 You have a darker hue and you always sort of droop, you always seem as if you're too heavy and melting onto the floor.
- 2 You have a rather sticky and bubbly consistency and a green hue, giving a rather unfortunate comparison to mucus.
- 3 You have a reddish and fleshy coloration that is terribly disquieting, your membranous consistency reinforces your uncanny resemblance to flesh.
- 4 You are a rather thick yellowish paste that seems almost like under fired clay. You can form fine facial features for a moment but they never seem to last.
- 5 You have a light green coloration and your body always seems to form rivulets forming upwards, as if you were escaping the bonds of gravity drop by drop.
- 6 You have a flowing and cleanly liquid consistency, and you shimmer with an almost metallic reflective quality.
- 7 You have a rather fetching shade of a primary color, and your form holds its shape long enough for rather well defined facial features.
- 8 Your consistency seems to ripple and wave, and combined with your light blue coloration you seem almost ethereal and arcane.



OOZE-FOLK

Jelloids are a rare breed, usually created in isolation or rarely in small groups by particularly determined and insufficiently skilled mages. They often become assistants to the wizards and alchemists that created them, or they are discarded or chased out into the cold. Jelloids are a people of uncertainty. Even their time in this world is uncertain, as their amorphous forms could dissolve away tomorrow or thousands of years from now, it all depends on exactly how the resurrection failed and why.

Jelloids tend to take all of this in stride. So what if their lives were accidental? Jelloids who stay with their creators often become powerful mages themselves, combining their latent magic with their studies through apprenticeship and comradery. Those that find themselves abandoned may be bitter, but they have the world at their pseudopods.

Jelloids can crop up in the most unexpected places, their ooze bodies take very little upkeep and they're never picky about foodstuff. Jelloids are just as common working like common folk within a city, as they are living as an ooze deep in a dungeon somewhere surviving on whatever wanders by.

JELLOID ADVENTURERS

Jelloids are created by powerful mages, and are often born into wizard's towers or deep within labyrinthian dungeons. It's quite likely for a jelloid to come into contact with adventurers at one time or another. Jelloids are often rejected and abandoned by both their creator and the villages they approach, the accepting and varied arms of an adventuring guild are a welcome home. Jelloids are malleable in both form and identity, and it can take centuries before they stop exploring who they are and what they're capable of.

JELLOID NAMES

Jelloids have no culture to draw from, but they do have a person they were intended to be. Some jelloids will somewhat ghoulishly adopt the names of their intended form, or they take the names of accomplished mages of the past. Most often those jelloids that were abandoned will have no name at all until they are given one, which considering their appearance is often some variation of "gooey".

JELLOID TRAITS

Jelloids share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score, Constitution score and Intelligence score each increase by 1.

Highly Variable Age. Your kind are not created by traditional means, and the happenstance that can create your kind are highly variable. Some of your kind have lived for thousands of years and some have died of old age after only a few decades, you have no way of knowing where on that spectrum your lifespan will reach.

Curious Newcomers. Your kind is fresh and new, unspoiled by existing philosophies. You tend towards neutral alignments but can be easily swayed into other alignments.

Flexible Mass. Your kind have a physiology that shifts dimensions easily and your height is a poor measurement when compared to your mass. You can technically stretch to over 7 feet tall but at rest you sit at just about 4 and a half feet tall. Your total mass weighs on average between 175 and 200 pounds. Your size is medium.

Viscous Blob. Your body is formed from a sticky amorphous goo that easily adheres to any surface you choose, taking shape if you so choose but usually reverting to your blobby shape.

You have the ooze creature type.

You are amorphous, and whatever structures you form (through other racial traits) are intrinsically temporary forms. You can move through a space as narrow as 1 inch wide without squeezing, though any objects you're carrying or armor you're wearing may not.

You have a base walking speed of 25 feet, and a climb speed of 25 feet, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

You are immune to the prone condition. You may still choose to assume the prone position but you cannot be forced prone.

Eyeless Sight. Your kind "see" with a combination of simple senses, such as primeval senses of light, heat, and vibrations. You can "see" in a 60-foot range, you can't discern color using this sight, and you can only read indented or raised writing by touching it. You can only read normally written text if you are able to hold the pages up to a light. You may still attempt to perceive things beyond this range using your hearing or other senses but you cannot see beyond 60 feet even if you would otherwise gain vision from another trait, spell, or ability. Because you don't have any actual eyes, you have immunity to the blinded condition.

Ooze Magic. You know the acid splash cantrip. Once you reach 3rd level, you can cast the grease spell once per day as a 1st level spell. Once you reach 5th level, you can also cast ooze eruption* as a 2nd level spell once per day without needing any material components. Intelligence or Wisdom (your choice) is your spellcasting ability for these spells.

Words of the Creator. You can speak, read, and write Common and a language spoken by your creators. Your GM may choose any language they feel would be appropriate for the culture you were created in or raised in.

Cloying Depths. The deep waters are not kind to your physiology. At the end of any turn you spend completely submerged in water or similar liquids you suffer 1d6 cold damage that ignores any resistance or immunity.

KETEX

I'd heard tell of these "tower cities" built by a sort of, locust... or demon? The translations are unclear but the location was definite, and their accuracy was obvious from quite a distance, the size of those towers! They must have reached a mile up! As I eagerly approached, I was greeted by disturbing creatures with odd-numbered limbs sprouting from every side, screeching like banshees. I was sure I'd be killed when a much smaller creature, 4 armed and coherent, swept me up and sped me away. It told me, "Stay away, here's not for you." Then it climbed and swung it's way up that vertical tower as easy as I would run on solid ground.

—Alfred Milosh, Archeologist.

CRAWLED FROM THE DEPTHS

Some fleshwarpers claim credit for the creation of the ketex, some drow deities have claimed it from time to time, but in truth we don't know the origin of the ketex, only that they crawled from the deepest reaches of the underdark. They arrived all at once like a plague of locusts, seemingly mindless with a singular goal ascension. They climbed, they dug, they ignored or strangled anything that got in their way. The only direction was up, no matter the obstacles. The other denizens of the underdark could do nothing but watch as the bizarre 4-armed creatures swarmed every wall, and ceaselessly endeavored to move upwards.

Once the ketex reached the surface, their drive for ascension didn't end there. The ketex started to build. They were simple at first, stones stacked atop stones, pyramids and flimsy towers. When those fell the ketex started again but with better designs that were unanimously and silently agreed upon through some unseen force. When those inevitably fell under their own weight they started again and again. Eventually, the great towers of the ketex were constructed as we know them now, at the very limits of height that engineering and stone could achieve. They reached for the sky and, at the very limit of possibility, they stopped.

It was as if a switch was pulled in every Ketex's head, some instinctual mob mentality was shut down and they could finally stop and see the world around them. The ketex refer to this as "the awakening", and as a people they still have no explanation for it.

Ketex have no memory of the events preceding "the awakening", no idea where they came from, or why they felt such a strong impulse for ascension. As the locust returns to a simple grasshopper, the ketex were left listless and confused, no longer as an organised and terrifying swarm, but as a people.



STYMIED MADNESS

The mile-tall towers of the ketex now serve as their cities. The honeycomb patterns that allowed for structural integrity also allowed for living spaces, albeit vertical ones. Climbing is an integral part of a ketex's life, as simply traversing their city "streets" requires the strength of a world-class acrobat. Jutting posts and shallow handholds are the only mode of conveyance, and ketex young learn to climb before they can walk.

Ketex have almost "normal" lives within their vertical cities, but that impulse for ascension never fully leaves them. They don't understand it, but it's like an itch at the back of their minds, urging them inexplicably upwards. They can't do it, whatever this impulse is driving them towards is out of their reach, and it drives them mad.

It takes several centuries, but all ketex eventually succumb to a terrifying madness. Their unfulfilled drive for ascension finally makes them snap, body and mind. Elderly ketex are monsters, horrifically mutated and bereft of all reason. Mad elderly ketex congregate at the base of ketex tower cities, no longer able to climb and relegated to the ground level. These creatures serve as both a formidable defence against any would-be attackers, and a grim reminder of every ketex's eventual fate.

KETEX ADVENTURERS

Ketex are not beholden to their towers, and many have spread out in search of answers. Something created them, and there must be some way to avoid the maddening fate of their elders. Their search often leads to strange and arcane places, exactly the kind of places they're likely to run into adventurers. Whatever their current goal is, ketex tend to be single-minded and impossibly determined, blinding themselves to all other concerns but their goals.

ACROBATIC ACHIEVEMENTS

The 4-armed muscular ketex are raised in an environment where great acrobatic feats are commonplace and mundane. Ketex hold themselves to a higher standard, and a feat of skill or strength for a ketex is something truly impressive. Most ketex have at least one memorable athletic achievement that they're particularly proud of.

Roll a d8 on the following table to determine your ketex's acrobatic achievement:

KETEX ACROBATIC ACHIEVEMENT TABLE

d8 Acrobatic Achievement

- 1 There is a game involving tossing a fully grown tree end over end, you hold a record for most revolutions on a toss.
- 2 A particularly dangerous stunt involves nose-diving down the side of a ketex tower and grabbing a handhold at the lowest point you dare. You managed to go as far as the 1st story.
- 3 One of your city's mad elderly somehow managed to climb up to a populated height, you managed to force it back down to the ground.
- 4 You've managed to climb to the top of your tower with three hands tied behind your back.
- 5 You are a natural runner, you've managed to "race the sun" by making the sprint between two towers in a single day.
- 6 You have proved yourself as a proper warrior, and defended your tower from an attacking roc.
- 7 You've performed a "double skip", and flipped yourself up two stories without grabbing a handhold along the way.
- 8 You've built up your arms to the point that you prefer them to your legs even when walking on solid ground.

KETEX NAMES

Ketex have a massive gap in their history, everything before "the awakening" is a total blank. They have echoes of a culture long forgotten that bubble up in their naming conventions, but little else. The meaning of these words is lost and they remain as almost instinctual names.

Ketex Names:

Crorum, Chuekemma, Sejugguax, Qorrorr, Soscunar, Yizluarex, Mckaurr, Vrukabax, Gnodaaka.

You can thank **Cody Alexander Martin** for creating the ketex race!

KETEX TRAITS

Ketex share a number of traits in common with each other.

Ability Score Increase. Your Strength score increases by 2.

Descent into Madness. Your kind are reach maturity in their early 20s and are technically immortal, though as they age past their second century their minds and bodies begin to deteriorate. Members of your kind older than 300 years are typically mad and monstrosly mutated beyond any semblance of sanity or cohesion.

Etched in Stone. Your kind are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Imposing Stature. Your kind are between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

Acrobatic Swinging. Your kind has a strong grip and can quickly swing yourself through the air. Your base walking speed is 35 feet. You also have a natural climb speed of 35 feet and you may make long and high jumps as if you had a running start while climbing.

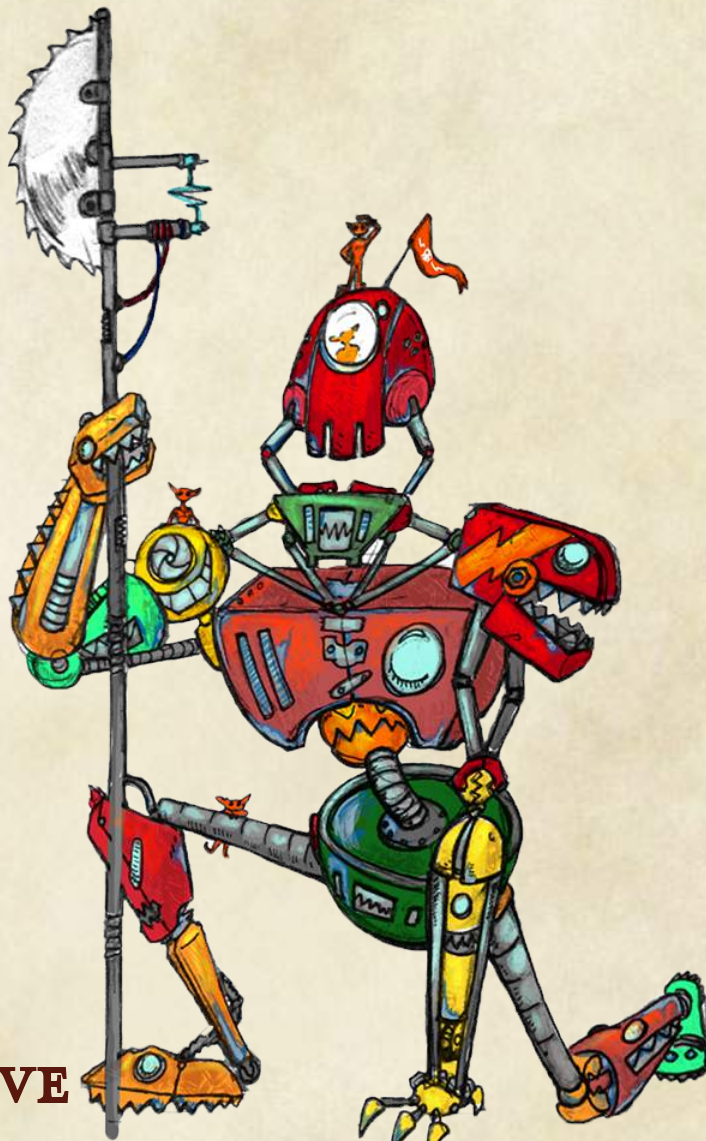
Multi-Armed. Your kind possess more arms than the norm, a decided advantage when it comes to martial prowess. You have 2 extra arms. You may wield additional weapons with your extra arms. Holding a two-handed weapon requires two extra arms. Despite the extra limbs you can still only gain an AC benefit from a single shield. Your extra arms do not grant you additional attacks, but they do grant you the ability to make off-hand attacks with larger weapons or with greater precision.

When you take the Attack action and attack with a melee weapon that you're holding, you can use a bonus action to attack with a different melee weapon that you're holding in your extra hands. You don't add your ability modifier to the damage of the bonus attack. If the weapon you use to make your bonus action attack is a light melee weapon, you may add your ability modifier to the damage of the bonus attack.

Athletic Magic. You know the magnify musculature* cantrip. Once you reach 3rd level, you can cast the jump spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the spider climb spell once per day. Wisdom or Constitution (your choice) is your spellcasting ability for these spells.

Abhorrent Speakers. You can speak, read, and write Common and Deep Speech.

Grasping Feet. Your toes are nearly as strong and dexterous as your fingers, which is especially useful for climbing. You have a +2 bonus on Strength (Athletics) checks made for climbing and you can climb with both hands free, you can even hang upside-down from your feet while retaining the use of your hands.



KOOX COLLECTIVE

It was one of those weird metal dungeons what look like they sorta crashed in the dirt. I'd fought off that big clanking thing and gotten this last door open, but to be honest I was starting to wonder if this place was worth it. There was some kinda glowing trinket there at the back though, looked important and expensive. I'd barely picked the damn thing up when I hear a loud clang, something had cut a hole right through the bloody wall! I thought it was a guy, then I thought maybe a machine? A bunch of machines all holding onto each other? Then I hear a bunch of little goblin voices screaming things like, "We called that!" "Ours!" "Working all day for it!" "Gimmie!" I'm thinking what the hell is this, it ain't worth it but I gotta get something for all my pain today, I say "Can we split it?" There's a sort of huddle and then I hear, "Yeah all right, halvesies then." The machine thing leans over to my bauble and a bunch of little gremlins pop out and neatly disassembles the thing, leaves me with half. The bobs ended up being a right sound bunch. I still go drinking with them on weekends, though watch for bobby jay, bob billy and bobbert, they get downright surly when they're swimming in it.
—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

MISCHIEVOUS HIVE MINDS

Koox are an offshoot of gremlins, mischievous little fey creatures who relish any opportunity to turn well-working and orderly machines towards their own entertaining purposes. An individual and exposed koox resembles a diminutive orange goblin barely 3 inches tall, though they are rarely seen outside their scrap metal exteriors.

Koox are born in litters of 20-30, and the mewling young quickly form a telepathic hive-mind that acts as a single entity from a young age, despite their inherent squabbling. Each nefarious idea or mechanical inspiration that passes through one's mind is instantly transmitted to the collective and when genius strikes an entire team's worth of innovation is sure to follow.

A Koox Collective is an assembly of 20-30 small machines, each housing a single Koox pilot. They build their tiny robots out of scrap metal and any innocent device they find unattended. They build their robotic shells to work in tandem, varying infinitely in appearance but somehow linking and connecting to form a coherent whole.





A PLAGUE UPON NIRVANA

It's unclear whether the koox developed naturally within the lawful neutral outer plane of nirvana, or if some vengeful or mischievous deity placed them there. But among the whirring machines and perfect order the koox are an infestation.

Koox collectives are plentiful in nirvana, they snap gears, repurpose otherwise innocent and functional machines, and generally derail efforts to keep the plane neat and orderly. The other denizens of nirvana treat them like pest animals and attempt to eradicate them wherever they are found. Their efforts have largely been in vain though, as the koox population of nirvana is ever-growing.

It's possible, or even likely, that the koox presence on the material plane is a result of nirvana's denizens simply trying to pass them off. Several crashed ships of nirvanian origins have been found in areas now rife with koox.

STYLE POINTS

Each machine that makes up a koox collective is unique, a direct result of an individual koox's creativity mixed with the engineering knowhow of the collective as a whole. No two are the same, but they do often share a sort of style or theme. Koox do this intentionally, partially to make them stand out more from other koox, but mainly because they just really love some aspect of their design and think it's cool. Roll a d8 on the following table to determine your koox collective's unifying style:

KOOX COLLECTIVE STYLE TABLE

d8 Koox Collective Styles

- 1 Every single robot's gotta have like a mouth! And a ton of teeth! Make them look like little bitey monsters, yeah!
- 2 Flames! Paint flames on everything! It goes faster when it's got flames on the sides!
- 3 Little zappy gizmos! Yeah, we've all got to make those little things that spark and zap and go BZZZT.
- 4 Blinky lights everybody! Gotta have all those blinking boop beep lights everywhere!
- 5 Chrome is the name of the game! Everything looks better and all futuristic in chrome! I don't care if it's broken, chrome it!
- 6 Spikes! Buzzsaws! More pointy things! Everybody look sharp!
- 7 Get that brass shined up, no not that brass! It'll lose that pretty patina. Yes of course you can just slap a gear on it. Slap gears on ALL of it.
- 8 Sleek and smooth, with major blocky primary colors and little decal stickers that point at things! You guys, we've made the coolest giant robot together ever, look at it! It's sword is so awesome...

KOOX COLLECTIVE ADVENTURERS

Many Koox Collectives are malicious and take pleasure in dismantling the establishment. But many are content to tinker away at their contraptions and only indulge in the occasional light-hearted prank. Exciting and dangerous locales are like magnets to Koox Collectives, so while rare, they do find themselves amongst the odd adventuring party. It's especially easy to convince them to help when there is some widget or interesting magical toy up for grabs.

KOOX COLLECTIVE NAMES

Koox collectives have one central litter name, and every individual koox has a name that is an extension of that name. Koox do this partially as a way to differentiate themselves from other collectives, and partially because they're easier to remember this way. For people they encounter, their litter name usually suffices. Their individual names are mainly only for when they're internally squabbling.

KOOX COLLECTIVE NAMES:

Litter

Name Individual Names

Bob	Boba, Bobbert, Bobbie, Bobby Jay, Bobo, Bobijo, Bobette, Bobber, Bobbie Sue
La	Lace, Lau, Lake, Laddie, Lallo, Lapo, Lalice, Laurette, Larr, Larz, Laqua
Mic	Micayla, Micheal, Mica, Micah, Mick, Micky, Mich, Micon, Michella, Michell
Ko	Kobe, Korra, Koi, Kolbi, Koharu, Koji, Kore, Kona, Kody, Kojo, Koya, Korbin



KOOX COLLECTIVES TRAITS

Koox Collectives share a number of traits in common with each other.

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

Short Dangerous Lives. Your kind have shorter lifespans than humans. They reach maturity at about 8 years old and can live to 60, though they rarely survive that long.

Playfully Mischievous. Your kind relish comedy and hate rules, defying them both maliciously and in good fun. As such, your kind tends towards all Chaotic alignments.

Swarming Hive Mind. Rather than an individual, you are a swarm of much smaller creatures acting as a single creature. Your bizarre mind is the sum total of all the creatures that exist within you. Your component creatures cannot operate independently and if separated will only act to try and reunite the hive mind.

While you are a group rather than an individual, your hive mind makes you a close enough approximation for most. You are a confluence of dozens of diminutive-sized creatures but act and count as a single Medium-sized humanoid creature for the purposes of spells and abilities. You can occupy another creature's space and vice versa, and you can move through any opening large enough for a diminutive-sized creature. You may make melee attacks against creatures you share a space with. However, your offensive capabilities are reduced when enough of your number is injured and the damage of any weapon attacks you make while at or below 50% of your maximum hit points is halved. As a group of individuals rather than one singular mind, your consciousness is infuriatingly difficult to pin down. You have advantage on any saving throws made to avoid the charmed, paralyzed, and stunned conditions. It is quite difficult to grab or shift a swarm and all attempts to grapple, reposition, and knock you prone are made at disadvantage.

Determined But Slow. Your kind are slower, but move with steadfast purpose, easily surmounting the obstacles in your path. Your walking speed is 25 feet, and you have a climb speed of 25 feet.

Full Surround Senses. While your design has no enhancements to its senses, it does have a lot of them, and they cover a full 360 radius. You cannot be surprised and will be able to act within surprise rounds.

Scrap Weaponry. Your kind incorporates weaponry half engineered and half improvised. Sharp edges and spikes protrude from these fearsome if unreliable weapons. You can use your scrap weapons to make unarmed strikes. All attacks with them are made at disadvantage, but if you hit with them, you deal slashing or piercing damage (your choice) equal to 1d12 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you use your scrap weaponry to make an unarmed strike, you can not make another unarmed strike with them until the beginning of your next turn.

Unstable Bearings. Your kind are a tad unstable and can become confused when thwacked hard enough. Whenever you are struck with a critical hit you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save you lose composure during your next turn and act as if confused, rolling a D10 and following the directions on the following chart:

- 1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6: The creature doesn't move or take actions this turn.
- 7-8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10: The creature can act and move normally.

Improvise Widget. Your design is handy with technology and when pressed you can come up with solutions that rival arcane prowess. You can cobble together a device by spending 10 minutes tinkering, when you do so, choose a cantrip from the wizard's spell list.

You may only have one device made in this way at any time, if you begin constructing another, any previously created devices are destroyed. You can activate your device as an action, which reproduce the effects of the spell chosen during its creation as if the spell was cast. Once used the device then breaks down and is destroyed. Devices made in this way will break down and become inert if not used within 24 hours of their creation.

Starting at 5th level you may instead choose any 1st level spell from the wizard's spell list when creating a device. Once you create a device with this trait, you can't do so again until you finish a long rest.

Spiteful Speakers. You can speak, read, and write Common and Goblin.

Cyborg. You are a flesh and blood creature with either symbiotic technological enhancements or are somehow grafted or contained within an inorganic body. The inorganic parts of your body are often more resilient than flesh, you have an innate +1 bonus to your AC. Your inorganic parts do not heal naturally, whenever you are dropped to 0 hit points they become damaged and no longer provide your innate bonus to AC. Whenever you take a short rest, you may spend one of your hit die to repair your inorganic parts (spending time and effort to repair them). Your inorganic parts are automatically repaired after a long rest. Due to your mechanical components, you have vulnerability to lightning damage.

KUHA

I admit at this time that I may have erred slightly. My observation blind above the reef may have been somewhat misplaced, but in my defence I didn't know that the tides would reach quite this high along the sandbar. Dozens of goblin sharks were circling my ever-shrinking spit of land and a 20 yard gap of open water now lay between me and the beach. Some of them surfaced long enough to say some rather disparaging remarks in the goblin language that do not bear repeating. I also admit at this time I may have panicked and throwing my supply bag at the goblin shark making rude gestures was something of an impulse rather than a calculated decision. But my reflexive reactions ended up being a stroke of genius! When my satchel opened into the water, they all swarmed it and started fighting over my supplies. I made a mad dash for the shore and looking back they didn't seem to be giving chase, apparently they found my pack full of useless junk far more interesting than myself, the fools! However, they did seem to find it necessary to mock me with my pilfered possessions for the remainder of the expedition. Do not believe them when they apologize and claim they'll give it back! I nearly lost a finger.

—Excerpt from “A Study of Beasts Vol. III” by Ethel Fizzwood

GOBLIN SHARKS

Kuhas are also known as sea goblins or goblin sharks, and are even better known as a great bloody nuisance. They were created millennia ago by a spiteful great evil from the plane of water as revenge against the tritons for preventing his entry into the material plane. Kuhas have all the malice of their cousins on land, combined with the insatiable hunger of sharks. The natural state of a kuha is eating, actively chasing something to eat, or sleeping off a good kill. They form groups ranging in size from a dozen or so to massive schools that number in the hundreds. Usually they infest reefs, digging out aquatic warrens to sleep out the day before scouring the surrounding waters for food at night. Conflicts usually arise when schools of kuha decide to settle down in city bays or at the edge of busy docks. They find a bountiful food supply in the discarded fish guts and unwary swimmers.



GNAWING CURIOSITY

Merfolk, sea elves, tritons, they're all quite aware of the surface world and are typically dismissive and uninterested in the goings-on above water. In contrast, kuha are absolutely fascinated by the trash and scraps that filter down from above. Metal objects in particular are prized among kuha, even though they typically have no idea what the objects are for. One kuha school was observed that seemed to treat a pasta strainer like a sort of crown, kuha fought and died over that pasta strainer.

“Wealthy” kuha will often take natural sea caves or dig out their own, then decorate them in every scrap of trash they can find. Actual gold and treasures will mix in among the twisted fishing hooks, discarded beer bottles, and shards of broken glass. Ship parts are some of the most commonly taken “prizes”. The surest sign that an area is infested with kuha is a “cleaned” shipwreck. When a ship goes down in kuha waters, it'll be stripped down to nothing but a skeletal frame before the day is out.

TREASURED GARBAGE

Even if a kuha becomes more accustomed to the surface world and its people, they never stop valuing the precious trinkets and baubles they found and fought over. Most kuha have a most treasured prize that was either hard fought or particularly rare at the time. It's nearly impossible to get a kuha to part with their prize, even if they learn the item's actual purpose.

Roll a d8 on the following table to determine your kuha's most treasured prize:

KUHA TREASURE TABLE

d8 Kuha Treasure

- 1 You have a dinglehopper (old silver fork) that you spent hours prying out from a tricky crevasse.
- 2 You have a snarfblat (a barnacle encrusted tobacco pipe) that you still use sometimes to blow bubbles with.
- 3 You have a thingamabob (an old corkscrew) that you still brandish as a weapon sometimes if your desperate.
- 4 You have a shimmermajig (a single copper piece with a heavy patina) that you fought off half a dozen fellow kuha for.
- 5 You have a beautiful green sloshamajog (an old green beer bottle) that you keep safe and cushioned so it won't break.
- 6 You have a tattered black and white flipimathing (a torn pirate flag) that you insist on wearing as a cape.
- 7 You have a thwipamaflipper (a broken compass) that you still take out and play with from time to time.
- 8 You have a royal helmatop (a rusted pasta strainer) that you fought long and hard for, wearing it you were the most respected kuha in your school.

KUHA ADVENTURERS

Most kuha are cripplingly curious, many kuha deaths are immediately preceded by the words "What's this thing?". They love to decorate the rocky crevices in which they sleep with shells, bits of metal and anything interesting that doesn't digest properly. It's this inherent curiosity that leads to the few kuha adventurers. Sunken ruins, ships, or even just the mysteries that lie upriver bring them in contact with adventuring groups and their common goals can bring them together with the odd aquatic goblinoids.

KUHA NAMES

Kuha lay brown leathery egg cases that many sailors call "triton slippers" that are then left to develop on their own. Most kuha name themselves once they join a school. Their naming conventions are odd, and seem to combine traditional goblinoid names with inflections picked up from aquan.

Kuha Male Names: Ipo-teenk, 'Ele Zrerd, Plurk Kekai, Pula-broisz, Gnirx 'Opunui, Mana'o'i'o vybs.

Kuha Female Names: 'Ele Shong, Kaleo Wufz, Manunui-Zak, Alike-koshi, Kaipo-az, Inoke Oifs.

KUHA TRAITS

Kuhas share a number of traits in common with each other.

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

Spitefully Selfish. Your kind are typically neutral evil, as they care only for their own needs. A few individuals might tend toward good or neutrality, but only rarely.

Half-Measured. Your kind average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Fluvial. Your base walking speed is 5 feet. You have a swim speed of 35 feet. You can also breathe in both air and water.

Blood Frenzy. The sight of carnage and gore can send your kind into a frothing mad frenzy. Whenever you deal damage for the first time in a turn, you must make a Wisdom saving throw with a DC equal to 8 + half the damage dealt. On a failed save you enter a blood frenzy for 1d4 rounds. If you are already in a blood frenzy, a failed save extends the blood frenzy's duration by 1d4 rounds.

While in a blood frenzy you must make an attack action if able and you must use any available attacks against creatures within your reach. If there are multiple creatures within your reach, determine which creature you attack at random. If there are no creatures within your reach, you must move towards the nearest creature, choosing one of the nearest creatures at random if there are multiple creatures.

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.

Frantic Bite. Your kind often feed in a mad frenzy, snapping repeatedly to steal chunks of flesh from larger prey before darting away from any repercussions. Your bite is a natural weapon, which you can use to make unarmed strikes, which deal piercing damage equal to 2d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. Whenever you successfully hit a creature at least 1 size category larger than you, you may immediately take the disengage action as a bonus action.

Insulated. You have resistance to cold damage.

Spiteful Speakers. You can speak, read, and write Common and Goblin.

KYLFU



We knew that the mind flayer had to be stopped, and I swore if this gigantic cave opening didn't lead to the underdark I'd eat my own beard. We'd only gone a hundred feet or so when the elf nudged me on the shoulder and said, "Look up." There was a whole city up there. Great big stalactites lit up by glowing mushrooms, must of been thousands of those bat folk flappin' about. A few of them flew down and asked us what was going on. We told them about the mind flayer and they just laughed and said they'd already taken care of him. Then he offered me a mango. I'm still not sure sure if I should've been thankful, upset, or embarrassed to be shown up. Damn juicy mango though.

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

CAVERNS OF LIFE

Kylfu are bat-folk and close kin to the flying fox, they carve vast cities into the living stone and farm bountiful harvests where before them nothing could grow. Caverns are by their nature inhospitable places, mere gaps in the earth where light seldom falls and the only natural life are poor blind insects and scavengers bleached of their color and senses. Kylfu have been well attuned with nature since time immemorial, and they set out to build their cities where they would displace nothing, and make fertile land where there was none.

Kylfu cities are carved into the walls, ceilings, and often stalactites and other massive cave decorations that hang in the largest cave systems of the world. They lay special claim to massive cave openings, and most of the world's largest caverns begin with a Kylfu city hanging from above. Palaces, farms, temples, entire civilizations grow and flourish suspended in the dark.

HANGING OVER THE ABYSS

There are things deep within the darkness that mortal men should never be cursed to witness. The underdark and all its myriad terrors waits down twisted passages and yawning chasms. Kylfu cities are often between these labyrinths and the sunlit world above, they always must face their attention on two fronts.

Kylfu see the threat of the underdark as a proud duty, the ears of the kylfu are always alert for dangers creeping out of the darkness. Many invasions of the surface world were stopped before they even started, evils of the deep thwarted at their first assault by kylfu militias and druids. The great hanging kylfu cities are the first line of defense against threats that most nations aren't even aware of, and they're often the only line that's needed.

FRUIT BATS

Kylfu are strictly vegetarian and are absolute connoisseurs of exotic fruits. Their nobility in particular clutches at the thought of eating meat and they have strained relations with other cultures who insist on voracious flesh eating. Kylfu love to sample new fruits and collect seeds whenever they have the opportunity. Kylfu rarely take without giving back though, every kylfu has a favorite fruit and most will carry the seeds of that fruit with them. They plant a seed wherever they find a good plot of land so that future generations can enjoy them as much as they do.

Roll a d8 on the following table to determine your kylfu's favorite fruit and bag of seeds:

KYLFU FRUIT TABLE

d8 Favorite Fruit

- 1 There's nothing as good in this world as that first bite of a ripe juicy mango and you plant mango seeds wherever the conditions seem right.
- 2 Avocados are nature's perfect food, you carry a small bag of avocado pits and plant them carefully wherever there's good light out of the wind.
- 3 Figs are good fresh, dried, pickled, candied, broiled, or stewed, and they're the key part of many jungle ecosystems, you plant their seeds wherever you can.
- 4 You adore grapes and will plant their seeds and even set up little trellises for their vines when you have the opportunity.
- 5 Pineapples take ages to grow but to you they're worth it. You plant a few whenever you find a nice open field.
- 6 You know it's not the healthiest, but you're absolutely addicted to sugar cane, you plant a few seeds whenever you're in wetlands or swamps.
- 7 Nothing is as satisfying as a ripe guava fruit, you plant a ton of them whenever you find yourself somewhere tropical.
- 8 Avoiding the obvious pun, you're absolutely mad for bananas. You seed these tasty morsels wherever you find a good clearing.





CONVENIENT GLOWING MUSHROOMS

Druidic circles run deep in kylfu society. They produce strains of fruit and veg that can grow with exceedingly little light, innovations vital for Kylfu society to flourish. Kylfu druids are also responsible for developing something so intrinsic to our world now, that it's almost been forgotten.

Caves are by their nature dark places, yet the vast majority of cave networks seem conveniently lit by strains of glowing mushrooms or crystals. Thousands of years ago, the earliest kylfu druidic circles developed the first sol-crystals and chromushrooms. They seeded them around many of the world's cave entrances and literally brought light to the darkness. Any adventurer who has seen through the abyss by crystal or mushroom light has the kylfu to thank for it.

KYLFU ADVENTURERS

Kylfu are not isolationists, and are quite warm and welcoming to most peaceful travelers and traders. Most kylfu have had at least some contact with other peoples, and particularly train to defend against the dangers of the underdark. Kylfu often start adventuring while rallying against some common foe that lurks in the darkness. Kylfu well versed in druidic traditions often train in the more combative aspects of natural magic and become accomplished druids and rogues. Not all kylfu are noble naturalists though, kylfu often have a playful mischievous streak that can get them into trouble. Those kylfu who are abandoned or exiled often give into their worst instincts and become sly and nefarious rogues.

KYLFU NAMES

Kylfu's natural tongue is undercommon and their first names sound like names of other underdark denizens to the uninitiated. Kylfu place a lot of importance on their place of birth and their last name is usually the name of the city in which they were born or wherever their mother was when she had them. Some of the more intriguing names come about from births in less than ideal circumstances and Kylfu named in this way are believed to have strange and eventful destinies.

Kylfu First Names:

Xaryn, Krondiin, Nalkah, Quevven, Jalynnor, Trelgath, Olorice, Briztree, Menzolindra.

Kylfu Last Names:

Vroschester, Oshery, Crossroads, Mountaintop, Wagonback, Xassall, Seaside, Olnstead.



KYLFU TRAITS

Kylfu share a number of traits in common with each other.

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

Swift Development. Your people mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Nature Wardens. As people who follow the rhythm of nature and see themselves as its caretakers and your kind are typically neutral good. Evil is rare among your people and evildoers and are usually the sworn enemies of the rest of their kind.

Unnervingly Gaunt. Your kind average between 6 and 7 feet tall but are strangely thin, weighing on average only about 100 pounds. Your size is Medium.

Flapping Wings. Your kind possess a pair of wings capable of great speed and maneuverability, though the rapid flapping is quickly draining.

You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor. You gain a level of exhaustion for each 3 consecutive rounds you spend airborne without landing. These levels of exhaustion are removed upon finishing a short rest.

Your base walking speed is 25 feet.

Echolocation. Your kind can sense the world through incredibly accurate hearing. As a bonus action, you can make a high-pitched sound and listen closely as it echoes around you, granting you blindsight in a 60-foot range until the end of your current turn. You cannot use this ability while deafened.

Natural Grapppler. Through either athletic skill or natural advantage, your kind are especially suited towards grabbing an opponent and carrying them away. You have a +2 bonus on Strength (Athletics) checks made for grappling. While you are grappling a creature, you may move with a grappled creature at your full movement speed rather than at half speed as normal.

Echoing Speakers. You can speak, read, and write Common and Undercommon.

Grasping Feet. Your toes are nearly as strong and dexterous as your fingers, which is especially useful for climbing. You have a +2 bonus on Strength (Athletics) checks made for climbing and you can climb with both hands free, you can even hang upside-down from your feet while retaining the use of your hands.

You can thank **Chris Zito** for creating the kylfu race!



LAMPRIN

We looked at the adventuring guild letter, back to the creature, and back again to the letter. It all looked right, the seal and signature were there, "Hyu-man's" name was there in black and white. We'd requested a cleric, and here it was? It squelched "I can see there is a fear problem, can you not see my normal human features?" We could see them alright, on the tiny white mask in front of the GIANT TERRIFYING SUCKER MOUTH. "I can assure, Hyu-man's skills of healing magic and undead fighting are top-mark notch!" I figured, screw it, I've seen scarier things down in that crypt, I shook his slimy hand and said, "Welcome aboard buddy, ready to hunt down that necromancer?" And you can be damn sure he was. I swear on my beard, Nizdrik the Despoiler literally crapped his pants when he saw our bud Hyu-man bearing down on him.

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

CURIOUS LEECHES

Lamprins are parasites, monstrous eel-folk that haunt cold waterways, following and tracking whalesong to leech away the blood of unwary whales. This is all factual, but when sailors talk about the lamprin, that's all they usually know. They know of their horrifying maws and disquieting diets, but nothing of their culture, their quiet intelligence, and their desire to be accepted by the world at large.

Lamprins prey on whales or act as their parasites, this much is true. Lamprin tribes build their aquatic villages in the rocky or silt strewn byways near whale migration routes. An entire tribe will waylay a whale along their route and sink their terrifying teeth deep into the whale's hide, and begin to feed. Once the whale travels far enough away from the lamprin village, they disengage and return home, leaving the whale drained and weak. If a whale succumbs to the blood loss and sinks to the bottom, the lamprin feast, leaving only the pure white bones scraped clean of nourishment.

These bones aren't left to moulder at the sea bottom, they're taken home to the village. Lamprin bones are decorated with the bones of countless whales, built into supporting structures, and carved with the most delicate of scrimshaw. At a distance, these villages seem like macabre and savage charnel houses, fit only for monsters. Up close one can appreciate the ingenious engineering and their intricate and masterful artistry.



MISUNDERSTOOD MONSTERS

The sight of a whale swarmed by lamprin is a horrifying visage, few sailors can forget the panicked and desperate thrashing of the whale, and the devilish monsters rending its flesh and drinking its blood. This image and prejudice is hard for lamprin to shake, regardless of how hard they try.

Lamprins are a traditionally non-violent people, their diet may be somewhat gruesome, but they are only surviving off their natural food source after all. They never harm the younger whales, and make sure that pods maintain their strength. Lamprins do their best to respect their natural prey, and try to ensure that the whales will still be there for the next lamprin generation. A task in which they have sadly failed.

Races on the surface have continuously increased their whaling activities, scouring the oceans more and more, emptying entire pods that lamprin have survived off of for centuries. With their livelihoods threatened, lamprin tribes have had to resort to trading with the surface dwellers. It has become a fairly common (if disquieting) sight to spot a lamprin along the docks, poorly hiding behind their whale-bone mask and selling their scrimshaw wares.

LAMPRIN NAMES

Lamprins have traditional names from their ancient scripts, but they often try to make up "normal surface names" to "ingratiate" themselves with the surface dwellers.

Lamprin Names:

Kinaktok, Sinaaq, Annakpok, Irdlirvirisissong, Aqpalibaaqtuq, Kappiataitok, Salaksartok, Aga.

Normal Surface Names: Hyuu-Man, Joe Bob, Norman, Guy, Norma, Anaba, Fellow, Friend-o, Buddy Pal, Dave, Steve.

POOR DISGUISES

Lamprins are terrifying to most mortal races. Their wide, forward-facing, toothy maws are monstrous, and lamprins aren't particularly apt at reassurances. Lamprins usually try to hide their true nature, and routinely fail to do so. They're also usually new to surface culture and customs, and can completely miss the fact that their disguise isn't fooling anyone.

Roll a d8 on the following table to determine your lamprin's "masterful disguise".

LAMPRIN DISGUISE TABLE

d8 Disguise

- 1 You've masterfully tied a small whale-bone mask with all the normal hue-man features to cover up your sucker. (It covers nothing up, you're blatantly wearing a mask).
- 2 Surface dwellers seem to cover up features with "make-up", you have copied their techniques to perfectly blend in. (You look like a horrifying monster that is incidentally wearing lipstick and eyeshadow).
- 3 You have learned that bright clothing distracts from facial features, your ingenious display is perfect and distracting. (You wear colorful clashing clothing that went out of style a decade ago, it is actually quite distracting).
- 4 If you bundle up, they cannot see you! Which means they cannot be scared of you! (You wear multiple layers of thick clothing, giving the impression of a eel-like rag monster).
- 5 A parasol and fan can both conceal your sucker, and make you intriguing and alluring! (You mimic the flirtatious movements of young ladies with an umbrella and a hand-fan, it sends some very confusing signals when you demurely blush with a giant sucker face).
- 6 To blend and not frighten, you must simply dress correctly to show you are one of them! (You wear suits and fine dress of the current fashion, nothing is tailored correctly for you though and many people assume you ate somebody and stole their clothes).
- 7 The sucker is the problem! If it can be concealed properly, there will be no more problems! (You wear a broad hat over your mouth and wear a human mask on one side of your head, the effect is... Unnerving, to say the least).
- 8 Screw hiding! You are a proud lamprin and you will not be ashamed of your heritage and your people, let the gawkers think what they will.

LAMPRIN ADVENTURERS

Lamprins are being forced slowly out of their way of life and every tribe is trying to find new ways to adapt. Most often this means relying less on their traditions and relying more on the food and produce of the surface world, which means earning coin. They often make due selling ingenious scrimshaw, but the whalebone isn't infinite. Adventuring is the most prevalent method of earning gold quickly and most lamprin adventurers are sending a portion of their treasure back home to feed their families. Lamprins are curious, clever, and desperate to gain some kind of acceptance from their fellows above the waves and cement a future for their tribe.

LAMPRIN TRAITS

Lamprins share a number of traits in common with each other.

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

60 Winters. Your kind have shorter lifespans than humans. They reach maturity at about 12 years old and can live to 60.

Persecuted. Your kind tend toward neutral good, but due to either a physical aversion or some rampant prejudice your people are considered monsters. Some of your kind lash out violently against this persecution and instead lean towards neutral evil.

Unnervingly Gaunt. Your kind average between 6 and 7 feet tall but are strangely thin, weighing on average only about 100 pounds. Your size is Medium.

Aquatic Agility. Your kind are adept at acrobatic maneuvers and speed beneath the waves. Your base walking speed is 25 feet, and you have a swimming speed of 35 feet. You can also breathe both air and water.

Horrible Sucker. Your kind have a terrifying tooth-filled sucker, useful as a weapon but horribly unnerving. Your sucker is a natural weapon, which you can use to make unarmed strikes and if you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Sickeningly, you can drink the fluids of creatures caught in your maw. If you are grappling a creature at the beginning of your turn, you regain a number of temporary hit points equal to your proficiency bonus and the grappled creature loses an equal number of hit points. Due to the horrifying nature of your appearance, you have a -5 penalty to any Charisma (Persuasion) checks made to influence any creatures other than members of your race.

Ocean Speakers. You can speak, read, and write Common and Aquan.

Hideous Appearance. Your kind possess blatant and unnerving features that are difficult to hide. You have a +5 bonus to Charisma (Intimidate) checks and you make all Intelligence and Charisma (Deception) checks made to disguise or hide your true nature at disadvantage.

Menacing. You gain proficiency in the Intimidation skill.



LANGOMORPH

The mighty sorcerer told us that a fearsome langomorph guarded the cave. When we arrived we saw no dangerous beast, but still the sorcerer pointed and said, "There he is!" My fellow knight Artur asked him, "What, behind the rabbit?" There was some considerable discussion about this but the sorcerer insisted, claiming that, "That's the most foul, cruel, and bad-tempered rodent you ever set eyes on!" We thought he spoke in jest, but he continued, "Look, that rabbit's got a vicious streak a mile wide! It's a killer!" He also indicated the numerous bones that littered the cave mouth. At this point, my fellow knight Borus had grown weary of the discussion and advanced to the cave mouth to dispatch the rabbit. Borus was killed instantly. The sorcerer smugly concluded, "I warned you, but did you listen to me? Oh, no, you knew it all, didn't you? Oh, it's just a harmless little bunny, isn't it? Well, it's always the same. I always tell them." At which point we told the sorcerer to shut up.

—Knight Galahad's account of the first officially recorded encounter with a langomorph.

A VICIOUS STREAK A MILE WIDE

Langomorphs are a rare rabbit-kin that live within the feywild or in places that border it. They have a jovial approach to life, and are generally considered some of the friendliest and most pleasant surprises to run into in the feywild. They usually form small farming communities and live a simple but idyllic lifestyle completely unthreatened by other feywild denizens, because the fey know better.

Within every langomorph lies a feral and animalistic creature that resembles a grotesque fusion of man and rabbit, and within that lies the real monster. The sight of blood and gore triggers a defensive response in langomorphs, they transform into something particularly dangerous to defend themselves and feed. A fully transformed langomorph resembles a common white rabbit, and is on par with the most deadly creatures to ever walk or hop along the feywild or the material plane.

Fully transformed langomorphs disguise their true nature with their soft fluffy exterior, but all of the strength, size, and energy of their larger forms is wound up tight, packed into a tiny package and ready to explode. These rabbits are dynamite.



FAVORITE FOODS

While in their natural state, langomorphs love to bake, cook, and share their culinary creations with their friends. While transformed, langomorphs love to feed on the flesh and organs of impudent naves that would have the gall to attack them.

Roll a d8 on the following table to determine your langomorph's favorite foods:

LANGOMORPH FOOD TABLE

d8 Favorite Foods

- 1 You love sweetbreads, you know just how to clean sheep sweetbreads and fry them up a treat. While transformed, you always go for the pancreas, it's the most tender part and it sits right below the liver. Sometimes you'll burrow in there so you can finish the whole thing.
- 2 You're very good at whipping up black puddings (not the dangerous ooze kind), you always get the consistency right and you love to decorate them with creams or pie crusts. While transformed you love to bite into a vein and drink the blood of your enemy while it sprays out of them like a fountain.
- 3 It may be stereotypical, but you love carrots! Raw and crunchy preferably, but you're also great at roasting them or working them into stews. While transformed, you love to snap your enemy's bones and feast on their marrow.
- 4 Plums are sweet and juicy, you love a fresh plum, or making them into pies or jams. While transformed you always go for the eyes, they have a very satisfying juicy pop.
- 5 Most tomatoes are too watery, but you grow your own beefsteak tomatoes that are practically a meal all their own. While transformed you're especially well versed at breaking open a chest cavity so that you can bite into their still beating heart.
- 6 Pasta! You knead your own dough, make your own noodles, and you love to cook big pasta dishes for your whole community, because it's better when it's shared. While transformed you love to bite into the entrails and tear them loose like a streamer or a sick magic trick.
- 7 You are the reigning barbeque champ in your home village and you always insist on being the grill master when the opportunity arises. While transformed you love to make light cuts first, so that their skin has a chance to baste in the blood for a while.
- 8 Salads are crisp, healthy, and come in infinite varieties. Your companions are always amazed what you can do with a head of lettuce and a few assorted veggies. While transformed, you always go for the head and relish the mad zing of the brain matter and spinal fluids.

CHILDREN OF ISTYR

Legend has it that the god Istyr was the first langomorph. Langomorphs believe that Istyr was a mortal who was bitten by a were-rabbit who then stumbled through a portal into the feywilds. The transformative magic of the bite, combined with the magic of the feywilds, somehow made Istyr into the deity they know now. Isytr and his children were blessed with the powers to transform into an anthropomorphic rabbit. They preferred to stay in the feywilds, as that was their home, except for once a year when they would venture out into the prime material plane to celebrate the festival of their patron god.

Istyr is a festive holiday that celebrates the god of the same name and takes place in the early spring. It focuses on the exchange of colored chocolate eggs and celebrates the rebirth and renewal of life after winter. The festivities last three days, beginning with feasting and maypole dances, then ending on the last day with a ceremonial contest where citizens hide and subsequently find decorated eggs. Langomorphs are particularly welcome in these festivities and the jovial fey creatures flock to towns in the material plane that observe the holiday. Traditionally, langomorphs are given the honor of hiding the eggs, and they always try to top the previous year's most ingenious hiding places. Observance of the festival has outstretched the areas that actually receive langomorph visitors, and in the farthest regions where langomorphs have never been seen, the fey rabbit folk are considered myths.

LANGOMORPH ADVENTURERS

Like most fey, langomorphs are curious creatures and an inquisitive mind can lead them on all sorts of adventures. It's difficult though for any serious adventures to go without any bloodshed, and beneath a langomorph's cute and innocent exterior lies a cuter and even more innocent looking monster. Many langomorphs end up abandoned by their compatriots after discovering their inner demon, but those adventurers who learn to work with both sides of a langomorph earn a friendly and incredibly dangerous companion.

LANGOMORPH NAMES

Langomorphs have surprisingly tame names by feywild standards, but have names otherwise influenced by both the sylvan language and a mixture of material plane and feywild influences.

Langomorph Names:

Felmin, Hisner, Xorick, Nesbis, Calmorn, Lolen, Tanlin, Cortor, Nesvyn, Traben

LANGOMORPH TRAITS

Langomorphs share a number of traits in common with each other.

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

Like the Mayflies. Your kind reach adulthood at 8 and are considered fortunate to live into their 40's.

Nature Wardens. As people who follow the rhythm of nature and see themselves as its caretakers and your kind are typically neutral good. Evil is rare among your people and evildoers and are usually the sworn enemies of the rest of their kind.

Undersized (Natural Trait). Your kind average between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Warren Digger (Natural Trait). Your kind took to the ground to carve their safety out of the earth itself. You can dig through soil, sand or mud with relative ease. Your base walking speed is 30 feet. You have a burrow speed of 20 feet in soft substrates such as loamy soil, sand and mud.

Bushwhacker's Training (Natural Trait). Your kind live off the land and have trained for generations to survive out in the brush. You have proficiency with boomerangs*, blowguns, nets, and herbalism kits.

Prey Animal (Natural Trait). Your kind's history is not one of triumph, many of your ancestors were ended on tooth and claw, and those ancestral memories haunt your dreams. You have disadvantage on saving throws against being frightened.

Wildlife Affinity. You can speak, read, and write Common, and your unique racial language. You can also communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

You can thank **Brittney Hay** for creating the Langomorph race!

Blood-Crazed Lycanthropy. The scent of blood and the sight of carnage urges your body to change and to feed. Either through a surge of magical energies or a grizzly tearing and reknitting of flesh, you transform from one state to another, often against your will.

You possess 3 forms, your natural form, your hybrid form, and your fully transformed state.

You may change between your natural and hybrid forms by using a bonus action.

You can only change into your fully transformed state by succumbing to your hunger when you witness violence.

Whenever you or a creature within 10 feet of you takes damage while you are in either your natural or hybrid forms, you must make a Constitution saving throw with a DC equal to 8 + half the damage taken. On a failed check you immediately change into your fully transformed state.

You cannot change from your transformed state willingly.

You immediately change to your natural form if you remain in your fully transformed state for 1 minute without damaging another creature.

You can freely transform between your natural form and your hybrid form. However, any Constitution saving throws you make to avoid transforming are made at disadvantage while in your hybrid form.

Once you've changed into your fully transformed state, you can't transform into it again until you finish a short or long rest.

Undergrowth (Hybrid Trait). Your kind average between 2 and 3 feet tall and weigh between 20 – 40 pounds. You are small size.

Blood Tracker (Hybrid Trait). Your kind have minds hard-wired to sense the weak and wounded. You have advantage on all Wisdom (Survival) checks made to track any creature whose current hit points are below their maximum hit points.

Quadruped (Hybrid Trait). Your kind possess a quadrupedal form akin to that of common animal.

Your base walking speed is 35 feet.

Due to your extra legs you make all checks or saves to resist being knocked prone at advantage.

A creature the same size category or smaller can choose to ride on your back, in such a situation, you continue to act independently, not as a controlled mount.

As you do not possess proper hands you will find many tasks difficult, falling back on your forelimbs and mouth to perform even mundane actions. To cast spells requiring somatic components you must have both forelimbs free instead of only one.

You are unable to wield martial or ranged weapons and you make Dexterity (Sleight of Hand) checks at disadvantage.



Feral Bite (Hybrid Trait). Your kind possess fearsome teeth that snap with feral desperation. You can use your bite to make unarmed strikes. If you hit with it, you deal 1d6 piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Cornered Animal (Hybrid Trait). Your kind have survived against long odds, you refuse to give up even when your back is against the wall. While you are below half of your maximum hit points and there are 3 or more hostile creatures within 5 feet of you, your AC increases by 2 and you gain a +2 bonus to your attack rolls.

Speed (Transformation Trait). Your base walking speed is 30 feet.

Blood Frenzy (Transformation Trait). The sight of carnage and gore can send your kind into a frothing mad frenzy. Whenever you deal damage for the first time in a turn, you must make a Wisdom saving throw with a DC equal to 8 + half the damage dealt. On a failed save you enter a blood frenzy for 1d4 rounds. If you are already in a blood frenzy, a failed save extends the blood frenzy's duration by 1d4 rounds. While in a blood frenzy you must make an attack action if able and you must use any available attacks against creatures within your reach. If there are multiple creatures within your reach, determine which creature you attack at random. If there are no creatures within your reach, you must move towards the nearest creature, choosing one of the nearest creatures at random if there are multiple creatures.

A Tiny Blur (Transformation Trait). Your kind can streak fearlessly past multiple opponents, leaving them confused or dead. Your kind average between 1 and 1½ feet tall and weigh between 2 to 3 pounds. Your size is tiny. Attacks of opportunity against you are made at disadvantage.

Carnage Fangs (Transformation Trait). Your snapping and slicing mouth is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d8 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. Whenever you kill a small sized or larger creature with your unarmed strike in this way, you gain temporary hit points (minimum of 1) equal to your Constitution modifier.

Quick Claws (Transformation Trait). Your forelimbs slash rapidly around you with the speed of an assassin's dagger. Your claws are natural weapons which you can use to make unarmed strikes, you may use a bonus action to make unarmed strikes with your claws. 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.

Innocuous Disguise (Transformation Trait). Your kind resemble something mundane, harmless or adorable. You have advantage on Charisma (Deception) checks made to appear non-threatening. During your first turn in initiative, you have advantage on attack rolls made against any creature that hasn't taken a turn.

BOOMERANGS

Boomerangs are specially curved aerodynamic hunting weapons, that when skillfully thrown can cover long distances and accurately intercept a target. They have the following qualities:

BOOMERANG

Martial Ranged Weapon

Whenever you miss a ranged attack with a boomerang, the weapon immediately returns to you.

Name	Cost	Damage	Weight	Properties
Boomerang	8 sp	1d6 Bludgeoning	1 lb.	Finesse, Special, Thrown (range 60/120)



LOAMUT

It was the biggest damn crocodile I'd ever seen. Here I am, treading mud up to my elbows and the great big lizard nearly snaps me in two. Came within inches of my face, only caught my beard, though I'm still sad to say it got half of that. I'm thinking, this is it, all I've been through I die in the mud on the teeth of some overgrown lizard. Then this fella strolls up like the muck don't bother him, whole flower bed blooming on his back. He just sorta taps the croc on the nose and tells him no, like it's a dog or something. Amiable chap, chats me up and tells me I'm going the wrong way for the necromancer's tower anyhow. Don't know how he can live with all them plants growing in 'em like that, but I'd rather run into more like him in a swamp than some overgrown lizard any day.

—Murgead Hillbender, adventurer and member of “The Heroes of Farshanty.”

You can thank **Braden** for creating the Loamut race!

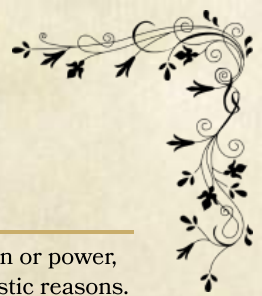
NATURE'S ADOPTED SONS

Millenia ago, a human tribe was persecuted and driven from their homes. Their aggressors were genocidal, and no quarter was given. They hid themselves in the southern swamps, a vast lowland mire that held no solace and no relief from the heat and biting flies. Their persecutors pursued them even here, giving them no respite as they wallowed in the muck and dove into the quagmire to avoid capture. Their attackers were relentless, and for centuries the loamut people lived like beasts to avoid capture. Never building up villages that could be tracked down and burned, living exposed half drowned in the virulent water.

It is either through sympathy from some deity of nature or the solidarity of nature itself that the loamuts became as we know them now. Over generations as the loamuts grew more attuned to the rhythms of nature, their waterlogged backs became a fertile ground for life to take root. Not the parasitic leeches that plagued them, but a symbiotic give and take. The loamut had everything taken away from them, the swamp chose to give back.

Countless plants, bacteria and algae grow from the backs of loamuts, rooting in adapted pores within their skin. Loamuts care and tend for these plants, and in turn they share the bounty of the sun. Loamuts are given a portion of the energy derived from the plants' photosynthesis and can quite literally live off sunlight. Loamut became... Accepted by the swamp, true adopted children of it rather than foreign invaders or usurpers.





THE LAST PERSECUTION

The loamut's ancient persecutors died out long ago, a forgotten footnote on the pages of history. But thousands of years later, their persecution was renewed. The loamuts attunement to nature reached a point in which they could not only live off the bounty of the sun, they could even transmit it to others. News exploded that a loamut's touch could heal wounds, and bind bones, suddenly the grassy bog-men were a rare commodity.

Trapping they called it, not even dignifying them as people to be enslaved. They started beating the bushes and tracking down the peaceful loamuts. It was here that the loamuts turned, it was here that they become protectors and guardians of the swamp and not mere sheltered children. The trappers were in their domain, and the swamp itself was their weapon. Very few trappers survived their revolt, and those that did were allowed to leave merely so that they could warn off others.

From that day onwards, only peaceful travelers were allowed passage through the swamplands of the loamut. Several more attempts were made to drive them out but they and their home could not be beaten or burned into submission. The loamut were apart of the swamp now as much as it was a part of them, and no force on earth could ever take their home from them again.

THE SEEDING

Eventually, the loamut population of their home outgrew what the swamp could sustain. They began what they called the seeding. Loamut migrated, largely along waterways or even openly along the roads, much to the surprise of onlookers. Caravans of a hundred or so loamut at a time followed the natural signs to new wetlands, and reverently integrated into new swamps. It is through this careful migration that now while their neighbors may not even be aware of them, loamuts exist in most all swamps within the world.

LOAMUT ADVENTURERS

Loamuts are usually uninterested in personal gain or power, but they can easily become adventurers for altruistic reasons. Loamuts that catch wind of some great injustice will often offer aid, especially if a people group is being persecuted or oppressed. Gentle by nature but fierce when roused to action, loamuts make fine adventurers. They are often well versed in druidic knowledge, and occasionally they tap into the primal wrath of nature and become terrifying barbarians.

INTERTWINED WITH NATURE

Loamuts can have any number of plants growing symbiotically with them, and many will especially encourage and seed their favorite plants.

Roll a d8 on the following table to determine which plants your loamut is symbiotic with:

LOAMUT SYMBIOSIS TABLE

d8 Symbiotic Plants

- 1 You have a fondness for wild flowers and you grow them all along your back.
- 2 You love the tenacity of kudzu and other creeping vines, they grow and wrap around most of your body.
- 3 You have a particular affinity for cattails and they grow thickly along your shoulders.
- 4 While you cannot support a full grown tree, you can effectively prune small saplings that resemble miniature full grown trees along your back.
- 5 A true bog-beast, you love the underappreciated algae and scum mosses that grow within the swam and they drape over you like a cloak.
- 6 Like an old stone, you allow lichens and mosses to create interlocking patterns all over your body.
- 7 The persistence of grasses fills you with confidence, you have a thick fur-like covering of grass over much of your body.
- 8 Lilies form a gorgeous crown around your head and lilypads cover your body like plates of armor.

LOAMUT NAMES

Loamut culture was shattered millennia ago, it was replaced by the simple rhythms of nature and the sounds of the swamp. Most loamuts name their children after some combination of flora or other natural denizens of the marshland.

Loamut Names:

Hazelnettle, Ironyew, Pineroor, Maplescrub, Birchtwig, Elmstalk, Peachbellow, Walnutbark.





LOAMUT TRAITS

Loamuts share a number of traits in common with each other.

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

Slight Longevity. Your people mature at the same rate as humans but live a few years longer.

Nature Wardens. As people who follow the rhythm of nature and see themselves as its caretakers and your kind are typically neutral good. Evil is rare among your people and evildoers and are usually the sworn enemies of the rest of their kind.

Hunched. Your kind are taller than they first appear but typically hunch lower to the ground. You would average between 6 to 7 feet tall at your full height, but through your hunched posture you typically stand closer to 4 to 5 feet tall. You average between 150 and 250 pounds. Your size is medium.

Swamp Strider. Your kind are naturally suited to marshlands and swampy environments, easily surmounting the obstacles in your path. Your walking speed is 30 feet, and you have a swim speed of 20 feet. You ignore any difficult terrain and penalties due to mud, underbrush or otherwise swampy terrain. You also make any check to resist diseases at advantage.

Photodevotion. Your kind flourish when blessed with sunlight and wither away in the darkness. While in sunlight you gain a +2 bonus to attack rolls and your base walking speed increases by 5 feet. While in darkness and dim light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Mobile Planter. Your body is host to a wide range of symbiotic plant-life that grows freely along your frame. You have advantage on Dexterity (Stealth) checks while in a swampy or forested terrain.

Druidic Legacy. Your kind have worked hand-in-hand with druidic circles for generations. You can speak, read and write Common and Druidic. If you would learn Druidic from another feature you instead gain a +2 bonus to Dexterity (Stealth) and Charisma (Deception) checks made to conceal, obscure, or otherwise hide the meaning of your Druidic from prying eyes. You are still bound by Druidic lore not to teach Druidic to non-druids.

Chloroplast Vigor. Your kind thrive on sunlight and when it's abundant they can store that energy away for later use and can even use it to revitalize their allies.

Whenever you spend an uninterrupted hour within direct sunlight, you gain a number of temporary hit points equal to your proficiency bonus, up to a maximum equal to twice your proficiency bonus.

As an action, you can touch a creature and sacrifice any temporary hit points you have currently gained using this trait. If you do, the touched creature regains a number of hit points equal to the number of temporary hit points you sacrificed.

LOXODON

We had cornered the fiend in what we thought was the last room in the crypt. We had fought it and its minions all throughout this accursed labyrinth but with our strength depleted I feared we were lost. Then from the last room we heard a calamitous banging followed by the sound of breaking stone and mortar. After but a few moments of turmoil we heard a deafening shriek followed by the sounds of visceral ripping and the tearing of flesh. He strode out to greet us, his massive bulk soaked in demonic ichor. A visage not unlike an elephant, his tusks strung with the defensive charms of our order. A great hammer was slung over one shoulder; the skin of the demon was over the other. In short, we thank the order for sending the Loxodon as reinforcement and hope he serves with us on our next endeavor.

—Brother Jerimiah, Mission Report.

Forced off their ancestral lands, the Loxodon are formerly peaceful nomads turned zealous crusaders. Massive in size compared to a normal humanoid, the Loxodon are elephant-kin and claim lineage to the now dead mammoth deity Jerakeen. In ancient times, they walked the endless journey, seeking out new lands and new stories. Now they are unrelenting hunters of the abyssal and infernal denizens, seeking to avenge their fallen god and their despoiled lands.

IN THE TIMES OF JERAKEEN

In ancient times long forgotten by others, Jerakeen reigned as the great mammoth, patron god of the Loxodon. Jerakeen watched over the ancestral burial grounds, making sure those who had passed were safe in their bones. To destroy the bones of a Loxodon was to curse him in the afterlife, to break his connection to this world and make him forget he ever lived. While Jerakeen watched the old bones the Loxodon wandered the earth, gathering stories and sights to bring back to Jerakeen. The endless journey had no destination, but a good Loxodon would always return to where his ancestors were buried, to tell them and Jerakeen where he'd been. Loxodon in this time had few worries and even fewer enemies, the arrival of a Loxodon nomad brought stories from far off places and good tidings.





THE TAR PIT OF VORT

The burial grounds of the Loxodon were never given grandiose temples or walls of stone. Simple stones marked ancestor's graves, and Jerakeen stood vigilant like a mountain as the only defense it needed. In a year long ago, during the hot season when the land sat damp with heat, a trickle of tar sprung up from the soil. It bubbled and boiled for days, growing bigger as the tar seeped through the earth. It drew Jerakeen's attention, but before Jerakeen could bury the stain, the world shook and Vort crawled out of his cesspool. Vort, the demon lord, tar and ichor dripping from every pore, flew out and joined battle with the almighty Jerakeen. Their fight leveled mountains and carved the earth itself, but every deflected blow and gouge into the earth revealed more tar and ichor. After weeks of battle, they stood not on open ground but amidst a massive tar pit, and as exhausted as Jerakeen was he could no longer fight through the nightmarish slog. Vort struck him down, and his bones set deep into the pit.

VOLKAR THE FIRST CRUSADER

For the first time, all Loxodon united in war. Vort the demon lord made his home in the bones of Jerakeen, and built his city on the graveyard of the Loxodon. Countless Loxodon warriors sacrificed themselves charging headlong into Vort's domain, so much so that Vort tired of it. Vort performed a ritual, crushing the skull of Jerakeen and stealing the memories of him from his people. Without even the memory of their ancestral burial grounds and their god, they returned to the peaceful nomadic life they had before. Centuries later, Volkar, a Loxodon shaman was visited by the spirit of Jerakeen. Though weak and muddled, Jerakeen directed Volkar back to the graveyards of his people, now in the city of Tarsus. Volkar discovered the old bones of his progenitor, and undid the ritual that Vort had performed centuries before, returning the memories to his race. With their ancestral memories restored, Volkar led the first crusade to reclaim their despoiled lands, an ongoing effort that has persisted to the current day.

TARSUS AND THE CRUSADES

Historians debate the validity of the accounts of Vort and Jerakeen. Tarsus does indeed sit in a geologically active area with numerous tar pits and geysers. And although the origins of their genealogy are unknown, tieflings make up more than 70% of the city's population. What is undeniable is that the city of Tarsus now sits on the grounds claimed by the Loxodon. For centuries, the Loxodon have sieged the city, launching attack after attack only to be bogged down in the quagmire that surrounds the city. The "Temporary War Camp" that occupies the southern bank of the myriad river near Tarsus now has a Loxodon population that nearly rivals Tarsus itself. Tens of thousands of Loxodon arm themselves there, making the "Temporary War Camp" the single largest settlement of Loxodon in the known world.



PEACE REMEMBERED

Not all Loxodon joined the crusades upon the return of their memories. Some overcame their need for vengeance and attempted to keep their peaceful nomadic ways, though the approach of a wandering Loxodon does not instill the same reaction as in ancient times. Many of these wanderers adopt strictly pacifistic doctrines, marking their adherence to the old ways as a better honor for their fallen god. Other Loxodon view these pacifistic nomads with a mix of pity and respect. They represent a lost ideal, a time before turmoil that will always be sought but never truly obtained again.

UNFETTERED CRUSADERS

While most Loxodon wage the war on Tarsus, it's siege has been endless and many Loxodon try to honor their fallen god in other ways. It is common for Loxodon to join other faiths that honor the destruction of fiends and many paladin and cleric orders find Loxodon in their number. Though while they follow other faiths, they never forget their true lost father Jerakeen. Any opportunity to destroy fiendish abominations is eagerly sought by Loxodon warriors regardless of their occupation. Even Loxodon commoners will raise torch and pitchfork with just the rumor of abyssal corruption. Loxodon who join an adventuring party usually do so to stamp out a particular evil. While not as hated, most Loxodon will eagerly seek the destruction of evil from a non-fiendish source. Commonly, Loxodon will take up the mantle of paladin or cleric, though fighters and even barbarians are just as expected. There are several known barbaric Loxodon herds up in the frozen lands who still bear the heavy fur of their mammoth patron god. Rarely, the stubbornness and thirst for vengeance of a Loxodon will divert their righteous fury towards an innocent target. Vengeance is not the purest of motivations and evil intentions are not outside the realm of possibility.

LOXODON NAMES

Loxodon names were chosen differently before the first crusade. Now most Loxodon take many names throughout their lifetimes. Their first name given by their mother is typically the pinnacle action taken by an ancient ancestor, or just the action word for short. So a Loxodon named "Baxlet's Triumph" would typically go by "Triumph" in common conversation. As the Loxodon grows he will replace his name with his own actions if he feels they're worthy enough. When a Loxodon finishes some great act or triumphs over a hated enemy, don't be surprised if he wishes to be called by a new title.

Loxodon Birth Names:

Baxlet's Triumph, Dravla's Brilliance, Gronta's Clever Ploy, Jaratal's Survival, Moxart's Uppercut, Rexical's Last Stand, Volkar's Revelation.

Loxodon Title Names:

Children Rescued, Death of Trolls, Demon Crushed, Goblins Routed, Storm Navigated, Town Evacuated, Villainous Lich Vanquished.





LOXODON TRAITS

Loxodon share a number of traits in common with each other.

Ability Score Increase. Your Strength score increases by 2.

Quincentennial. Your people mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Elephantine. Your kind heavily built at an elephantine scale. You average between 8 to 10 feet tall. You average between 1,200 and 1,600 pounds. Your size is large.

Steady Plodding. You'll get there eventually, and nothing stands in your way. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Natural Armor. You have tough or scaly 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.

Labyrinthine Recall. Your kind have a strange knack for knowing where you've been. You can perfectly recall any pathway you have travelled.

Prehensile. While not strong enough to wield a weapon, your tail or another odd limb is dexterous enough to be used to perform actions a hand could normally perform. You may use your prehensile tail or limb to take items or perform simple acts without attracting attention. Dexterity (Sleight of Hand) checks made with your prehensile limb are made at advantage.

Subrace. Choose one of the following subraces: the relentless Crusader, or the peaceful Nomad.

CRUSADER

These loxodon have battled tirelessly for generations, sacrificing themselves again and again for a cause they zealously believe in. Over the generations they've grown more resilient, hardened by a life of warfare.

Ability Score Increase. Your Constitution score increases by 1.

Zealous. Your kind have an unwavering belief or conviction upon which they built their moral code. Your kind tend towards lawful good, but dogmatic and fervent belief can sometimes become twisted, leading some of your number down an evil path.

Martial Traditions. You are proficient with two martial weapons of your choice and with light armor.

Isolated Culture. You can speak, read, and write Common and Loxodon.

Mutual Foes. Your kind have a fierce rivalry with another race, and the vitriolic hatred is mutual. You have a particular hatred for Fiends, and you have a +2 bonus to attack rolls against them. Fiends have a similar hatred towards your kind, and have a +2 bonus to attack rolls against you.

NOMAD

These loxodon walk in the steps of Jerakeen, collecting stories to bring back to the boneyards of their ancestors. These gentle giants tread lightly, and they attempt to take nothing but stories and leave only footprints, though admittedly, they're big footprints.

Ability Score Increase (Standard Subrace). Your Wisdom score increases by 2.

Nature Wardens. As people who follow the rhythm of nature and see themselves as its caretakers and your kind are typically neutral good. Evil is rare among your people and evildoers and are usually the sworn enemies of the rest of their kind.

Pacifist. Your kind have an innate aversion to violence. You must make a Wisdom saving throw with a DC equal to 20 whenever you make an attack, or cast a spell or use a magic ability that is capable of dealing damage. On a failed save, you are unable to strike and waste the attack, spell or magical ability. The DC of this saving throw is reduced by 5 for each of your allies within 60 feet that have taken damage within the last minute. Once you successfully save against this effect, you do not need to make it again for the next 10 minutes.

Cultural Ambassador. Your kind eagerly soak up other languages and cultures, quickly adopting even minor inflections and mannerisms of your hosts. You can speak, read, and write Common and Loxodon. You are proficient in the History skill.

Once per week, you can attempt to learn a new language by making a DC 50 Intelligence (History) check. On a successful check, you learn to speak, read, and write the chosen language. The DC of this check is reduced by 5 for each day of the preceding week you spent at least 5 hours directly interacting and conversing with native speakers of the chosen language.

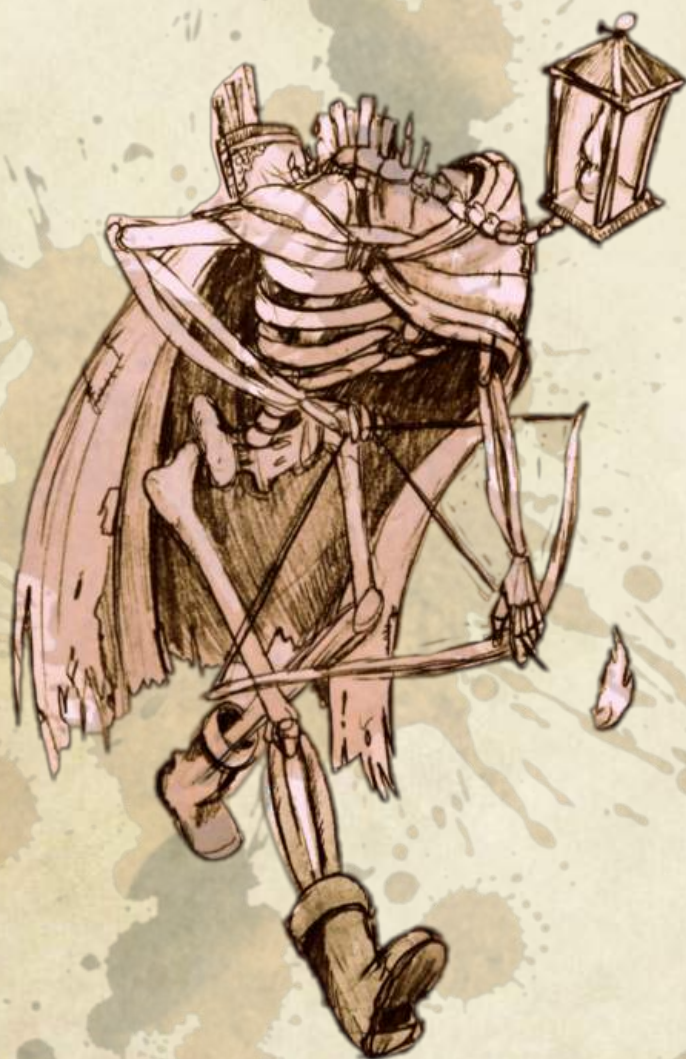
Nature Adept. You are proficient in the Nature skill.



LUCERN

It was by and large, one of the worst spots I'd ever been in. There I am, standing on this overturned wagon, smashing the zombies as they clamber up and swipe at my ankles. I think I have what, a minute before I'm dead? Then an arrow flies out of the dark, nails one that'd snuck up on me right between the eyes. I see another arrow fly into that undead mess and it explodes with bright white light, taking a few of them bastards with it. Then it jumped down out of the trees, a bloody skeleton holding a bow! Few more flaming arrows whip past and that weird lantern head turns to me and I hear, "We need to leave... Now." I'm glad I didn't argue, that beautiful bony bastard helped me skirt the hoard and got my ass out of there. Once I was safe he dove right back into that undead wasteland, something about keeping watch over where his old village used to be. It's a shame, hope that old skeleton is doing alright.

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."



DUTIFUL GUARDIANS

There is a fire that burns deep within the souls of those truly devoted to a noble cause, a righteous determination that can persist even after death. A lucern is a returned spirit, kept on this plane not by vengeance or anger but by a dutiful loyalty to keep protecting their charge. Sometimes called twilight stewards or guardian lights, lucerns manifest when a mortal dies while protecting some great charge, be it a person, a place, a nation, or an ideal. The spirit returns to animate their old bones and take up their watchful vigil once more. There are many ancient forts and old eldritch places still guarded by the lucerns that were once their mortal defenders.

Lucerns keep a sad and solemn watch. Often, their families, their nations, and their kings, have all faded away into memory and even that cannot last forever. Lucerns will defend the footprints of castles long worn away, the borders of nations long forgotten, or the promises that others failed to keep. For a lucern, it is the duty that keeps them alive, a drive to keep their word, keep their honor and keep their watch where others faltered.

A PRECIOUS LIGHT

Each lucern light is unique, it is their soul refined and it always reflects their truest self. Lucerns need not worry about a splash of water snuffing out the force of their spirit, but it is still their vital essence and must be protected. Most lucerns place their flame somewhere they can easily sense their surroundings, but with at least some degree of protection.

Roll a d8 on the following table to determine the nature of your lucern's flame:

LUCERN FLAME TABLE

d8 Lucern Flames

- 1 Your skull was crushed, you replaced it with your lantern and house your flame within it.
- 2 Because it strikes fear in potential threats, you carve gourds with fiendish faces and house your flame within a jack-o-lantern head.
- 3 Dozens of candles melt along your back and shoulders, your flame is split between the many wicks.
- 4 You house a single large candle within your chest, and the light of your flame pours out from between your ribs.
- 5 You house your flame within the ancient lantern of your watch, a lantern you hold reverently in your bony hands.
- 6 You house your flame within your skull, ominous red light flickers from your eye sockets.
- 7 Your flame is a bright blue, and it engulfs your skull in a shining nimbus of fire.
- 8 You've built a complex lantern housing in your chest, a bright white flame pours out of the hinged window.



FLAMES THAT HOLD BACK THE DARK

A lucern forms as a mortal soul coalesces upon their physical body as a flame, a material embodiment of their driving will. Most lucerns either sit their flame within their skull or chest, or house it within the lantern or candle they once carried in their ancient watch. They perceive the world through this flame and can speak through it as if they still possessed their living form. Their flame is not a fragile thing, and in many ways it provides a refined perspective, undistracted by the weakness of their former flesh.

While unnerving, most civilized people tolerate the presence of lucerns. They are decidedly among the undead, but their spirit endeavors only to keep their original charges safe. Lucerns can often be found along old city walls or patrolling ancient roadways for highwaymen, old soldiers still maintaining their watch beyond death. Occasionally, in places where countless dedicated watchmen died fighting, whole squads of lucerns patrol the battlefields where they fell.

LUCERN ADVENTURERS

Those lucerns sworn to protect ideals, nations or families often find themselves traversing the life of an adventurer. Living out the principles they had in life, protecting the nations of their children's children or loyally protecting the great-grandchildren of their master's lineage as they travel to the far corners of the world. They are formed retaining the skills they had in life, and many adventuring parties have been saved by the martial prowess of a of a lucern ranger or monk, or by the ancient holy magic of a lucern cleric.

LUCERN NAMES

Lucerns can form from any mortal race, and will retain the names they had in life. They were often members of military organizations, police forces, or any other group tasked with protecting others or keeping the peace. Many lucerns will insist on using their rank as part of their name or simply accept "captain", or "sargent" as their name. As they are usually quite old, they also usually have names that seem archaic or even ancient in the cultures that they were raised in.

LUCERN TRAITS

Lucerns share a number of traits in common with each other.

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

Reformed. Your kind were once something quite different, and now you have been transformed or cursed. Your new maximum lifespan remains a mystery. So far, your kind have shown no signs of deterioration due to age.

Old Bloods. Your kind are cursed with old convictions only half-remembered by mortal men. Your kind tend towards any lawful alignment and tend to hold one concept, loyalty or belief above all other morality.

Unnervingly Gaunt. Your kind average between 6 and 7 feet tall but are strangely thin, weighing on average only about 100 pounds. Your size is Medium.

Silent as the Grave. Your kind makes barely a sound as you move. Your base walking speed is 30 feet. You are proficient in the Stealth skill. Your sudden presence can be unnerving and you also gain a +5 bonus to Charisma (Intimidate) checks made when hidden.

Lit from Within. Your kind possess an inborn magical light source. As a bonus action, you can cause magical light to emanate from some point on your body, causing it to shine bright light of a color you choose in a 20-foot radius and dim light for an additional 20 feet. If that part of your body is completely covered, the light is blocked.

As a bonus action you can choose to emanate only dim light in a 20-foot radius or deactivate the light entirely.

Inner Fire. Your kind have a fire, a passionate core that burns within you and burns brightly when you need it most. As a bonus action, you can choose to let your magical flames course through you and your weapons. Until the beginning of your next turn, whenever you deal damage with an attack or spell, that damage is increased by 1d6 fire damage. Once you use this trait, you can't use it again until you finish a short or long rest.

Spirit Flare. With a sudden burst of energy, you can unleash an impossibly bright blinding light. Starting at 3rd level, you can use your action to generate a bright blinding flash. You momentarily provide bright light in a 50-foot radius and dim light for an additional 50 feet. Any creature within 5 feet of you must make a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier) or become blinded until the end of your next turn. Once you use this trait, you can't use it again until you finish a long rest.

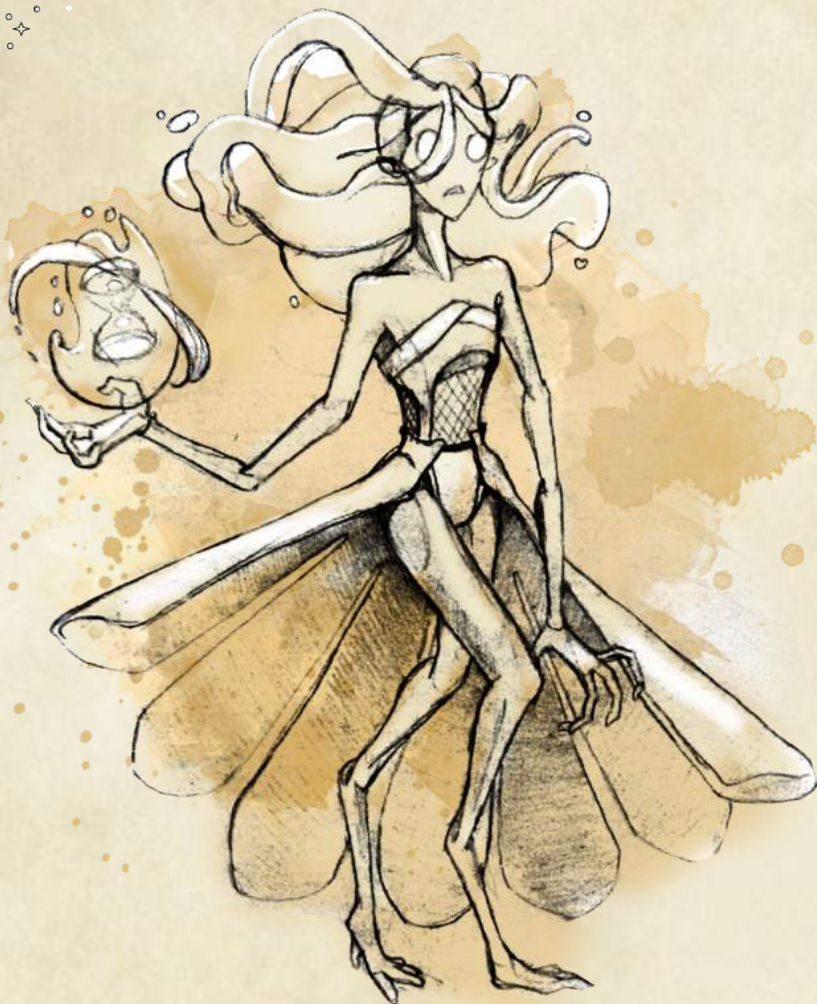
Skeletal. Your kind are cursed to walk the mortal realm as naught but ancient bones animated by some arcane machinations. You have the Undead creature type. Without flesh to bind you together, your brittle bones are at risk when smashed with enough force. You have vulnerability to bludgeoning damage. Freedom from weak flesh does have its benefits. You are also immune to the effects of exhaustion, but you can still die from 6 levels of exhaustion as your body literally falls apart.

Bioluminescent Semaphore. Your kind has learned to communicate using their inborn lights. Your "spoken" language is communicated by flashing and flickering your natural lights. When you "speak" in this way, you can be clearly understood as long as the participants in the conversation have a clear line of sight to each other. Creatures can be easily taught simple signals using these natural lights without knowing the whole language. You can speak, read and write common and lucern.

Cloying Depths. The deep waters are not kind to your physiology. At the end of any turn you spend completely submerged in water or similar liquids you suffer 1d6 cold damage that ignores any resistance or immunity.



LYVHIANNE



The lady in the corner had been watching me all day, I was sure of it. Classic hooded stranger sorta deal. I was distracted for a minute by the pretty barmaid that brought over my meal, but when I looked up ol' spooky hood lady was already sitting next to me. I'm thinking, okay lady, what's happening here, we fighting or 'ave you got a quest for me. She just says, "Don't eat the soup." I ain't buying whatever she's selling and when I bring the spoon up she knocks it outta my hands, and the slop promptly starts bubbling up and eating through the floor. She pulls the hood back, bald head, kinda clammy almost see-through skin, but the weirdest thing was her not having any pupils in her eyes. She says, "There, now that the assassination attempt is out of the way, we have a job to do Murgead." Whole year's worth of adventurin got started off that day, stopped a demon lord from rising and everything. I still wonder though how she knew about the soup.
—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

You can thank **Kostas Tziounis** for creating the lyvhianne race!

TEMPORAL MASTERS

Lyvhiannes arose millenia ago from a world not unlike our own. They built, learned, grew as a species, filled their world with great works and wisdoms. It was in this golden age that the lyvhiannes developed powerful technology, interplanetary travel, and the temporal techniques that would ultimately lead to their undoing.

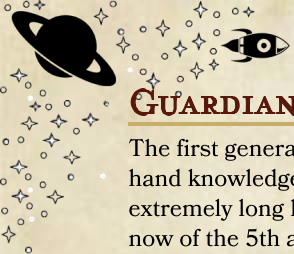
The unlocking of the precognitive was less a technological innovation, and more a spiritual awakening to the temporal aspects of the universe. Lyvhiaanes began working with time as they would work with brick and mortar, living with and manipulating time were just another mundane dimension. Lyvhianne began acting along the timestream for their own interests, changing events in the past, present, and future and irrevocably confusing their timelines. Preemptive attacks against foes that were never born, children living for generations before their oldest recorded ancestors, effect had become untethered from cause and their home devolved into chaos.

VOYAGERS OF THE WATCH

The homeworld of the lyvhianne is still locked in eternal wars that never started, and filled with cause-less disasters. Those lyvhianne who were off-world at the time of the temporal cataclysm banded together, and swore to never again allow such a careless disruption of the time continuum to occur. It is rather disconcerting then, to learn that most of them traveled to our world. They had been connected to the temporal sight up until the end, and they see our world as a potential epicenter for disaster.

Those early lyvhianne committed to the long voyage here, scuttled their ships, and began quietly building their lives up again amongst the natives of this world. Though their temporal powers are diminished, they carefully recorded what needed to be done to avert disaster, and throughout history the lyvhianne have been subtly saving the world. Their impact is slight and barely noticable, but according to their predictions, our world would have fallen to chaos millenia ago without their help. They have become the eldest historians, meticulously observing and cataloging events that have both happened and have yet to be.

The lyvhianne are almost mythical, and even in myth they are more commonly known as "the voyagers". Lyvhianne are constantly on the move, traveling in secret to accomplish the minor but vital temporal tasks that are required of them around the world. Lyvhianne aren't all that physically different from humans, hairless, somewhat translucent skin, with double jointed legs, but those features are easily hidden by cloak and cloth. When they tap into their arcane power however, it cannot be so easily contained or disguised. In the heat of conflict, arcane power flows off a lyvhianne's head, surging and waving like a crop of hair made from pure energy.



GUARDIANS OF HISTORY

The first generation of lyvhianne to visit our world had first hand knowledge of the future. Even though lyvhianne have an extremely long lifespan by mortal standards, the lyvhianne now of the 5th and 6th generation are working with records and intuition. Each lyvhianne has cryptic instructions from their progenitors, which they obey without question, no matter how odd they may seem.

Roll a d8 to determine your lyvhianne's temporal instructions.

LYVHIANNE TEMPORAL INSTRUCTION TABLE

d8 Temporal Instruction

- 1 There is a small trading company that you must insure never goes out of business.
- 2 There is a rare endangered animal that you must insure never goes extinct.
- 3 You must insure that a particular noble line never wears the crown.
- 4 There is a popular confection that you must make sure stays culturally relevant and commonly available for at least another 60 years.
- 5 There is a particular technological advancement you must absolutely make sure no one develops until 22 years from now. You have to silence any inventors that stumble across it prematurely at any cost.
- 6 There is a specific couple's romance that must occur 100 years from now. You have been carefully monitoring and protecting their respective families for generations.
- 7 There is an ancient evil deity that derives its power through fear. Centuries ago you carefully implanted and twisted his image into a beloved and non-threatening children's storybook character. You must insure that his image stays relevant and beloved.
- 8 Two rival nations cannot go to war until 12 years from now, you must stave off aggression from both sides until then.

LYVHIANNE ADVENTURERS

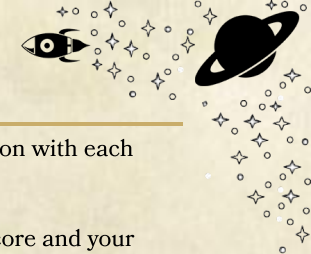
Lyvhianne stick to the shadows for most of their lives, carefully and quietly ensuring that history takes the correct course and not drawing attention to themselves. When the timeline comes under serious threat, the lyvhianne reveal themselves to act directly and save history. Often, their cryptic instructions will even tell them the exact adventuring party they need to aid, which can be unnerving when you see your name on a millenias old historical document.

LYVHIANNE NAMES

Lyvhianne names are otherworldly, and derived from their culture formed inconceivably far away from our world. What is more disconcerting is that most lyvhianne bear names that were foreseen through temporal precognition, rather than chosen.

Lyvhianne Names:

Aphelion, Veessarg, Duhnagu, Juuhircea, Serdumea, Azimuth, Kuasyonu, Pummairxue.



LYVHIANNE TRAITS

Lyvhianne share a number of traits in common with each other.

Ability Score Increase. Your Intelligence score and your Wisdom score both increase by 1.

Long Perspectives. Your kind mature at the same rate that humans do but live far longer, potentially reaching 1000 years or more.

The World Moves, I Remain. Your kind has a long-term view of the world around them, preferring to allow events to progress naturally. Your kind interferes only when they believe it will have extremely long-term consequences and as such have neutral tendencies.

Lean. Your kind average about 7 feet tall with broad shoulders and a lean physique, standing taller than humans but weighing about the same at 150 to 200 pounds. Your size is medium.

Phase Step. Through either temporal or planar instability, your kind walk unbound from the physical world. Your base walking speed is 30 feet. You may also use a special phase-walking speed of 10 feet. Your phase-walking speed ignores difficult terrain and does not provoke attacks of opportunity.

Sixth Sense. Your kind see behind the veil into the ethereal plane. You can see 60 ft. into the Ethereal Plane when you are on the Material Plane, and vice versa.

Benign Appearance. Your kind possess otherworldly talents but with minimum effort your more striking features can be easily hidden. You have advantage on all Intelligence and Charisma (Deception) checks made to disguise or hide your true nature or to otherwise appear human.

Temporally Gifted. Your kind can perceive the flow of time and can bend it to their will. You know the hourglass and temporal Shunt cantrips, Intelligence is your spellcasting ability for both spells.

Writers of the Old Words. You can speak, read, and write Common and Primordial and your unique racial language.

Mind Meld. Your kind are innately able to temporarily merge their consciousness with another's. You may perform a mind meld with another willing creature within 5 feet with an intelligence of 6 or higher. The mind meld takes 10 minutes of uninterrupted concentration by both creatures, if either creature is disrupted or forced further than 5 feet apart from each other, the mind meld fails and both creatures take 2d6 psychic damage from the cognitive backlash.

Once 10 uninterrupted minutes have passed, both creatures gain complete access to the other's knowledge and memories, including any secrets, fears, and hopes they may have for the next minute. For the next week following a successful mind meld, both creatures have advantage on any Wisdom (Insight) checks made on the other creature.



MARMORIN

As you well know, we had a merchant caravan roll into town just three days ago and just as I was pondering a method to make up for previously lost tax revenue, I was approached by one of the merchants that visited our fine city and I had no choice but to be gracious. He was of a demure and simian persuasion, though by his finery I could tell he was a primate of means. We chatted for some time about the old empire he hailed from, all ruins of its former glory now I'm afraid. And that's when I told him of our revenue woes and he said he had just the thing for us. He showed me this amazing little device, he called it a transmogrifying duplicator! Yes, you heard me right. He showed me a little metal cube, took some old rubbish, ran it through the device, and out popped a tiny metal cube just identical to the first one! He told me, "With this device friend, you'll be able to make copies of anything, how about as many gold coins as you want for a start! Worth a little bit up friend wouldn't you say?" Of course I agreed and made the deal before he reconsidered! Imagine it gentlemen, as much gold as we could ever need! Now granted, the device does seem to be stuck on the, ah, little metal cube setting, but I'm sure we can get this figured out and more than make up the missing revenue!

—Counsilmán Redwin's explanation for the missing tax revenue.

GENIUS SUBDUED

Marmorins are a small simian race often seen lazing about the ruins of their former kingdom. Vast and shattered citadels lie at the edges of ancient jungles, decrepit bastions of what was lost. In times long past, the marmorins were a quizzical and ingenious race, their empire stretched far and wide, and their innate curiosity led to unsurpassed technological innovations. The exact nature of their hubris has been lost to time, but the old texts say that the marmorins did something so vastly intelligent, and simultaneously so foolish that it raised the ire of an entire pantheon of gods. The angered deities punished the arrogant primates, and the cleverness of the marmorins was stripped away, leaving behind the simple but charming folk we now know.

Presently, the marmorins still lazily lord over their now overgrown empires, bemused, mirthful, and mischievous shadows of the geniuses they once were. Stories of their golden age are still remembered, and though they have been brought low, many still hold endless respect for the little monkeys. They still get occasional flashes of their stolen genius and tolerating the bemused chattering is worth the pearls of wisdom.





MONUMENTS AND RELICS

The reduced marmorins were left with innumerable devices, relics, whole structures they now know nothing about. Modern marmorins have made an industry of picking apart their old empire and selling it piecemeal. Mages and tinkers journey to marmorin ruins in search of technological and magical wonders. The marmorins lord over their collections like sultans, with little to no indication to the value of their hordes beyond what they can derive from the reactions of their customers. Blatantly enthusiastic travelers are often taken for all they're worth, while stone-faced travelers can stand to make a fortune off the simian trinkets. Marmorins are also notorious thieves, their innate curiosity and love of trinkets combines into a nearly insatiable urge to swipe anything valuable. Many marmorin treasures are continuously stolen, cycling through chests and pockets as it is lifted again and again by the same group of marmorins.

Occasionally, through their random disassembly and fiddling, one of their ancient devices will activate. The effects can be catastrophic, whole marmorin ruins have disappeared, exploded, or worse. Whenever something starts up unexpectedly, the marmorins usually evacuate for at least a few days, just to be sure.

MARMORIN ADVENTURERS

Marmorins are often lazy, listless, and directionless, which should make for terrible adventuring material. But they're also incredibly easily bored and all of the curiosity of their progenitors remains intact. Bored or curious marmorins will swing happily away from their shattered homelands if they catch wind of excitement, danger or mystery, and while their genius may have been stolen, they can still make great use of their martial talents and innate charm.

MARMORIN NAMES

Marmorins lost their genius, but most of their rich culture remained intact, or at least remembered. They may no longer understand the finer points, but they retell the stories of their ancestors over and over, with the tales becoming more fantastical with each new generation. Marmorins choose names of their most revered ancestors, scientists and heroes of times long past.

Marmorin Names:

Xarthai, Oscursho, Indhorya, Dikzalso, Deshaxe, Selokith, Dandishka, Chala, Edee, Jyavila.

ANCIENT TRINKETS

Marmorins are raised in the ruins of their former civilization, and inevitably pick up a few interesting baubles along the way. Sometimes they're passed down from parent to child, but more often they're simply found and held onto, without any indication as to their actual purpose. Roll a d8 on the following table to determine your marmorin's ancient trinket.

MARMORIN ANCIENT TRINKET TABLE

d8 Ancient Trinket

- 1 You have a small metallic ball that feels freezing cold to the touch, no matter how hot the surrounding temperature is.
- 2 You've got a square metal object that has a strange coiled spring inside, no matter how hard you pull on the spring's edge, it always snaps back and rolls up inside.
- 3 You've got a little metal clamp that you use as an earring, it has an odd slot that seems like it's meant to connect to something else.
- 4 You have a gearwheel covered in connections and sockets that you like to wear as a hat.
- 5 You have a long specialized tool of some kind that ends in a complex prong, you like to use it as a walking stick.
- 6 You have a set of glasses covered in odd markings, you find them stylish but have no idea how they should be used.
- 7 You've got a particularly rare widget that makes sparks when you push the button on it, it's not much more effective than using flints but it's so much more stylish.
- 8 You've got a whole mechanical arm from some sort of construct, it doesn't really do all that much, but you can pull a wire to make the claw hand open and close.



MARMORIN TRAITS

Marmorins share a number of traits in common with each other.

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

Years Numbered as Men. Members of your tribe reach adulthood at 16 and live typically into their 70's.

Free Spirits. Your people share a chaotic bent of their heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Runts of the litter. Your tribe average between 3 and 4 feet tall and weigh between 80 – 150 pounds. You are small size.

Acrobatic Swinging. Your kind has a strong grip and can quickly swing yourself through the air. Your base walking speed is 35 feet. You also have a natural climb speed of 35 feet and you may make long and high jumps as if you had a running start while climbing.

Polearm Training. Your people either live nomadically or in an environment where your weapon needs to be a reliable tool for everyday life. You have proficiency with the quarterstaff, spear, glaive, and pike.

Isolated Culture. You can speak, read, and write Common and Marmorin.

Revered Lineage. Many still revere your ancestors for some great honor, favor of the gods, or some great deed of ancient legends. Those that recognize your kind are careful not to draw your anger or ridicule, fearing mystical repercussions. You can get away with minor criminal offenses, such as refusing to pay for food at a restaurant or stealing small items, if no legal authorities witness the crime.

Instinctual Forewarning. You receive visions, flashes of insight or general feelings of foreboding of oncoming dangers. Within 24 hours of danger threatening the player or party, you might receive some form of foreboding, the specificity of this foreboding is left to GM discretion and the time between receiving it and experiencing the danger will vary greatly. Threats that are not dependent on players actions will receive the largest warning window, such as storms or advancing armies. Player dependent actions such as starting a tavern brawl may incur a warning only a few moments before it occurs. This ability is highly variable and will be used by the GM at their discretion.

Kleptomaniac. Either through mental conditioning, compulsion, or systemic generational poverty, your kind find it painfully difficult to leave value behind. Whenever you first come within 5 feet of a small or smaller unattended object worth 50 gp or more, you must make a Wisdom saving throw with a DC equal to 8, the DC increases by 2 for each 50 gp the object is worth beyond the first 50 gp, to a maximum of DC 20. You make this saving throw at advantage if the object is being actively watched or is owned by one of your allies. On a failed save, you must use your next action to attempt a Dexterity (Sleight of Hand) check to stealthily steal the object to the best of your abilities.

Naturally Acrobatic. You have proficiency in the Acrobatics skill.

Prehensile. While not strong enough to wield a weapon, your tail or another odd limb is dexterous enough to be used to perform actions a hand could normally perform. You may use your prehensile tail or limb to take items or perform simple acts without attracting attention. Dexterity (Sleight of Hand) checks made with your prehensile limb are made at advantage.



MAWHIT

*I bravely slogged my way through the magical marshlands, and my arduous journey was quickly rewarded with an entire grove of the newly described carnivorous flora. Hundreds of prime examples were budding within a small clearing. I am sad to report that I was not able to obtain and preserve a specimen. The flora was rather more... Talkative, than originally thought. They objected strongly to specimen or clipping collection and I was forced to cease collection. I can in fact confirm the reports that these mutations of *aldrovanda vesiculosa* (I don't care if they think they mutated from *D. muscipula*, I'm the professor here) are quite capable of spellcasting. Upon my first attempt to collect a trimming they did in fact magically cause my trousers to catch aflame. And while I was not able to collect a sample myself, you will be happy to learn that we will be able to study them fully in a few weeks. Several examples of this new flora upon learning about the university... Well... They insisted on giving a lecture.*
—Excerpt from “A Study of Beasts Vol. III” by Ethel Fizzwood

CAPABLE, CLEVER, CARNIVOROUS

The great western mires were desolate, scoured by countless battles between great archmagus throughout the millennia. Only the flitting insects and the snapping flytraps survived there, the swarms of biting flies had nothing left to feed on but raw arcane runoff, and the plants had nothing left but the flies...

The first mawhits were discovered barely a century ago, when the odd sojourner of the western mires reported strange plantlife. The flytraps had changed, saturated in those uncontrolled magics. They grew larger and more intelligent, they had adapted to the raw arcane that flowed through their leaves. And all in all, they had grown into quite likable chaps. Instead of the grove of monsters that was anticipated, the first foray into their marshland was met with pleasant greetings through leafy toothed grins. Tiny magical contraptions littered the marshland as the young mawhits tested the extent of their powers and surpassed their sedentary rooted existence.

Mawhits are flytraps given sentience through the arcane pollution of their environment. For better or worse, these odd creatures have started spreading from the swamps of their origins like weeds, ready to take root on new horizons.





MAGICAL WEEDS

Once mawhits began spreading, they became an early warning system of sorts that indicates arcane hazards. The presence of growing mawhits clearly shows that something is causing magical pollution in the area. And finding an entire grove of mawhits indicates that something is disastrously wrong.

Mawhits thrive in areas that most creatures shun, and are some of the only beings that would benefit from wide scale arcane war. As natural spellcasters themselves, this only encourages them to perform risky rituals, and outright dangerous spells. If an area was dangerous due to arcane runoff, it is made doubly so due to the brazen spellcasting of these magical weeds. Mawhits are naturally curious, intelligent, and rarely concerned with their own safety, the perfect combination for reckless magical disasters.

Communities that frequently experience mawhit recklessness first-hand have started treating mawhits as literal weeds to be rooted out. The mawhits who don't simply flee on their own contraptions often respond in kind, performing even more dangerous magical experiments to overpower the mobs who wield pruning shears and defoliants like so many torches and pitchforks.

MAWHIT ADVENTURERS

Mawhits tend to exhibit the combination of arcane talent and complete reckless abandon that makes them perfect adventuring material. Once a mawhit finishes their own magical transport and leaves their roots behind, they rarely settle into a mundane or straightforward life. Even if they don't become adventurers, they'll most likely come into contact with them at some point during a brilliant ridiculous magical stunt. When their curious intelligence can be channeled towards something constructive, mawhits can become brilliant wizards, powerful sorcerers, or devious warlocks.

MAWHIT NAMES

Mawhits don't have a long history, or a language of their own. They rely on the common tongue for their naming conventions and usually settle on surprisingly mundane and normal names. Though, any name attributed to a magical talking flytrap takes on its own aspects of the bizarre.

Mawhit Male Names:

Bob, Steve, Dave, Dale, Harry, Jerry, Henry, Harvey, Wallace, Oscar, Randy, Charlie, John, Tom.

Mawhit Female Names:

Audrey, Audrey 2, Sally, Beth, Meg, Laverne, Patty, Marge, Ashley, Lucy, Daisy, Tulip, Rose, Dee.

INGENIOUS TRANSPORTS

Without magical help, mawhits are practically immobile, reduced to pulling themselves along with repurposed fronds and roots. Thankfully, mawhits are particularly apt at overcoming this handicap and constructing ingenious movement devices for themselves. They usually contain some magic laden soil that they can rest in, but each one is essentially unique, and represents an extension of the mawhit's creativity and skill.

Roll a d8 on the following table to determine your mawhit's mode of transportation:

MAWHIT MAGICAL TRANSPORT TABLE

d8 Magical Transport

- 1 You get about in a fairly simple converted flower pot animated with three modified furniture legs.
- 2 You swing in a box of soil between two complex mechanical legs of exceptionally intricate design.
- 3 You started building legs and didn't really know where to stop, you are supported by a crop of dozens of spindly legs.
- 4 You modeled your transport on a quadrupedal animal with 4 even legs, you trade out the head piece from time to time for a different animal when the mood strikes you.
- 5 You tried hard to replicate a human body, or at least the lower half. Your transport does a fairly unsettling impression of a human set of legs.
- 6 Wheels go fast, legs go fast, why not combine them? You placed your transport's legs on spinning wheels that rotate completely around as your transport "walks".
- 7 You hang in a basketlike cockpit from your transport's 8 spider-like legs.
- 8 You made particularly articulate legs for your transport, you find yourself gesturing with them as if they were hands.

MAWHIT TRAITS

Mawhits share a number of traits in common with each other.

Ability Score Increase. Your Constitution, Intelligence, and Charisma scores each increase by 1.

Propagated. Your kind grow from small seeds or spores, forming quickly as miniature versions of your matured form which you reach after only 6 months. Your kind live only 20 to 30 years, but thousands more will propagate from you during your lifespan.

Curious Newcomers. Your kind is fresh and new, unspoiled by existing philosophies. You tend towards neutral alignments but can be easily swayed into other alignments.

Undergrowth. Your strain average between 2 and 3 feet tall and weigh between 20 – 40 pounds. You are small size.

Magi-Mechanical Throne. Your ability to move on your own is limited, a weakness your kind has long ago remedied using your inherent ingenuity. You have constructed a magical and mechanical conveyance that you rest upon. Your transport has the same size category as you and weighs twice your weight. It has a walking speed of 30 feet. Without it, you have a walking speed of 5 feet. Your transport is considered part of the equipment you are wearing. Traveling in your transport takes some attention but is hardly tiring, you do not suffer exhaustion from traveling at a fast pace. You know the mending cantrip, Intelligence or Charisma (your choice) is your spellcasting ability for it.

Your transport has an AC equal to your own AC and a number of hit points equal to 4 times your character level. If your transport is destroyed, you can create a new one using 4 hours of uninterrupted tinkering and 20 gp worth of magical and mechanical parts. If you still have a transport and create another, the previous one crumbles to dust. Your transport can be repaired by the mending spell, healing 1d4 hit points for each casting of the spell.

Snap-lock Bite. Your mouth acts like a spring-loaded trap, snapping down hard on whatever is unfortunate enough to wind up in your maw. You can use your bite 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.

When you hit a creature with your unarmed strike in this way, you may immediately make a Strength (Athletics) check at advantage to grapple the creature. Once you successfully use this trait to grapple a creature, you cannot attempt to do so again until you finish a short or long rest.

Innately Arcane. Your kind are soaked in arcane energies. You know the mage hand cantrip and any other one cantrip from the wizard's spell list. Starting at 3rd level, you may choose and learn a 1st level spell from the wizard's spell list and may cast it as a 1st level spell, once you cast that spell with this trait, you can't do so again until you finish a long rest. Intelligence or Charisma (your choice) is your spellcasting ability for these spells.

New Vocabulary. Your kind have only recently been created, have lost the lore of their ancient culture or have just recently been introduced to the concepts of language. You can speak, read and write common.

Lush Plant. As a weedy green, your kind are difficult to crush but easy to burn or freeze. You have the plant creature type. You have resistance to non-magical bludgeoning damage and vulnerability to cold and fire damage.

Magically Inquisitive. You are proficient in the Arcana skill.



MEDOZAN

I was walking along the pier when they just rose out of the water! They sort of, gently drifted towards me, I couldn't read their faces, or at least what you could generally call faces, but there were sawtooth swords at their... Bells? Hips? Great showy things, all frilly and colorful they were. It pointed at my badge of office with the tip of its sword and demanded, "Do you lead this court?" I just sort of nodded, and then a few more rose up and dumped a pile of sodden garbage at my feet. "Five hours ago, one of your barges dumped this and quite a lot more right within our rightful territory". It was then I realized It wasn't really talking, I was hearing it right inside my own head. It kept on going, saying, "Well? What kind of reparations will you offer?" I fumbled at my belt and tossed over the coin purse. They opened it up and seemed pleased with the gold inside, "That'll do. But see to it that this doesn't happen again." Then they drifted back into the sea. So you see, there really wasn't anything I could have done.

—Counsilman Redwin's explanation for the missing tax revenue.

A VAST OCEAN

Unannounced, unobtrusive and unnoticed, the massive medozan courts drift harmlessly with the currents far from any landmass. The medozans built no cities, they amassed no fortunes, instead the vastly intelligent medozans collected knowledge. They memorized the currents, the waters and the pulse of the ocean, a great network of churning water that is known intrinsically by even the youngest polyp. Akin to humanoid jellyfish, these largely passive and content creatures have kept far away from the world's conflicts for millennia.

Medozan courts are massive collectives, often numbering in the tens of thousands. They slowly drift through great expanses of open ocean, combing the ocean for sustenance while endlessly playing out their own private intrigues and dramas. Medozans are typically vain creatures, taking pains to maintain their personal appearance and often adorning their tentacles with colorful shells or bits of coral. Medozans who've been introduced to the surface world often highly value gems, rings or other bits of shining metal they can use to enhance their appearance.

As they reproduce by releasing clouds of polyps, a platonic family is a foreign concept, though each individual will regard their court as a family of sorts. Most individuals of a court will have similar coloration and markings, further identifying them as a cohesive group.





NEWCOMERS TO THE WORLD'S STAGE

It was not until just a century ago that the medozans made themselves known on the world's stage. Many of the great nations of the continents began dumping their waste far out into the ocean, ironically enough as an effort to keep their local bays clean. Several Medozan courts banded together and cautiously traveled to the shoreline, where they arose as a great army of more than one hundred thousand strong. The diplomatic talks were brief and decisive, and in the end great swaths of the open ocean were recognized as medozan territory. They even promised not to interfere with any ship movement above their waters, so long as the dumping ceased.

Not every nation is happy about this sudden appearance of a new world power. Even if the medozans aren't declaring war, their sheer strength of numbers is a huge potential threat should they mobilize again. Many kings and national leaders are rapidly developing their own plans for dealing with these new jellyfish folk. Some are approaching them as potential new trade partners, others are desperately scrambling for ways to be rid of the things.

MEDOZAN NAMES

Medozan culture revolves largely around status and titles, each polyp only earns their first name when a fellow courtesan deigns to name them. They ascend through the ranks in this way, earning their way into the next tier by convincing a member of the tier above them to give them a name. Only the "Courser" of a court as all 5 names, as they are the highest echelon that directs the course of the entire court. It is in this way that medozans have long and strangely inverse names from those in most cultures. Starting with a longest and more impressive name before ending with their short and simple polyp name.

Courser Names:

Deamomemah, Niadheidigh, Migeamhna, Ohanalach, Fearomemah, Beolomemah.

Noble Names:

Lansiona, Cainnael, Migirne, Cilleyo, Ceanoda, Naemionn, Aeralasa, Senenam.

Proven Names:

Aileal, Amaith, Oneine, Takeen, Eadeis, Onirin, Faenis, Moreal, Earair, Finaid.

Aspirant Names:

Deir, Aeri, Fina, Chey, Onir, Nami, Feni, Muir, Aera, Cael.

Polyp Names:

Po, Ba, Ot, Si, La, No, Ya, Oz, Va, Ne.



THE COURTS OF THE JELLYFISH

The medozan people are unified by courts, each one with thousands of members and often quite distinct cultures, customs, and physical attributes. While surface dwellers may not be able to tell the difference, you know there's a whole ocean of difference between you. Roll a d8 on the following table to determine which medozan court you hail from:

MEDOZAN COURT TABLE

d8 Medozan Court

- 1 You hail from the Capillian court, you are larger than most medozans and have innumerable tiny orange and red tentacles and a wide ruddy orange bell. Your court is known for being pleasant and passive.
- 2 You hail from the Cynidian court, you are very thin and almost fully transparent in places and you have long wispy yellow tentacles. Your court is known for particularly stinging insults and repartee.
- 3 You hail from the Hydronian court, you have a nearly transparent bell with squiggly blue and purple tentacles. Your court is known for taking insults personally and seriously, holding onto grudges for generations.
- 4 You hail from the Narcosian court, you have a particularly wide bell and countless impossibly thin tentacles that are only colored at their tips, making you look like some cosmic alien. Your court resides far deeper than most, and many other medozans consider you strange.
- 5 You hail from the Coranatian court, you have multicolored spots along your bell and tentacles that make you look almost jovial. Your court has a reputation that matches your looks and they're known for their hilarious jests and japes.
- 6 You hail from the Alurian court, you are almost perfectly transparent with a slightly blue tinge and you have short clear tentacles. Your courtesans glow in the moonlight and your court is known for their moonlit waltzes.
- 7 You hail from the Porpitian court, you have a brown bell and broad blue tentacles. Your court spends most of their time quite close to the surface and has historically had the most contact with the surface world.
- 8 You hail from the Rophelian court, you have a milky white bell and ruffled white tentacles that end in blue spots. Your court has a reputation for aggression, and is very vocal about conquering the surface world.



MEDOZAN ADVENTURERS

Medozan vanity is usually what inspires them to an adventuring life. Medozans wishing to stand out and high in their court have few prospects in the open ocean, glittering gold and jewels lie up beyond the shoreline. Medozan courts have previously had no need of currency, but they're learning quickly and adopting the concept wholeheartedly. The adventuring lifestyle is by far the most likely way to become wealthy quickly and medozans are easily tempted by the promise of new shimmering accessories. Other medozans see adventuring as a new opportunity to add to their people's collective knowledge, to chart the dry currents as it were. However they arrive, medozan adventurers are quick witted and eager to explore the possibilities the surface world holds.

MEDOZAN TRAITS

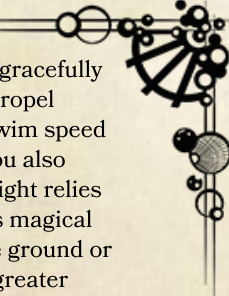
Medozans share a number of traits in common with each other.

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

Planktonic Growth. Your kind grows from a miniature version of your adult form and reaches your maximum size in 5 years and typically live between 40 – 60 years.

Curious Newcomers. Your kind is fresh and new, unspoiled by existing philosophies. You tend towards neutral alignments but can be easily swayed into other alignments.

Gossamer Tails. Your kind appears quite larger than you are, as most of your height and mass is made of long trailing fins or tendrils. You average between 6 and 8 feet tall and weigh between 160 – 200 pounds. You are medium size.



Intertidal Float. You can drift and propel yourself gracefully underwater, and through magical means you can propel yourself just as well above the waves. You have a swim speed of 25 feet and can breathe in both air and water. You also have a magical fly speed of 25 feet. Your magical flight relies on proximity to the ground and you cannot use this magical flying speed to move further than 15 feet above the ground or another similar surface. If you drop from a height greater than 15 feet, you fall and take falling damage as normal. If somehow forced to walk, your walking speed is 5 feet.

Stinging Tendrils. You can attempt to stun creatures who foolishly attack through your tendrils. When you take damage from a melee weapon attack, you can use your reaction to attempt to sting the attacking creature. The attacking creature makes a Constitution saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature is stunned until the beginning of their next turn. After you use this trait, you can't use it again until you finish a short or long rest.

Benthic Speech. Your kind lack proper vocal cords and instead use innate psychic vibrations to emit sound or talk to others telepathically. You cannot read minds, but you can transmit words openly or to specific creatures that you can see within 60 feet using this trait. You can use these psychic vibrations for the verbal components of spells as you would normal speech. Words transmitted telepathically in this way can be used as verbal components even within zones of silence and creatures with the deafened condition can understand you clearly. You can speak, read and write Common and Medozan.

Diviner of Currents. Your kind's racial memory allows you to intuitively read the flow of waterways. You have a +5 bonus on any Wisdom (Survival) check made for traveling underwater.

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.

MUSTEKALAN

I did a few little tricks to entertain the crew from time to time, we were on a long gruelling voyage up north to find the Shards of Adraxis and every bit of distraction was helpful. For a while I thought I was going mad, a few of my trinkets had gone missing, and I had been getting that uneasy feeling of being watched ever since we left port. I of course, cast spells to detect scrying, and scanned for invisible agents, nothing. I do say, if he'd never gotten brave or curious enough to actually enter my room I may never have found him. He tried opening up my spellbook while I slept, which of course I had alarmed. I awoke, ready for anything, and only barely noticed him because the poor thing was shivering with fright. It was a sort of octopus-folk, neatly camouflaged between my luggage. I said, "Come on out, what is it you've been so desperate to learn little one?" He drew himself up, resuming a more natural tone than the woodgrains of the deck, and offered up an object clutched reverently in its tentacles. He said, "Great shaman, these things, they hum with madness and plague our home, what are they?" He was holding a shard of Adraxis, plain as day. I asked if he could show me to his home, and we changed course that very night as I thanked my new traveling companion for his relentless curiosity.

—Excerpt from "The Life and Times of Archmage Sconswick."

CURIOUS CEPHALOPODS

Mustekalans are octopus-folk, intelligent and quick hunters found in most every tropical reef. Mustekalans live in small groups called squads. Mustekalans are hatched in great shoals of thousands and allowed to disperse naturally throughout the reef and are largely left to their own devices. As the young mustekalans grow, those that live to adulthood will form their own viewpoints and beliefs, then form squads with others of their shoal that share their ideas. Each squad patrols and hunts fish and crab in their own few acres of the reef in which they were born, or venture out to find new reefs if their home reef is already full. Mustekalans whose ideas are strange or extreme tend to live solitary lives on the fringes, unable to find any others that share their ideals.

Many races have a deep flaw, a decided disadvantage that curses them at every turn. For the mustekalans, it is their insatiable curiosity. More of these small octopus-folk die from their own quizzical nature than from any other threat. They have a reputation for getting themselves into trouble, investigating the strange or new with very little forethought for safety. Some of the more aggressive naval powers have cleared whole mustekalan populations out of their reefs just by placing traps with weird shiny things in them.

Mustekalans have exceptional natural camouflage, agility, and intelligence, but they just can't help themselves when something catches their attention.



THE DRY EXPANSE

With their intensely curious nature, the great dry expanse of land has always mystified the mustekalans. Mustekalans can breathe air, but their malleable skin will dry and wither without regular immersion in the water, forever barring the inland world from their inquisitive exploration. Squads of mustekalan explorers will still venture inland as deeply into the dry expanse as they dare, before racing back to the safety of the ocean.

Magic is particularly captivating to mustekalans and mustekalan shamans and spellcasters are often the “rulers” of entire reefs, as much as mustekalans have rulers. Their spellcasters may be better thought of as celebrities, extremely interesting people that whole scores of mustekalans know and would do anything for.

Unscrupulous magicians can abuse the mustekalan fascination with magic by trading displays of power and arcane baubles for “favors”. Those few instances of mustekalan attacks on fishing villages can usually be traced back to a devious spellcaster essentially buying off an aquatic army on the cheap.

MUSTEKALAN ADVENTURERS

Mustekalans are extremely easy to convince into adventuring situations. A mystery, a puzzle, or just the promise of something interesting is enough to send them on their way. It's getting them to stick with it that's the trick. Mustekalans are prone to getting distracted, and while they may eventually complete their mission, they've likely been sidetracked by twenty different things along the way.

MUSTEKALAN NAMES

Mustekalans speak a dialect of aquan that borrows a few syllables and inflections from Common and most natives of the plane of water think they speak with an odd accent. Their names are decided by their squad, or by themselves if they find themselves alone in their childhood.

Mustekalan Names:

Tiipaarii, Terii-maevurua, Tevurua, Airoro, Mauaroa, Ariipaea, Piharii, Tetuaraenui, Vavahiiteraa.

MYSTIFIED

Most mustekalans who have found a way to brave the surface world do so because they are mystified by a particular puzzle that they simply must solve. They often get waylaid by the many other astounding things they find along the way, and even stay to investigate new puzzles once it's solved, but there's always that first puzzle that goads them out of the ocean.

Roll a d8 on the following table to determine the mystifying puzzle that first captivated your mustekalan.

MUSTEKALAN PUZZLE TABLE

d8 Puzzle

- 1 A strange object dropped off a passing ship, it fascinates you and you simply must know how it works and what it is for.
- 2 There's a strange oily substance that flows into your reef from a nearby river. It makes you feel ill and you must find out what's producing it and put a stop to it.
- 3 You've heard legends about puzzle masters called sphinxes. You long to meet one but they normally reside in scorching deserts, a locale that isn't exactly easy on sea life.
- 4 You found a gnomish puzzle box when you were younger that you've never been able to solve. You eventually decided that you must venture onto dry land to find its maker and ask for the solution.
- 5 Magic absolutely captivates you and you're determined to travel inward to the finest magical institution and learn the mystic arts.
- 6 You're obsessed with flight, you grew up watching the seabirds far above you and you've sworn that you'll be up there one day.
- 7 There's a strange magical object in your home reef that has been there longer than anyone can remember. You are eternally puzzled by it and you've set out seeking answers.
- 8 Your home reef is particularly close to a large human city, those of your kind that venture to it never return. Your curiosity was insatiable, and you had to know what went on there.

You can thank **Braden** for creating the Mustekalan race!



MUSTEKALAN TRAITS

Mustekalans share a number of traits in common with each other.

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

Short Dangerous Lives. Your kind have shorter lifespans than humans. They reach maturity at about 8 years old and can live to 60, though they rarely survive that long.

Free Spirits. Your people share a chaotic bent of their heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Undersized. Your kind average between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Cephalopodic. Your kind possess sucker-lined tentacles that you use to amble along the ground or even up sheer surfaces, though your true mobility lies in the water, where your aquatic jets can propel you at great speeds. You can breathe both air and water.

Your base walking speed is 25 feet, you also have a climb speed of 25 feet and a swim speed of 40 feet.

Auxiliary Limbs. Your kind possess multiple smaller limbs that can work in tandem to perform larger tasks or independently to perform smaller ones. When using your auxiliary limbs in tandem, you gain a +2 bonus to all Strength and Dexterity based checks.

When used independently, you may attempt to perform up to 2 tasks that would normally require a Strength or Dexterity check by using the same action. Due to your ability to multitask, you can take the help action as a bonus action.

Adaptive Mantle. Your kind possess adaptive skin, scales, feathers or a fluid morphic covering capable of readjusting to fit your needs. As a bonus action, you can change your adaptive mantle into one of the following configurations:

- **Defense.** You shift your mantle into overlapping layers to help deflect blows. While in this configuration, your AC increases by 1.
- **Camouflage.** You shift your mantle's colors and textures to match your surroundings. While in this configuration, you gain a +2 bonus to Dexterity (Stealth) checks.
- **Display.** You shift your mantle's colors and shape to be as impressive as possible. While in this configuration, you gain a +2 bonus to Charisma (Persuasion) checks.
- **Threaten.** You shift your mantle's shape and color to be as large and intimidating as possible. While in this configuration, you gain a +2 bonus to Charisma (Intimidate) checks.

Mystified. Your kind are easily awestruck by magic and even the magically gifted among them revere spellcasters and mystics. You have disadvantage on any save made to see through illusions and any creature that casts spells in your presence or is otherwise blatantly magical has advantage on all Charisma (Deception) and Charisma (Persuasion) checks made to influence you.

Ocean Speakers. You can speak, read, and write Common and Aquan.

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.



OBNIXIAN

Day 1: The expedition is going well! I've made exceptional time and I should reach this ruin with it's reported "bilateral humanoids" before sundown tomorrow. Day 2: Disaster! I have been captured by the bilaterals (my name for the species), I keep this log from the small cage they've placed me in. Should my writings survive, please collate them into a collection of my work! Day 3: My cage was placed at the periphery of their "arena", and I was instructed to "learn from real warriors". They're savage creatures, and they were literally tearing each other apart in ritual combat. How could any still survive at this rate? I got my answer quickly, as I witnessed one rapidly regenerate from a mortal wound and triumphantly continue fighting. More research on their regenerative capabilities is required, possible troll subspecies? Day 4: I've been inducted into their tribe... I think. I was placed at the center of the ruin and a primitive weapon was thrown at my feet. I was unable to lift the cudgel, and the bilaterals proceeded to laugh at my expense. I was summarily thrown back into the cage, but I am still alive so I'll take this as a victory. Day 5: I awoke as I was being dumped out at the steps of the university. I am of course, thankful to still be alive, but I can't help but feel like a guppy that was too small and thrown back.

—Excerpt from "A Study of Beasts Vol. III" by Ethel Fizzwood

THE BROKEN CRUCIBLE

Obnixialla, a powerful solar angel, grew tired of the seemingly endless wars between hell and the upper planes. She believed what was needed were a sort of arbitrator, archons who held no allegiance to either side but with the power to keep both in check and even convinced many of her fellow angels to take her lead. She constructed "The Crucible of Law", a mile-wide great marble fortress artifact that floated at the exact border between the upper planes and hell.

Through holy conquest, Obnixialla abducted countless demons. Their fiendish captives were locked within the crucible along with Obnixialla's most loyal angelic acolytes. The great crucible of law was activated, and shattered into a hundred massive shards. The great angel, panic and grief-stricken, discovered that her acolytes had survived, and her grand experiment had failed. Each marble fortress slab contained dozens of her new creations, alive and well, but most certainly not what she had intended.



DIVINE BATTLE PERSONIFIED

They came to be known as obnixians, to remember Obnixialla's folly and not as "arbiters" or "archons" as she had imagined. As the crucible shattered, the fiends and angels were forcibly combined into new beings. They did not gain any understanding, they did not become neutral bastions of law, but instead they absorbed the amenity of both hated rivals and embodied their raw and primal wrath.

An obnixian is half black, half white, split right down the middle. A remnant of their bilateral fusion of celestial and fiendish beings. They now live as warring tribes, without a division of celestial and fiendish, the obnixian tribes formed along the arbitrary divisions of their shards. The great floating field of the broken crucible is made up of hundreds of shards of the original artifact, each one houses an obnixian tribe that lives and breathes for nothing but brutal combat and warfare.

The angels treat the obnixians as an embarrassment, a radical's experiment gone wrong. Fiends however see the value in the battle obsessed brutes, and have reached out to various obnixian tribes on multiple occasions, though any real control over them has proven nearly impossible.

OBNIXIAN NAMES

Obnixians have both infernal and celestial influences, forged by centuries of constant fighting. Obnixians of the first generation have names that are a combination of their component angelic and fiendish names, but later generations tended to choose names that spoke only of combat.

First Generation Obnixian Names:

Nymlietiel, Eshirmael, Zachazell, Kranakir, Oranifor, Nyryxbriel, Piharii, Xathanurnex.

Obnixian Names:

Skagball, Basmolk, Dhulsvut, Musdertha, Ghaufstom, Kullildroll, Staurngumm, Jorghol.

You can thank **Tyler Mathews** for creating the Obnixian race!

BATTLE SCARS

Obnixians have the power to regenerate any wound through a rush of energy from brutal combat. It however takes a concentrated effort to recover from a wound and obnixians often choose to let impressive scars remain as mementos of hard fought battles.

Roll a d8 on the following table to determine the battle scars your obnixian has chosen to keep:

OBNIXIAN BATTLE SCAR TABLE

d8 Battle Scar

- 1 You have a clean circular puncture wound that essentially "pierced" your arm, you let it remain a full piercing and like to hang rings and trophies through it.
- 2 One of your horns is broken into a jagged point, you like it better this way.
- 3 You have a wide scar that splits your lip and two of your teeth are missing, you think it makes you look more fearsome.
- 4 You were in a particularly hard fought battle and you healed around a broken spear that still protrudes from your shoulder.
- 5 A righteous blow took one of your eyes and left an empty socket, you couldn't have wished for something more intimidating.
- 6 You don't have one scar, you have a network of dozens of scars all about your body, a historical roadmap of every battle you've ever fought.
- 7 You're missing two fingers on your left hand, along with a nasty scar that cuts across your palm and down your left arm.
- 8 You died at one point, stabbed right through the heart. Powerful magic was used to resurrect you and a massive scar dominates your chest.

OBNIXIAN ADVENTURERS

Obnixians have been lured away from their eternal tribal wars to all corners of the multiverse. All it takes is the promise of a good fight to gain an obnixian ally, and such easily acquired powerful fighters make for promising adventurers. Sadly though, devils are the most likely to recruit the obnixian half-breeds for their own nefarious campaigns. They're easily recruited, but not easily controlled. Obnixians often abandon or turn on their "commanders" when they feel bored from lack of combat, or if the combat lacks honor.

OBNIXIAN TRAITS

Obnixians share a number of traits in common with each other.

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

Long Perspectives. Your kind mature at the same rate that humans do but live far longer, potentially reaching 1000 years or more.

Fiendish Inclinations. Your people might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many of your people towards a chaotic alignment.

Imposing Stature. Your kind are between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

Swift Footed. Your kind are blessed with nimble swiftness. Your base walking speed is 35 feet.

Bloodlust. Your kind relish the kill and mercy is far from your mind in the heat of battle. You cannot choose to inflict non-lethal damage on your attacks.

Sharp Horns. Long horns adorn your head, which can be used as natural weapons. You can use your horns to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Natural Armor. You have tough or scaly 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.

Hellish Speakers. You can speak, read, and write Common and Infernal.

Feels no Fear. Your kind are born with courage in their hearts. You have advantage on saving throws against being frightened.

Adrenaline Rejuvenation. Either through arcane power or sheer force of will, your kind stubbornly shrug off mortal wounds while in the heat of battle. As a bonus action you can force your body to start regenerating. At the beginning of your turn when regenerating, you regain a number of hit points equal to half your level (minimum 1). This regeneration lasts up to 10 minutes or until you go 1 minute without making an attack against another creature. Once you use this trait, you can't use it again until you finish a long rest.

Celestial and Fiendish. You count as a celestial and as a fiend in addition to your other types.



PIXIE

I was taking my morning stroll through the glade when I had the sudden urge to take a refreshing dip in the pond. It was an odd impulse, as if a small voice at the back of my head had whispered "You should take a dip in the pond." I followed my instincts and it was a quite refreshing experience I must say. Though I couldn't help but think I was hearing quiet giggling at the edge of my hearing, must have been my nerves. When I exited the pond and began redressing, I found that some hooligans had befouled my undergarments with itching powders! In my lewd dash home to obtain untampered clothing, I must have forgotten the coin purse. So you see, the fault lies on these mysterious giggling hooligans! Not with me!

—Counsleman Redwin's explanation for the missing tax revenue.

MAGICAL FAERIE FOLK

Pixies resemble forest elves with flowing gossamer wings. These tiny fey creatures are playful, mischievous, and are some of the most common sights within the feywild and in places that border the confusing land of the fey. They stand at barely about a foot tall, though their fey magical skills more than make up for their small stature.'

Pixies are naturally curious, shy, friendly, and unable to resist spying on other creatures. Their innate knack for invisibility combined with their playful espionage limits most encounters with pixies to only stifled laughs and giggles half-heard while walking through the woods. Most pixies would love nothing more than to introduce themselves to new potential friends, but a fear of attack or capture instilled in them by their elders keeps them cautious.

When a pixie does introduce themselves, they present themselves as lords and ladies of the fey courts (though they usually hold no such titles). They love to adorn themselves with clothes in high fey fashion crafted from the natural items of the forest. They often create colorful petal gowns, acorn top bonnets, and tailored lace woven from the finest of spider silk. The surest way to earn the friendship of a pixie is to complement their ensemble.

PIXIE ADVENTURERS

Pixies can be incredibly talented adventurers, they can sneak into practically anywhere and their magical talents are unparalleled. It's just a matter of getting them to take anything seriously. Even malicious pixies feel that they're still acting in good fun, and unlike sprites they don't go in for "combat" exactly. Fighting is one thing, but they still tend to see even life or death situations as some sort of game. When they're really determined though, there's very little a pixie can't accomplished.



TINY TRICKSTERS

Pixies want to make new friends, but they can't reveal themselves until they can gauge a newcomer's reactions. Most pixies will play harmless tricks and pranks on people they encounter. If they react aggressively or begin hunting for pixies, the capricious fey know it's time to leave. If they know how to laugh at themselves and take it in stride, the friendly pixies know it's safe to introduce themselves.

Even once properly introduced, pixies have a mischievous streak and have a hard time resisting a good pranking opportunity. They normally don't mean any real harm, but their japes can accidentally come at poor times. Pixies usually expect laughter and fun as a result from their pranks, and tend to get sad and moody when people don't get in on the fun and games with them.

Not all pixies play their pranks in good fun though, some truly derive their joy from the sadness and pain of others. These pixies do not get regarded kindly by most of their kin, and instead form cliques with other like-minded pixies to play elaborate and "hilarious" jokes on those unfortunate enough to cross their path. Nefarious cliques lead pixies down the darker routes within the feywild and the common pixie phrase "joined a clique" is the equivalent of "lost their way".



MAGIC OF THE SEASONS

Science has wonderful explanations for the changing seasons. All of that is wrong, or at least, it's wrong in the feywild and the areas that border it. Each pixie has the power to perform their duty during the appropriate season, though they're always one of countless pixies with the same responsibility. The many beautiful aspects of the changing seasons cannot happen without them, and it's these duties that most often bring them in contact with the mortal races of the material plane.

Roll a d8 on the following table to determine your pixie's seasonal duty:

PIXIE SEASONAL DUTY TABLE

d8 Seasonal Duty

- 1 You are one of the countless pixies responsible for changing the green leaves into the golds and reds of autumn.
- 2 You are one of the talented artistic pixies that carefully paint the frost patterns along window sills.
- 3 You are one of the many pixies that place the precious drops of morning dew.
- 4 You are one of the brave pixies entrusted with waking hibernating animals when winter ends.
- 5 You are one of the creative pixies that create individual snowflakes and ensure that no two are alike.
- 6 You are one of the strongest pixies, responsible for stretching out icicles.
- 7 You are one of the sweetest pixies, who sing to the flower buds so that they'll open.
- 8 You are one of the sneakiest pixies, who plant the toadstools when nobody's looking.

PIXIE NAMES

Pixies naturally speak sylvan and take most of their naming conventions from the feywild and nature. They often pick names they find sweet, beautiful, or particularly charming.

Pixie Male Names:

Snowdrop Whifflemuse, Marlie Dimplefly, Ocean Moonthorn, Liri Driftgrove, Trevan Icedust.

Pixie Female Names:

Rhubarb Fernsong, Isabel Beechtree, Layla Brightweb, Ella Quickmoon, Hazel Graytwist.

PIXIE TRAITS

Pixies share a number of traits in common with each other.

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

Timeless. Your kind are not natives to planes where time is linear. You can live for ineffable amounts of time on your home plane, though not necessarily in the right order with effects following causes. If raised solely within a place of sensical time your kind reach maturity after 40 years or so and can expect to live to 300.

Impulsive. Your kind tend toward chaotic alignments, as they let impulse and fancy guide their decisions. They are rarely evil, with most of them driven by curiosity rather than greed or other dark impulses.

Spritely. Your kind are tiny and active, containing a surprising amount of energy into such a tiny package. Your kind average between 1 foot and 1 foot 4 inches, and average between 25 and 30 pounds. Your size is tiny.

Fluttering Wings. Your kind have reliable and deliberate wings, providing a slower but dependable flight. You have a base walking speed of 25 feet and a fly speed of 25 feet.

Only Playing. Even in life or death situations, your kind continually feel like combat is some sort of game and that finishing somebody off is just mean. You must make a DC 14 Wisdom saving throw whenever you target a creature that is below 25% of their maximum hit points with an attack or harmful spell or magical ability. On a failed save, you are unable to strike and waste the attack, spell, or magical ability.

Innate Invisibility. Your kind are born with the ability to turn invisible at will. As an action you can turn invisible along with everything you're wearing and carrying. You instantly turn visible if you make an attack or cast a spell. If you take damage while invisible, you must make a concentration check (a Constitution saving throw, with a DC of either 10 or half the damage taken, whichever is higher). You turn visible on a failed concentration check.

You can remain invisible indefinitely and while invisible you can voluntarily become visible as a bonus action.

Once you use this trait to become invisible, you can't use it again until it recharges.

Roll a d6 on the beginning of each of your turns, on a result of 5-6 the trait recharges.

Inborn Weakness. Your demure physiology makes you more vulnerable to assaults that wouldn't phase more robust creatures. Your hit point maximum decreases by 1 (to a minimum of 1), and it increases by 1 less every time you gain a level (minimum 0).

Fey Magic. You know the dancing lights cantrip. Once you reach 3rd level, you can cast the sleep spell once per day as a 1st level spell. Once you reach 5th level, you can also cast the phantasmal force spell once per day without needing any material components. Charisma is your spellcasting ability for these spells.

Fey Speakers. You can speak, read, and write Common and Sylvan.

Pixie Dust. Your kind leave behind a trail of sparkling powder, a powder prized for its magical properties. By substituting your own pixie dust for other magical ingredients, you can forego up to half of the material component costs of spells you cast. Whenever you cast a spell in this way, roll a d20, on a result of 1 the substitution goes awry and the spell fails and any spell slots or other material components used are wasted.



PSEUDODRAGON

It was my first day on the crew of the Jackdaw, me and the other five men they'd hired on in the last port. I'd heard how well the last few raids had gone for this captain Sarina and I was anxious to meet her. This massive brick of a man stepped up from below deck, a tiny red dragon perched on his shoulders like a parrot. He yelled, "New swabs! Captain wants ta' meet ya." We all lined up in front of him and stood there while he and the little dragon paced, looking us up and down. Then it were the dragon! Little thing spoke in the common tongue like a harsh old woman full of the ocean's salt. Gave a whole speech about loyalty and our place on HER ship. Man beside me thought it were a lark, said "Ain't takin orders from no prissy iguana." She was on 'im in a second, she was already cleaning the blood from her knife before we knew what'd happened. She said, "Any other concerns mates?" An' we all yelled, "No Ma'am." –Jamison Cornish, Sailor on the pirate vessel "Jackdaw".

TRUSTED ADVISORS

Pseudodragons have been prevalent throughout the world for millennia, acting as familiars and friends to paragons of virtue and villainy alike. Resembling small versions of any conceivable form of dragon, these miniatures consider themselves true dragons in every respect, shunning and despising disparaging monikers such as "house dragon" or "dragon imp". All Pseudodragons are immensely prideful in their draconic status, they are not delusional about the size however, and unlike the true dragons don't always demand the position of power.

Pseudodragons have a long history of working for and advising great men. Numerous powerful wizards and world leaders both malevolent and benign have employed pseudodragons as life-long familiars. All pseudodragons have some telepathic ability, their concentrated draconic minds link to others easily. Pseudodragons gravitate towards individuals whose way of thinking aligns with their own. Forming the familiar bond strengthens the innate telepathic abilities, granting individuals access to a touch of the pseudodragon's mind, and vice versa.

Pseudodragons are not pets or slaves, pseudodragons often abruptly leave their employers if they feel mistreated or if their employer's actions and attitudes no longer align with their own. Many will forge their own path, delving through arcane knowledge or even simply making their own place in a community. The world can be dangerous for ones so small, so even if not connected by the familiar bond they often embed themselves in organizations and local powers.



THE UNSPOKEN

Unbeknownst to most, and jealously guarded, the pseudodragons of the world have long maintained a secret society. The Unspoken is a society exclusively made of pseudodragons that has outlasted kingdoms and empires. Kings and spymasters have used pseudodragon confidants for centuries, spying on their enemies with tiny draconic eyes. Little did they know the pseudodragons spied for themselves as well. Around the world pseudodragons have worked for great powers and they share the tidbits and secrets between themselves, forming a great network of tiny draconic wings that spans the world. When a member of the Unspoken feels they have acquired a valuable secret, they will telepathically scan for another pseudodragon. Once contacted they transmit the news telepathically, no words are said, no notes past or written, only draconic minds passing in the night, untraceable.

Often, these secrets are not acted upon. The Unspoken is not a thieves' guild or spymaster ring per-se, they have a rather long-term view of the world. Entire kingdoms are built and collapse without the Unspoken interfering. However, every major city will have a secret council meeting place. A cozy balcony, the church belfries, a rooftop protected from the wind, any unassuming nook in the city could be the unspoken meeting place. When the Unspoken councils meet, they do so in silence, their draconic minds ablaze with telepathic impulses. Meetings are made only when their collection of secrets leads them to believe that an unacceptable circumstance must be avoided. Their motivations are not pragmatic or villainous but are simply to maintain stability. The forethought given to these decisions is astounding. An assassination, a theft, a tampered vote, or a secret unveiled later, and they believe they have averted disasters that would have manifested centuries later.

Not all pseudodragons know of the Unspoken, but most do, and revealing the Unspoken to any outsider is equivalent to suicide. Most are content to send their employer's secrets along and live out their life in service to both masters. The only physical evidence of the Unspoken is their symbol, a dragon forming from the writings on a scroll, which often subtly marks their inauspicious meeting places.



CONFIDANTS

Pseudodragons gravitate towards power, but subtly. They rarely upset balances or make overt ploys for personal gain. Instead they find individuals in power, with potential, or simply people they like and attempt to manipulate events for their benefit and by extension their own. In this way pseudodragons often find themselves in adventuring parties of every sort, helping their friend achieve goals that align with their own. Some pseudodragons of a darker bent will betray their masters. But due to the nature of the familiar link, pseudodragons greatly prefer to ally themselves with an employer that genuinely shares their convictions, aligning their goals.

When playing a pseudodragon character, it is recommended that you work with another party member to be your employer and share the familiar link. The following table includes convictions that you and your employer can share, use one of them or make your own reason your characters are such close allies.

FAMILIAR CONVICTIONS

d10 Conviction

- 1 You were both betrayed and left for dead by the same man, you seek vengeance.
- 2 You both dream of the changes you could make once you achieve a high office in government.
- 3 Both raised in poverty, you both dream of being richer than kings.
- 4 The Unspoken have informed you that helping this employer is the best chance of averting a future disaster.
- 5 After a raucous night about town you simply took a liking to each other, bonding over drinks and stories.
- 6 Life is too short to waste in one place, your wanderlust brought you together and sent you far.
- 7 Dark machinations led you both to the same despicable conclusions, binding you in evil intent.
- 8 Your employer saved you from certain death and you will spend a lifetime repaying that debt.
- 9 Your employer "acquired" your services unscrupulously and now you plot his downfall.
- 10 You both have lofty arcane ideals, believing that knowledge is the noblest pursuit.

PSEUDODRAGON NAMES

Pseudodragon naming conventions are similar to dragonborn naming conventions. Names either in or derived from old draconic names are the norm. However, pseudodragons are far more likely to adopt shortened nicknames as terms of endearment from their employer or close allies.

Pseudodragon Names and Nicknames:

Almoruth(Almo) Bilyassa (Billy), Coldran (Chills), Craankethok (Crink), Draacceacnarath (Drax), Nuampuath (Namp), Tarlasiff (Tiff), Soxora (Socks), Zramash (Mash).



PSEUDODRAGON TRAITS

Pseudodragons share a number of traits in common with each other.

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

Years of the Tortoise. Yours is a venerable kind, slow to anger and never to forget. You reach maturity in your 30s and can live between 400 and 500 years if lucky.

The World Moves, I Remain. Your kind has a long-term view of the world around them, preferring to allow events to progress naturally. Your kind interferes only when they believe it will have extremely long-term consequences and as such have neutral tendencies.

Wyrmling. You average between 1 ½ and 2 ½ feet long from tail to snout and weigh only 8-16 pounds. You are tiny size.

Flapping Wings. Your kind possess a pair of wings capable of great speed and maneuverability, though the rapid flapping is quickly draining.

You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor. You gain a level of exhaustion for each 3 consecutive rounds you spend airborne without landing. These levels of exhaustion are removed upon finishing a short rest.

Your base walking speed is 25 feet.

Stinging Tail. Like the savage wyvern or the diminutive pseudodragon your tail ends in a poisoned stinger. You can use your tail to make unarmed strikes. If you hit with it they must pass a constitution saving throw with a DC of 8 + your Constitution Modifier + your proficiency bonus or become poisoned for 1 hour. When grappling a creature or when grappled, you may make unarmed strikes with your tail as a bonus action.

Charmer's Mark. Your kind have always been fascinated by the mystical and melodious, making yourselves easy targets for charmers of all sorts. You make all saving throws to avoid charm effects at disadvantage.

Minor Telepathy. Your kind have always seen languages as a stepping stone to pure mental communication. You can speak, read and write Common and one language of your choice. You can magically communicate simple ideas, emotions, and images telepathically with any willing creature within 50 feet of you that can understand a language.

Familiar. Your kind can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. The ritual to create this bond takes 10 minutes of intense concentration. While you and your companion are bonded, the companion can sense what you sense and you both can speak telepathically with each other as long as you are within 1 mile of each other. You can choose to end this bond as a bonus action, if you do you cannot form another bond until you finish a long rest.

REAYER

We ran into him deep in the tomb, found him slicing his way through a dozen of these bloody cultists with a ghostly sword. I still ain't sure if he's a skeleton or a lich or something, he ain't pretty, that's for sure. But he'd got this magic tablet thing from the cultists, and I know that can't be good. We run charging in and he just puts his bony hands up and tosses us the tablet! He starts talking in this damn echoing voice, "Take it. Look I don't want it and I can't let my boss have it. Just... Damn I need to make this convincing. Take it, cut my head off, and get out of here!" We stand there puzzling for a bit and he just kneels with his rotten neck out. Our cleric finally took the initiative and lopped the poor monster's head clean off. Damnedest thing though, as we're hustling our way out of there, I could swear I heard that same echoing voice back there saying, "Sorry master, your apocalypse will have to wait. It seems the tablet was never here and this was all a trap..."

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

SLAVES TO ELDRITCH POWERS

When mortal creatures die, their precious and vulnerable souls must make their long journey to their destined afterlives. Great divine powers shepherd the great deluge of flowing souls along their path, but they cannot safeguard them all. Powerful spirits make for tempting prizes, tantalizing meals, or bound and dutiful servants.

Reavers are formed by dark deities, eldritch powers, or rarely even by extremely powerful or ancient mortals. A powerful, intense, or talented soul is plucked from their intended journey and is brought back to unnatural form within the material plane using a fresh corpse. Talented workers are such a loathsome thing to waste while they can still be of use in the here and now.

Reavers usually either despondent and outraged or overjoyed to return to the mortal world, depending on the afterlife for which they were headed. In either case they are reborn beholden to their new master, whose purposes are rarely benign. It is a foul thing to steal souls away from their proper course, and to do so requires both malicious contempt for law and order, and the power to escape its notice.



RECREATED FORMS

Reavers are souls that have been stolen away from their afterlife and forcibly bound with a fresh corpse. They would be mere haunted cadavers and would dissipate within mere hours if not infused with a touch of the eldritch power of their “master”. The corpses reavers inhabit reform with some features of the appearance they had in life alongside the telltale markers of their master’s power.

Roll a d8 on the following table to determine the effects your master’s influence had on your reaver:

REAYER ELDRITCH INFLUENCE TABLE d8 Eldritch Influence

- 1 Your master reaches up from some great unknowable depths, your wings are formed from outstretched membranous tentacles and eldritch eyes peek out from between your exposed muscle fibers.
- 2 Your master is a fallen one, your wings unfurl with black charred feathers, black tar drips from your feet and a dark halo burns pure void above your head.
- 3 A great and powerful fiend is your master, your wings are leathery and batlike, your weapon always forms with the most wicked of barbs and spikes.
- 4 A lich summoned you back from your eternal path, your body is a decayed and dried out husk and your wings are a mere skeletal frame.
- 5 Your master is a bizarre being from deep within the astral plane, your wings are almost purely geometric shapes that float about your back. Your limbs have noticeable gaps and your body seems to simply float together.
- 6 Your master is a grotesque thing from deep within the abyss, your body is slicked with a rotten tar and your wings from from your flowing ooze.
- 7 You know your master only as “the smiling god”, you cannot stop smiling and unnerving humanoid teeth occupy far too many parts of your body.
- 8 Your master buzzes his orders from the depths of hell, your wings are insectile and chitinous segments make up most of your body.

You can thank **Distortion Devil** for creating the reaver race!

NO REST FOR THE WEARY

Reavers do not return as proper mortals, instead their souls must bind to the hapless corpses of the freshly slain that then moulder into the reaver’s form. Reavers cannot enjoy the pleasures and comforts of the material plane, as their body is dead, and they are merely here to do a job. They are given wings to speed them to their mission, and a weapon to insure they do it well.

Whatever task has been set before them, reavers quite often try to rebel against their eldritch masters. Should their masters choose to undo the ties that bind them to the mortal world, their soul will return to their path to be accounted for and lost to their master forever. Most reavers play an endless game of subversion and manipulation, eking out bargains and twisting deals as both reaver and master try to get what they want without ever fully submitting to the wishes of the other. Clever reavers can lead “lives” of their own for decades while subtly interfering with their master’s wishes.

REAYER NAMES

While it is only powerful or specifically useful souls that are transformed into reavers, they can come from any culture or race from across the world. Reavers still bear the names they had in life, though sometimes they are compelled to change it by their masters as a petty slight on their previous existence.

REAYER ADVENTURERS

The tasks laid out for reavers are rarely pleasant, and never easy. Reavers who work against their masters have an even harder trial to face, and must circumvent their master’s wishes without directly fighting against them. Either through completing their dark works or subverting them, reavers often come into contact with adventurers. When a task is important enough for powerful beings to summon reavers, the effects are rarely small or subtle. Often it is that same task that brings reavers and adventuring parties together, as they become embroiled in undertakings that may reshape the nature of their world. Reavers can be surprisingly human as well. Their mortal personalities remain intact and while their bodies can be strange and ghastly, the person underneath remains as charming and witty as they were in life, though whether that’s a good thing depends on the individual.





REAYER TRAITS

Reayers share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score, Constitution score and Charisma score each increase by 1.

Duty Bound. Your kind exist to fulfill the wishes of an ancient and powerful entity. Their own will often differs from their progenitor's and they find creative ways to rebel against it. Your kind's actions are often lawful, but a deep-seated rebellious nature often reveals chaotic inclinations.

Slender Frames. Your kind range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Bloodlust. Your kind relish the kill and mercy is far from your mind in the heat of battle. You cannot choose to inflict non-lethal damage on your attacks.

Gliding Wings. Your kind possess smaller wings, ill-suited for proper flight but well-shaped for gentle gliding. Your base walking speed is 30 feet. You have a flying speed of 30 feet, however, you cannot move upwards using this flying speed and whenever you use this flying speed you must end your movement at least 10 feet lower than where you started.

Psychic Weapon. Your kind can manifest a weapon from your own spiritual essence. You can use a bonus action to form a psychic weapon, which can take the form of any melee weapon that you are proficient with. This weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage and deals psychic damage instead of any other damage type it would normally deal. Your psychic weapon disappears if it is more than 5 feet away from you at any time. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. Once you use this trait, you can't use it again until you finish a short or long rest.

Vampiric Phantom. Your kind are phantoms that survive off the dead and dying, necrotizing flesh bends to your will and you drink spiritual energy like water.

You have the Undead creature type.

Your body is composed of the corpse of another humanoid creature, reshaped into your appearance.

You can absorb the spiritual essence of the recently deceased. As an action, you can touch a humanoid creature that has died within the last minute and regain a number of hit points equal to your level. You cannot use this ability more than once on the same creature.

Whenever you drop to 0 hit points or below, your body is destroyed beyond repair and your spirit leaves it entirely and becomes an ethereal phantom.

As a phantom, you have 1 hit point, you have a movement speed of 30 feet, and you can move in any direction, but you cannot take actions, bonus actions, or reactions. You can see and hear, but everything looks gray, and you can't see anything more than 60 feet away.

You can only be affected by other creatures on the ethereal plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you in any way, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the ethereal Plane, allowing you to move through objects you perceive on the plane you originated from. If you move into the body of a deceased humanoid creature, you can choose to attach your soul to its mortal remains. When your soul attaches to a body, it reshapes the body to match your appearance. When this occurs, the corpse becomes your new body, and you awaken within it at half of your maximum hit points.

Your form as a phantom is intrinsically unstable, if you remain in your phantom form for an hour without attaching to a physical body, or if you drop to 0 hit points as a phantom, you disperse forever and die. Your spirit is potentially immortal, though any individual corpse usually only lasts a decade or so.

Phasing. Your kind live partially within the material plane and partially within the Ethereal plane.

As an action, you can phase into the ethereal plane and vanish from the material plane. At the start of your next turn you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can only use this ability while on the material plane.

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

Abhorrent Speakers. You can speak, read, and write Common and Deep Speech.



SAGUARAN

We'd been fighting the dragon lord's forces around the badlands for about a month at that point, long bloody fights too. I was exhausted and really would have thought I was seeing things from being so tired and the heat. Damn big cactus just walks right up to us out of the desert and says, "I have seen visions! The great serpent has risen from the west! The snake will eat everything and then its own tail unless we cut its head! Do you believe me travelers? You must!" We all kind of look at each other, checking that we ain't seeing things. I finally speak up, "You ah, you mean the dragon?" It brightened up when I said that, guess he was afraid nobody's believe him, course you'd have had to be living under a rock for a year to not know about that damn bloody dragon lord. He stuck with us for years after that, through thick and thin that one. Damn good right hook I gotta say, especially for a mystical cactus.

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

MYTHS AND MIRAGES

The walking cacti is a common myth among many desert cultures. Caravans will camp amid stands of cacti, only to find them gone the next morning. These myths are the sort that are always of a friend of a friend, campfire stories of events heard ages ago, this is largely because over generations the saguarans have gotten better at spotting caravans from a safe distance. Deserts across the world house countless saguarans, though their neighbors rarely know it. These secretive cactus folk work hard to protect their anonymity, building small and mobile villages in the most desolate areas of the desert.

Saguarans for the most part would stay completely isolated, if not for the scarcity of water. The naturally adapted cactus folk can live on surprisingly little water, but not without it completely. The saguaran caravans travel slowly with only what they can carry and under the cooling cover of darkness, endlessly journeying to the next source of lifegiving water.

DESERT MYSTICISM

The vastness of the desert lends itself to meditation and contemplation, and all saguarans are saturated with the wisdom and underused latent magics of the desert. The most powerful and valuable of which is the power to create water, and saguaran water mystics always form the center of their caravans. Mysticism is tied so strongly to the saguaran culture's ability to survive, that their pups are often taught to achieve enlightenment before they learn to read or write. It is also the measurement of saguaran maturity. An unenlightened saguaran hasn't "bloomed" in quite a literal sense, as a saguaran's flowers only bloom once they achieve inner peace. Only once a saguaran blooms through trust and understanding of their inner self, can they be trusted with undertakings of the outer world.



SAGUARAN NAMES

Saguarans typically live in small caravans of only a few dozen, and usually suffice with a singular name. They name their pups with old names from their native tongue, though it can vary wildly due to the dialects from different deserts.

Male Saguaran Names:

Bilagaana, T'Iis, Hok'Ee, Nakai, Tahoma, Sik'Is, Tsiishch'Ili, Ashkii, Dighin, Gaagii, Ahiga.

Female Saguaran Names:

Dezba, Shima, Dibe, Haloke, Shadi, Anaba, Shimasani, Asdza, Manaba, Sahkyo, At'Eed.

SAGUARAN ADVENTURERS

The saguarans would still be simple myth if not for those few nomads that bravely approach civilization. The conclusions of their mystic insights sometimes force a saguaran to ignore their instinctual secrecy to spread their message. Saguarans who leave to spread their messages do so at a great personal cost. To ensure the safety of their family and their caravan, each saguaran who ventures out into the world swears an oath never to return or speak of the routes their family travels in. Only those saguarans who believe so fervently in their revelations leave their desert behind, and strong convictions can make for stalwart allies. Saguarans tend to be shy at first, but are more than willing to fight for what they believe in.

SAGUARAN REVELATIONS

Not all saguarans receive visions or revelations in their lives, but most all saguarans that venture out from the safety of their deserts do so to spread some great message. Or, your caravan has gone through some great turmoil that has forced you into exile.

Roll a d8 on the following table to determine what revelation spurred your saquaran to leave their caravan behind:

SAGUARAN REVELATION TABLE

d8 Revelations

- 1 Doom, death and destruction will soon befall the land and you must warn anyone who will listen!
- 2 A great leader of the land is not who they say they are, countless people have been fooled and you must find a way to route out this charlatan.
- 3 You have no revelation, only a crime for which your people banished you. You've ventured out of the desert to find a new life for yourself.
- 4 You learned of some great cataclysmic threat, but too late to stop it from destroying your caravan and everyone you've ever loved. You seek now to stop it before anyone else suffers a similar fate.
- 5 You've finally learned the undeniable universal truth and the one true way for a mortal being to live their life, you must spread your message to the four corners of the world!
- 6 You have good tidings! War and desperate measures may be brewing, but you know that if you can stave off destruction for just a little longer the world shall right itself and prosperity will flourish.
- 7 A great threat is rising that will surely destroy your people and all others across the land, you feel compelled to try and stop it.
- 8 You have sworn allegiance to a deity that now compels you to leave your caravan for some great purpose, they haven't yet told you what that purpose is.

SAGUARAN TRAITS

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

Never Stops Growing. Your kind are born as essentially just smaller adults, you reach maturity within 2 years and you never stop growing, albeit slowly. Your kind can live up to 200 years and the oldest among you are always at the highest edge of your potential scale.

Secretive. For their own protection most of your kind would prefer anonymity and tend towards true neutral alignments. Those few that reveal themselves usually have some strong moral imperative and tend towards neutral good or neutral evil alignments.

Imposing Stature. Your kind are between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

Slow. Either by simply having shorter legs or a lack of motivation, your kind move slower than the norm. Your base walking speed is 25 feet.

Discerning Eyes. Either through training or a homeland filled with mirages or charms, your kind see right through tricks and illusions. You make all saving throws against illusion spells at advantage and make all checks to see through illusion spells at advantage.

Thorn Slam. Your body has numerous sharp spikes, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. As these spikes cover your body, you can make unarmed strikes in this way without requiring any free hands. Your spike covering is also useful in cutting binds or unwary attackers, you have advantage on all checks made to escape a grapple or end the restrained condition.

Spined. Your body is covered in thick spines or quills that make you difficult to tackle without injury. If you use your attack action to grapple and succeed or are successfully grappled by another creature, the grappled or grappling creature takes a number of piercing damage equal to half your level (minimum 1) in addition to any other results of the grapple.

Desert Magic. You know the produce flame cantrip. Once you reach 3rd level, you can cast create or destroy water once per day as a 1st level spell. Once you reach 5th level, you can also cast sand barrage* as a 2nd level spell once per day. Wisdom or Charisma (your choice) is your spellcasting ability for these spells.

Isolated Culture. You can speak, read, and write Common and Saguaran.

Desert Dweller. You're acclimated to desert environments and require very little water to survive, you require only 1 gallon of water per week instead of the normal gallon per day. You're also naturally adapted to hot climates, and do not suffer the normal ill-effects of such environments.

SCOROC

According that damn drow's map, the drider city of Elror was supposed to be within this next cavern. We had this whole plan to snag the catalyst onyx and get out of there without being noticed. As we entered, ready for this blasted drider citadel, we saw nothing but broken towers and rubble. A few fires were lit here and there among the ruins though, so we went in prepared. We couldn't believe our own damn eyes, they were... Orc... Scorpions? They were practically infesting the place, crawling along every wall, living in a buncha shoddy huts built out'a drider masonry and a prayer. Our bard started up fast-talking with their chief when I spot the bloody catalyst onyx dangling off his sword like a trophy. Bit more fast talking and we were down a heap of supplies but had the onyx in tow. Scorpion orcs drumming driders out'a their own city, makes you wonder about what all's happening down in the underdark when we ain't looking.

—Murgead Hillbender, adventurer and member of “The Heroes of Farshanty.”

MONSTERS OF MAD SCIENCE

Battles constantly rage within the underdark as its denizens vie for power in the deep. It was in one such conflict that a league of ingenious fleshwarpers was accosted on all sides by the empires of the drider queens. The fleshwarpers devised a creation that could not only crash through the drider forces with brute force, but was also a terrible affront and insult to their very being.

Scorocs are a taurian fusion of scorpion and orc, created through merciless experimentation on orc captives and giant scorpions to create perfect, mindless, warriors. The scorocs were created with a singular purpose, to wage the fleshwarper's battles and instill disgust and terror in their drider opponents with their twisted mockery of the drider form. The fleshwarpers succeeded, and the scoroc-drider wars were brief. All the drider's combat prowess, cunning, and magical mastery couldn't save them from the seemingly endless waves of brutish scoroc warriors.

ORPHANS OF WAR

Very little is now known about the league of fleshwarpers that created the scoroc, if any survive, they've not yet come out of hiding. Countless drider cities were destroyed by scoroc forces, reduced to ruins by the skittering hordes. Eventually, one of the drider queens found a different tactic. If they could not defeat the brutes directly, she would use a powerful spell to cut the magical binds that kept them subservient. The scoroc war fronts stopped advancing, and turned around. The league of fleshwarpers were so completely annihilated that even records of them are few and far between, nothing left of them but a few crumbling ruined laboratories and the orphaned warriors they left behind.

Scorocs have orcish instincts, but their minds were completely wiped in the process of their creation. War was their only purpose, and without that the scorocs are left listless and directionless. With their masters dead, most scorocs settled within the ruined drider cities they themselves conquered. Scoroc slums have sprung up all throughout the underdark, cobbled together from the broken idols and monoliths of once great drider cities.

Many scorocs formed tribes in the underdark, but many ascended to the surface, dazed and confused. These “monsters” usually act as such, taking what they want and relishing the combat with anyone who tries to stop them. Many even become the chiefs of orc tribes, who tend to revere them as heralds of orcish gods.

You can thank Thomas O. Ziffer Jr. for creating the scoroc race!



SCOROC ADVENTURERS

Scoroc that ascend to the surface are often treated as monsters, and they respond in kind. Adventurers are more likely to fight a scoroc than befriend one. However, scorocs who are shown any kindness or compassion when they first make the surface also respond in kind, and adapt as they explore the world and build a new identity for themselves. Scorocs who've approached the world in this way make for stalwart and dependable allies. And the adventuring lifestyle is often a natural fit, as scoroc adventurers are often just as large, strong, and fearsome as the monsters they're hired to defeat.

BATTLE SCARS

All scorocs have a history of violence in one way or another, and often their marks and scars are all the history they have. Often, scorocs have no memory of the battles that caused these scars, and they are left with a puzzling memento of a life they can't recall.

Roll a d8 on the following table to determine your scoroc's mementos from their time in war:

SCOROC SCAR TABLE

d8 Battle Scar

- 1 Your orc half is a patchwork of multiple skin tones and proportions, you don't think you were made from a single orc.
- 2 There's an elvish dagger stuck deep in your thorax. You've talked to a couple healers and shamans about it and they tell you it's too dangerous to remove.
- 3 You have a tattoo of an orcish skull on your back. You're not sure if it is a symbol of your original orcish tribe or something the fleshwarpers placed on you.
- 4 Your scorpion half is missing a leg on your left side. You get strange phantom limb feelings of it both as a scorpion and orcish leg.
- 5 You have a long craggy scar that starts at the edge of your stinger and wraps around the length of your tail. You have no idea what kind of weapon could have caused it.
- 6 A long string of numbers was branded onto the shell of your scorpion half, you have no idea what they mean.
- 7 Several strange metallic parts protrude an inch or so from your shoulders, you have no idea what eldritch purpose they served.
- 8 A curved scar sweeps through your lips and into your right eye, strangely though, you see out of your cloudy scarred eye just fine.

SCOROC NAMES

Scorocs are orcs at heart, but they lack the orcish oral traditions that ingratiate them with orc culture. What they have in abundance are the ruined murals and temples of drider culture, and they tend to choose names that are odd bastardizations of drider names mixed with orcish syllables.

Scoroc Names: Xechaung, Puganteer, Zharbor, Khovgulf, Tahoma, Szikkshad, Ugsuveq, Glurzuq, Tubqirzed

SCOROC TRAITS

Scorocs share a number of traits in common with each other.

Ability Score Increase. Your Strength score increases by 2.

Newly Made. Most of your kind are between two and thirty years old. Your kind are new, and your maximum lifespan remains a mystery. So far, your kind have shown no signs of deterioration due to age.

Harsh and Cruel. Your kind endure a harsh existence that demands each of them to remain self-sufficient, even at the expense of their fellows. They tend to be chaotic evil.

Broad Stance. Your kind are large but elongated or spread wide rather than looming tall. You average between 8 to 9 feet tall and are just as long. You average between 550 and 700 pounds. Your size is large.

Insect-taur. You possess a multi-legged insectile body that truncates into an upper humanoid form. Your base walking speed is 30 feet, you also have a climb speed of 30 feet. Due to your extra legs you make all checks or saves to resist being knocked prone at advantage. A creature the same size category or smaller can choose to ride on your elongated back, in such a situation, you continue to act independently, not as a controlled mount.

Arsenal of the Scorpion. Like a scorpion, you have a pair of large claws and a tail ending in a venomous stinger. Both your tail and claws are natural weapons that you can use to make unarmed strikes.

If you hit with your claw, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

If you hit with your tail the target creature must make a Constitution saving throw with a DC of 8 + your Constitution Modifier + your proficiency bonus, on a failed save they become poisoned for 1 hour.

When grappling a creature or when grappled, you may make unarmed strikes with your tail as a bonus action.

Relentless Resolve. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Speakers. You can speak, read, and write Common and Orc.

Uninitiated. Your kind are ignorant of many historical facts due to either isolation or a relatively recent introduction to the world. You make all Intelligence (History) checks at disadvantage.

SERAPHIN

Everything was on fire. The smoke burned my eyes and I heard the ringing of the belltower as it fell. I was half-buried in the rubble and dozens of bodies were still littering the street where they fell. I saw more of the soldiers coming and I tried playing dead. As they made their way closer, they were checking the bodies, stabbing them as they passed. I prayed, I prayed and I prayed. How could the wise-ones allow this? How could this be happening? Did they care? Then with a trumpet blast and a flash of light the angel appeared! Six winged and as tall as two men, slender, and floating in a nimbus of light and bedecked in shimmering armor. As she cut the soldiers down I knew that the wise-ones had finally answered our prayers.

—First hand account from one of the only survivors of “The Massacre of Estwall.”



ANSWERS TO PRAYER

When enough mortals pray fervently and sincerely enough for aid and their prayers go unanswered, that divine energy can manifest as a seraphin, both as a living embodiment of the prayer and answer to it. These lesser angels are almost always created in times of turmoil and crisis, they are born knowing what is needed of them and what foe must be brought down. It is after this initial purpose that most seraphins find themselves lost. Seraphins do not simply disappear when their battle is won, nor do they ascend to heaven. Seraphins are born of the material plane, and after their valiant fight for which they were created they are forced to find new purpose in a world filled with bickering mortals and rife with evil.

Seraphin are by their nature rare, as they only manifest in times of crisis and even a massive crisis usually only forms a single seraphin. Often though, one was all that was needed. Seraphin are held in high regard by most faiths and are seen as the gods' decisive response to disasters and suffering, even though it was the gods very inaction that created them.

DISPLACED ANGELS

Seraphin arrive, they fight the good fight, and then win or lose, they are homeless. Temples will often take them in, but a seraphin manifests alone in this world, with a single quantifiable purpose that is often dealt with one way or another on the day they are created. Seraphin may be praised by those they save, but what then? They have no home, no kin, no direction or even a deity to direct their actions. Or worse, those seraphin that fail in their task have nothing in this world but the ashes of those they were created to save.

All seraphin must face this solitude, this sudden emergence without home or history. The towns they save often regard them fairly after their disasters, but they are always a strange outsider. Even if they are revered, they are honored as an alien and holy... Thing. They are towering monoliths, alone in the world. All seraphin must either find some way to ingratiate themselves with others, or grow used to their emotional isolation.

BORN OF CRISIS

Seraphin are formed by the unanimous and unanswered prayers of those in need. Some crisis or conflict is always the origin of a seraphin, and it leaves its mark upon them. Seraphin always appear best suited to solve the crisis that manifested them.

Roll a d8 on the following table to determine the type of crisis that manifested your seraphin:

SERAPHIN CRISIS TABLE

d8 Defining Crisis

- 1 A great systemic injustice manifested you. You arrived blindfolded and covered in sigils of runic law, carrying a sword and scales with great billowing robes that flowed around you. You still cannot stand the sight of corruption.
- 2 A people cowering from an invading army manifested you. You arrived as a bulwark of shining armor and light, your arrival was a beacon seen by scores of invading soldiers and you still have a shimmering glow.
- 3 A terrible famine manifested you. You arrived with a scythe and a cornucopia in hand and you still feel a gnawing need to provide food to those you pass by.
- 4 A wretched dark and freezing winter manifested you. You arrived holding a great flame and dressed in layers of thick furs. You still feel the need to clothe others and warm them up by the fire.
- 5 A great flood manifested you. You arrived in an island of calm that split the waters around you. You still feel nervous when you see others swimming and you feel an urge to save them from drowning.
- 6 A full scale war manifested you. One side was terribly outmatched and you arrived just in time to turn the course of the war and rally the troops. You still feel compelled to shout tactical commands to your allies.
- 7 You were manifested from the ashes of a great destructive fire. You arrived blackened with soot and with great winds that blew out the flames around you. You still get slightly nervous around even small campfires and find excuses to put them out.
- 8 The cruelty of a tyrant manifested you. You appeared bedecked in spiked black armor and cleanly took the monster's head. Though it was regarded as righteous punishment, you are still regarded with suspicion and fear.

SERAPHIN ADVENTURERS

Seraphin are created by a call to action and it is hard for them to ignore a request for help. Their lack of roots encourages them to wander, and seraphin almost always inevitably find some cause to fulfill their absent purpose. Seraphin are extremely rare, but it is even rarer for them to be doing anything but righting some wrong somewhere. Seraphin can naturally ease into an adventuring life. Seraphin long for some sort of purpose and a home to fit in, and fighting righteous battles is their natural state, perfect adventurer material.

SERAPHIN NAMES

Seraphin are manifested knowing their name and their purpose. They bear celestial names and are often quite displeased when people shorten them or reduce them to nicknames.

Seraphin Names: Narcariel, Azrael, Ophanim, Domiel, Mydaiel, Nathanael, Kalmiya, Hanniah, Ezekiel, Barrattiel.

SERAPHIN TRAITS

Seraphins share a number of traits in common with each other.

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

Newly Made. Most of your kind are between two and thirty years old. Your kind are new, and your maximum lifespan remains a mystery. So far, your kind have shown no signs of deterioration due to age.

Otherworldly Height. Your kind are slender and unbelievably tall, moving far more gracefully than your imposing size would imply. You average between 10 to 12 feet tall. You average between 800 and 900 pounds. Your size is large.

Divine Flight. Your kind have one or more sets of wings but they're only for steering, you're really held aloft by divine will. You have a base walking speed of 20 feet. You have a magical fly speed of 30 feet. Your magical flight relies on your own willpower. Whenever you take damage while airborne for the first time during a round you must make a concentration check (a Constitution saving throw with a DC equal to 10 or half the damage taken, whichever is higher). On a failed save your will falters and you immediately fall 60 feet. You may immediately halt your decent and resume flying at the start of your next turn if you are still conscious.

Natural Combatants. You are proficient with one martial weapon of your choice and with light armor.

Being of Light. You have resistance to radiant damage.

Divine Fire. You know the sacred flame cantrip. Wisdom is your spellcasting ability for it.

Divine Wordsmiths. You can speak, read, and write Common and Celestial.

Eldritch Design. Your kind are interwoven with magic and are stopped in your tracks if that magic is negated. You become stunned upon entering an area of anti-magic and will remain stunned until the anti-magic effect ends, or you are moved out of it. If dispel magic or a similar ability is cast on you, you become stunned for 1d6 rounds.

SERPENTFOLK

We followed it back through the jungle into a massive ruined temple, though what we saw inside was anything but godly. These snake people were just lounging about the countless baths, feast halls and ugh, pleasure pits. There were guards but they didn't do much but apathetically nod as we passed. We reached this big room full of mirrors where dozens of them were prettying up with perfumes and oils. The one we met out in the jungle went and recapped what we told him, bout our lead on the plague. They all started grabbing weapons and kitting up for a toss out in the jungle. Looks like we'll be having some help here after all.
-Triff Plywilde, Explorer.

EMPIRE OF SERPENTS

The Adoran Empire reached its peak millennia ago, claiming full sovereignty over a vast continent. The Adoran Empire was a religious aristocracy, praising the serpent god Ador through medical healing and the beautification of themselves and the world around them. They created grand temples in Ador's name, resplendent artistic marvels designed to flow with the natural beauty of the jungles surrounding them. Those that practiced their monastic traditions guarded them as they created ritual artworks and performances. For over 800 years the Adoran Empire enjoyed a golden age of expansion and enlightenment. This was until the Adoran cleric apothecaries developed the healing ritual now known as the "Soul Shedding".



THE SOUL SHEDDING

During the Adoran golden age, the Adoran order of divine healers made numerous advancements in medicine, both magical and mundane, curing countless diseases that had previously plagued their kind. The Adoran healers were not satisfied however, and set their sights on a more difficult disease, ageing. Through countless experiments and decades of research they found their solution. By closely examining the nature of the soul, they found it intrinsically linked to the body as it grows, responsible for your form as much as your lineage. By drinking a series of arcane concoctions and undergoing a lengthy ritual, they could trim away the old growth of the soul with divine energy and cause it to grow the body again, from the inside. The patient's soul would literally grow a new youthful body on the inside, terribly, maddeningly ripping the old one apart as it grew.

THE COIL

The soul shedding process is terribly painful, as not only your body but the wisdom and experiences you've gained since your youth are ripped away. The first serpentfolk to undergo the ritual went mad, savagely tore apart two of the apothecaries before he could be subdued. Eventually, they discovered that by forcing the patient into situations that forced him to think, the mind would gradually reestablish itself and he could regain control. They had achieved success, their patient was himself again, though lacking experience beyond his youth, and completely free from any of the ravages of his former venerable body.

The Adoran Empire carved a massive labyrinth into the mountains that they dubbed "The Coil". This winding maze curves in on itself repeatedly, with most routes returning to the center. The Coil is filled with traps and puzzles, requiring clarity of thought to progress through or bypass, though none of which were designed to be lethal. The purpose of "The Coil" was simple, those undergoing the soul shedding ritual would be lowered into the maze's center. The mad renewed serpentfolk was relatively safe and in the enclosed maze had no one to attack. Once the serpentfolk calmed down enough to attempt escape they would be forced to use their mind to progress through the traps and puzzles. By the time they reached the exit their mind would be reinvigorated and ready to reunite with their loved ones, youth restored.





SERPENTFOLK NAMES

Serpentfolk reproduce in a mass breeding ritual akin to the mundane snake's "breeding ball" and so only rarely know their fathers. They are raised by their mother and will take her name as a surname, meaning that every serpentfolk will have a name followed by the name of their mother. For example, Ehlass was born of Shiksish, making his full name "Ehlass of Shiksish".

Serpentfolk Male Names:

Ahliess, Hilsu, Naksul, Salkal, Salkihlu, Tilkazall, Zaklu, Zsultlil.

Serpentfolk Female Names:

Eska, Haski Niksah, Noassa, Thatszi, Yiksesha, Yutsa, Zutsha.

AN EMPIRE STAGNANT

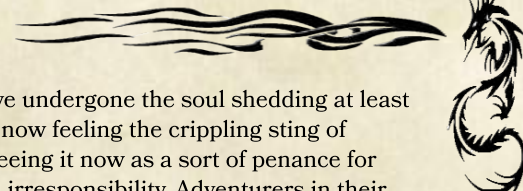
The Adoran Empire sank into ruin. The soul shedding ritual did essentially cure their fears of death. But rather than the renewed wise holy men and artists they intended, they were left with a continual renewing supply of care free hedonists, endlessly living out their arrogant youths and never retaining the wisdom of their repeated years.

In the following decades, many serpentfolk made pilgrimages away from the empire, rejecting the soul shedding ritual as unholy and making lives for themselves elsewhere. But most stayed in their perpetual cycle of rebirth and hedonism as the empire crumbled around them. Other than maintaining the ritual, all their medical pursuits were forgotten in the face of everlasting life. Worship of Ador was not abandoned, but it fell into quaint nostalgic practice as his promise of an eternal afterlife was diminished in the face of their ever-present renewal. For a little more than a millennium the empire has languished, with their eternal youths wanting for very little and maintaining less, their formerly grandiose temples are now little more than ruins. Serpentfolk now lounge in decrepit masterpieces like squatters in the works of their former selves. They primp and clean themselves in Adoran rituals they have long since forgotten the purpose of. Now they seek little more than self-indulgence and pleasurable diversions.

Occasionally these hedonists will turn away from the old faith altogether, instead in their nihilism turning to worship Adrom. These agents of corruption are summarily exiled into the jungles, but these rogue Serpentfolk still live and encounters with these madmen rarely go well.

PLAGUE AND INCURSION

Until recently, serpentfolk adventurers would have been extremely rare. Their origins relegated to those few small monasteries and churches created by serpentfolk that fled the crumbling Adoran Empire. Now with constant expansion into their jungles, the indifferent Serpentfolk society is in a panic. The explorers bring with them horrible diseases, some of which are claiming lives before a soul shedding can be performed.



Most Serpentfolk have undergone the soul shedding at least once and they are all now feeling the crippling sting of mortality yet again, seeing it now as a sort of penance for their debauchery and irresponsibility. Adventurers in their jungles should not be surprised to find panic stricken serpentfolk scouring the jungle for cures to these new plagues of disease and foreign invaders.

SERPENTFOLK TRAITS

Seraphins share a number of traits in common with each other.

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

The Snake's Length. Your kind lives as long as men do, though you reach adulthood much faster, coming of age at 10.

Hedonistic. Either through embracing mortality or just a jovial carefree philosophy, your kind live like there's no tomorrow. Chaotic neutral is the strongest leaning among your people, those who seek out darker indulgences lean towards chaotic evil and the more empathetic among them lean chaotic good. Your kind are almost never lawful.

Reptilian Heft. Your kind average between 5 and 7 feet tall and weigh between 175-300 pounds. You are medium size.

Serpent Body. Your kind's lower torso stretches into a long snake-like form, providing you with fluid serpentine movement. Your base walking speed is 35 feet. As your serpentine form is always low to the ground, you can maintain a low profile without sacrificing speed. You do not incur a movement penalty when prone and can move at your full movement speed. Your kind's serpentine movements afford you a degree of unpredictability when moving quickly. When you take a dash action you may also take a dodge action as a bonus action.

Flicking Tongue. Your kind have tongues that flick out of your mouths constantly, tasting the air to detect subtle air movements or fluctuations with a particular sensitivity to the quick motion of the fearful. You have a +5 bonus to Wisdom (Perception) checks made to detect living creatures that have moved at least half of their movement speed during the previous turn or are currently frightened.

Viper's Bite. Your kind's jaws hide venom glands and needle-like teeth, death awaits those injected with the venom that rushes from your fangs. You can use your bite to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Creatures hit with your bite must make a Constitution saving throw with a DC of 8 + your Constitution Modifier, on a failed save they take an additional 2D6 of poison damage.

Isolated Culture. You can speak, read, and write Common and Serpentfolk.



SHROUDED

I was furious and despondent. I'd made it all this way to the temple of Ralya, found the thing out of 100 square miles of featureless desert and I couldn't open the bloody door. Those glowing runes just mocked me. I swear, they glowed in an especially mocking way. When the traveler appeared on the horizon I wasn't sure if he was real, nobody would travel in this blasted heat all wrapped up and bundled as he was. He paused when he finally saw me, I couldn't see his face but this deep almost gargling voice asked, "No luck?" Then it reconfigured the glyphs like It knew exactly what it was doing, figured out in 10 seconds what I couldn't do in 3 days. As the door opened and it walked right in, I heard a garbled, "Keep trying." I was in such shock I didn't think to run in before the door slammed shut and the glyphs reset. I never did figure out that door, I wonder what that shrouded traveler did in there?

—Alfred Milosh, Archeologist.

BETRAYED BY THE SHROUD

The shrouded stalk magical academies and other places of arcane research, always cloaked within layer after layer of mouldering robes and never showing their faces. The shrouded were once the magry, a proud and wise people steeped in magical knowledge and technology. Millennia ago, the magry were attacked by an unspeakable army, twisted abominations of eldritch horror invaded their shining citadel in a seemingly unending horde.

With their magical defenses overrun, and with all hope lost, a shrouded man appeared within the war room of their leaders. The figure offered them a deal, for just a tiny sliver of the soul of each magry, he promised he could grant each weak and helpless magry the strength of 10 men. Untrusting but out of options, the magry leaders signed the accursed contract and their souls were cut.

The magry people transformed, their assailants had disappeared and the people had become eldritch abominations themselves, far stronger and more horrifying than their invaders had ever been. The magry found themselves huge and powerful, but their abominable bodies could barely sustain themselves and began collapsing under their own weight. The shrouded man returned and the magry leaders begged for aid, which he provided, in return for their unwavering service. He offered them the slivers of their souls back, encased within tiny blackened threads, and so long as the magry shrouded themselves completely in a garment woven with their soul's thread, their strength would be contained and their life maintained.

The shrouded are enslaved, for they breathe not air but the darkness the shrouded man provides, and see not through their own eyes, but through the filter the shrouded man allows. They cover themselves in layer after layer of wizard's robes or rags, but below it all is the simple cloth containing their sliver of cursed soul. With their nation dissolved, the shrouded proliferated throughout the world, obeying their new master but still seeking some arcane solution to their plight or some insight into the true nature of their captor. Still, the magry's intelligence has been coupled with horrifying strength, a tool to be used sparingly as the terror that lies behind the shroud is an edge that cuts both ways.





DARK STALKERS

Shrouded stalk all corners of the world, their mysterious benefactor of the shroud sends them on odd errands and on dark tasks. Though as the centuries have passed the orders have come fewer and farther between. A shrouded can now expect to go decades at a time without so much as a peep from their accursed master. This gives them plenty of time to pursue their own desires. The vast majority of shrouded seek some method of undoing their curse, or at least they did at first. Great arcane plots were hatched, carried out, and all of them have failed spectacularly. If a way to reverse their curse exists, none of them have even been able to scratch the surface.

Instead, most shrouded stalk about the dark corners of arcane institutions around the world. Their wealth of arcane prowess is hard to ignore, no matter how it was derived, and while it's rare to spot them out and about, it's rarer to find a place of magical study that doesn't have at least one of them lurking about in the darkness.

SHROUDED ADVENTURERS

Shrouded exist in all corners of the world and they particularly flock towards places of arcane research or magical importance, likely places for them to run into the odd adventuring party. Shrouded often begin adventuring when an order from their master or their own magical schemes happen to align with some group's quest. Shrouded are powerful magic users and while suspect, a powerful wizard ally is hard to ignore. Those that have embraced their monstrous form bring a different strength, matching the dungeon beasts in both size and murderous ferocity.

SHROUDED NAMES

The shrouded were once the magry, and still retain shreds of that culture. Their names are usually a combination of the names of that lost nation and magically imposing titles they've earned in their centuries among arcane circles.

Shrouded Names:

Zralos Black, Oraqur Kane, Nelos Morbide, Wugrid Blackhand, Bebetha the Hallowed, Shoudum the Beast, Icheizaen the Haggard.

MAGICAL SCHEMES

Shrouded have been around for a long time, and the myriad methods they have tried to cure their curse has led them down some twisted paths. Most shrouded have at least one scheme they're always building to, some final piece of the puzzle that will cure their curse, or at least make them powerful.

Roll a d8 on the following table to determine your shrouded's schemes:

SHROUDED SCHEMES TABLE

d8 Shrouded Schemes

- 1 You're sure necromancy is the solution, if only you could house your soul safely while you build yourself a new body from spare parts.
- 2 Transmutation is the key! You just need to find some way to survive being permanently transformed into something else and keep your mind together.
- 3 Illusion is what you need, there's no problem if the rest of the world can't see what you are. Now you just need to make the illusions a reality.
- 4 Evocation is the purest solution, you are magnificent, just burn down the authorities that would try and stop you. You just need a fireball hot enough.
- 5 Your abhorrent form can be contained, controlled, kept in line. You just need a stronger abjuration to keep yourself together.
- 6 There must be an outsider somewhere who knows the shrouded stranger, if you could only find the right divination you could learn how to beat him.
- 7 You are a being of the dark now, perhaps if you could just conjure up enough negative energy you could create a proper home for yourself.
- 8 The enchantments on your shroud have to be the key, if only you could decipher this arcane puzzle and unravel the magic that binds your soul.



SHROUDED TRAITS

The Shrouded share a number of traits in common with each other.

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

Reformed. Your kind were once something quite different, and now you have been transformed or cursed. Your new maximum lifespan remains a mystery. So far, your kind have shown no signs of deterioration due to age.

Duty Bound. Your kind exist to fulfill the wishes of an ancient and powerful entity. Their own will often differs from their progenitor's and they find creative ways to rebel against it. Your kind's actions are often lawful, but a deep-seated rebellious nature often reveals chaotic inclinations.

Hunched (Natural Trait). Your kind are taller than they first appear but typically hunch lower to the ground. You would average between 6 to 7 feet tall at your full height, but through your hunched posture you typically stand closer to 4 to 5 feet tall. You average between 150 and 250 pounds. Your size is medium.

Steady Plodding. You'll get there eventually, and nothing stands in your way. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

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.

Environmental Suit (Natural Trait). Your kind are not suited to the material plane and must take extra precautions to protect themselves. It can take the form similar to a diving suit, a skin-tight covering, or a loose protective shroud. However it appears, you have a magical garment that protects you from some aspect of the material plane.

You know the mending cantrip, Intelligence or Charisma (your choice) is your spellcasting ability for it.

While wearing this garment, you are immune to poison damage and the poisoned condition.

While wearing this garment, you can breathe in both air and water.

Your garment can be worn underneath armor and other worn items.

Whenever you take a critical hit, your garment becomes damaged and must be repaired.

Your garment can be repaired with a casting of the mending spell, or by spending an action and making a DC 15 Intelligence check to make a quick patch.

Whenever you end your turn without your garment or with a damaged garment, you take 1d8 damage that ignores any resistance or immunity and you gain a level of exhaustion.

You are native to an area of negative energy. While within this type of environment you can live without your garment without suffering any ill effects.

Eldritch Magic. You know the eldritch blast cantrip. Once you reach 3rd level, you can cast the detect magic spell once per day. Once you reach 5th level, you can also cast the darkness spell once per day. Intelligence or Charisma (your choice) is your spellcasting ability for these spells.

Secretive Linguists. You can speak, read, and write Common and Undercommon and Shrouded.

Strenuous Transformation. Power surges through you as your body transforms but the intensity of it strains your flesh and saps your endurance. You may transform as a bonus action.

You can revert to your natural form as a bonus action.

Whenever you begin your turn transformed, you gain a level of exhaustion. Whenever you take a short rest, you may choose to spend any number of hit die to remove that many levels of exhaustion.

Untold Mass (Transformation Trait). Your kind are truly massive, containing even more mass into an already immense space. Your kind average between 15 and 18 feet tall and average about 15,000 pounds. Your size is huge.

Eldritch Conflagration (Transformation Trait). Your kind possess a horrifying collection of smaller limbs, either tentacles, claws, or other indescribable appendages. These limbs are too small to be of much use independently, but when used together they can horrifyingly ravage your opponents. Your eldritch conflagration is a natural weapon. You can use your eldritch conflagration to make unarmed strikes. If you hit with it, you deal 1d6 slashing damage instead of the bludgeoning damage normal for an unarmed strike and they must make a Wisdom saving throw with a DC of 8 + your Intelligence or Charisma Modifier (your choice) + your proficiency bonus. On a failed save they become frightened of you for 1 minute or until they end their turn without line of sight to you. On a successful save, the creature becomes immune to your fear effect for the next 24 hours.

Scorched By Light (Transformation Trait). You are vulnerable to radiant damage.

You can thank **Cody Alexander Martin** for creating the shrouded race!



SPHING

Sphings are small insectile sphinxes, also known as sphinx moths or house sphinxes, they are the diminutive cousins of the imposing androsphinx and gynosphinx and are the only members of their kind that seem to enjoy the company of other races. Sphings adore secrets, and the complicated bustling lives of city folk provide them with an endless supply. Every life is like a little riddle that they can't help solving. They especially love taverns, marketplaces and crowded places, anywhere they might pick up a whisper of something hidden.

INSECTILE AND FELINE

Sphings are quite small in stature, reaching only 3 to 4 feet long from nose to tail, though their moth-like wings are often quite comparatively large. In pattern their feline bodies most often reflect varieties and patterns found in house cats or they resemble miniature varieties of the great cats, with the males usually sporting a "mane" of moth-like fuzz. Their wings, antenna, eyes and other minor insectile features mirror those of a wide variety of moths, from the brown mottled patterns of common moths the wide green lace wings of the luna moth. These combinations tend to blend in distinct and unique ways, such as cheetah-like spots along the fur blending into the eyespots of the wings. To determine the combination of feline and moth characteristics present in your Sphing, roll on the following Tables:

SPHING FELINE ATTRIBUTES

d10 Feline Attributes

- 1 You have the mottled black and grey stripes of a tabby cat.
- 2 You have mostly white fur with orange and black spots like that of a calico cat.
- 3 You have thick white puffy fur like the most pampered of house cats.
- 4 You have short soft gray fur that almost seems to verge on blue.
- 5 You have short white fur and black fur around your face and paws.
- 6 You have the yellow fur and black patterned spots of a jaguar.
- 7 You have bold and striking stripes like that of a tiger.
- 8 You have yellow fur with brown cheetah-like spots.
- 9 You have short sleek black fur like that of a panther.
- 10 You have lion-like fur, wide paws, and an impressive mane around your neck.



DOMESTIC BLACKMAILERS

While at least a few sphings can be found in most cities, it's not accurate to say they've adopted civilization, they're more domesticated. Sphings are notorious blackmailers, they often use their psychic gifts to glean petty and useful secrets. A bowl of milk and a wool sweater (their favorite meal) each night can be a small price compared to a talkative sphing letting slip your darkest secret into the right ears. They're also very protective of these little arrangements, Sphings go to extreme lengths to keep their valuable secrets hidden and paying a Sphing to keep it can be the greatest guarantee that it is kept. Sphings are largely tolerated and kept about for mutual benefit, just as a cat keeps your stores safe from mice, the sphing keeps your secrets safe from prying eyes.

SPHING MOTH ATTRIBUTES

d10 Moth Attributes

- 1 You have the mottled grey and brown patterned wings and short antenna of a common moth.
- 2 You have pale brown and black wings and broad fluffy brown antenna.
- 3 You have white wings edged in white fuzz, with broad and fuzzy black antenna.
- 4 You have thin orange wings with black and white spots, your antenna are black and curly.
- 5 You have resplendent multi-colored wings and short black antenna, almost giving the impression of a butterfly.
- 6 You have broad light-brown wings with orange spots and you have straight orange antenna.
- 7 You have wide yellow and black patterned wings, a spot on your back resembles a skull.
- 8 Your peach colored wings are covered in complex patterns and you have broad leaf-shaped antenna.
- 9 You have huge convincing eyespots on your wings and long wispy antenna.
- 10 You have the huge green lacy wings and large billowing antenna of a luna moth.



A PERSISTENT NOTION

Sphings content themselves with humdrum secrets for most of their lives, lounging about and passing the time concocting riddles and playing mind games with whomever passes by. Eventually though, every sphing catches what they call “the notion”, some tidbit of information or grand revelation that they don’t yet know. This can take the form of a great many things, the final incantation for a powerful spell, the dark secret lying at the heart of a kingdom, or even just how the story will end for some intriguing adventurer. Whatever form the notion takes, it is nearly impossible for a sphing to ignore it. It persistently nags at them until they finally drop everything to pursue it.

SPHING ADVENTURERS

Sphing adventurers are rare but those found braving dungeons are most often in pursuit of their “notion”. Sphings will relentlessly search for the answer that they crave, even if they have to move heaven and earth to solve it. Aloof though they may be, sphings take naturally to the arcane arts and their prowess can be powerful when their skills are turned to something besides banal lounging and idle blackmail.

SPHING NAMES

Sphings are born from eggs and are unlikely to ever meet their parents, hence they have no use for family names or the names of their ancestors. Instead most sphings adopt the names of past kings and queens from the past or just names that sound dignified and give themselves grandiose titles. Though they often accept simple short nicknames from friends (or at least those who reliably feed them a good sweater).

Sphing Full Names:

Her grace the Duchess Natalia, Elegant King Horatio, Baron Zekrom the Holy, Queen Galadrial the 5th, Duke Rorsham the Conqueror.

Sphing Nicknames:

Natty, Horace, Zack, Gal, Rory.

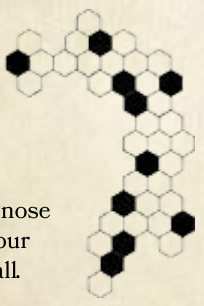
SPHING TRAITS

Sphings share a number of traits in common with each other.

Ability Score Increase. Your Intelligence increases by 1, and your Charisma increases by 1.

A Time and a Half. Your kind mature at the same rate as humans, but they can live up to 160 years.

Aloof. Your kind tend to be selfish and mischievous with an air of superiority. When your kind take an interest in others, it’s often for self-serving reasons, protecting the people they find amusing or punishing people who’ve slighted them. They tend towards chaotic neutral alignments, with their most spiteful tending towards chaotic evil and most pragmatic tending towards neutral good.



Billowy. Your kind are between 3 and 4 feet long from nose to tail and weigh between 30 and 45 pounds, though your hair and wings make you seem larger. Your size is Small.

Drone’s Flight. Your kind possess’ a set of thin folding insectile wings. Your base walking speed is 30 feet, and you have a fly speed of 15 feet. However, your wings were not designed for sustained flight and you gain a level of exhaustion whenever you end your turn airborne.

Sensitive Antennas. Your kind have antennas that help you sense minute changes in the air movement around you. Whenever you would make an attack at disadvantage due to the blinded condition or a heavily obscured area (such as an area of darkness or fog) you instead make that attack with a -2 penalty.

Graceful Claws. Your claws are slender, sharp, and retractable, you can use these instruments of death to make unarmed strikes. If you hit with them you deal slashing damage equal to 1d6 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Probing Telepathy. Your kind can hear thoughts around them clearly, picking and choosing what minds to truly delve into.

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

You can magically communicate simple ideas, emotions, and images telepathically with any willing creature within 50 feet of you that can understand a language.

As an action, you can attempt to probe deeper into a creature’s mind within 50 feet. Creatures can attempt to resist this probing by making a Wisdom saving throw with a DC equal to 8 + your Intelligence or Charisma modifier (your choice) + your proficiency bonus. If the creature fails, you learn the creature’s surface thoughts and insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, you gain no information from the creature’s mind. Either way, the target knows that you are probing into its mind. Once you attempt to probe into a creature’s mind, you cannot do so again until you finish a short or long rest.

Puzzling. Your kind have a peculiar affinity for puzzles, and adore stumping others with mind-bending riddles and tricks. As a bonus action, you can pose a mentally challenging puzzle or riddle to a single creature with an Intelligence score of 6 or more that can hear you, and make an opposed Intelligence check. If you succeed the opposed check, the target creature becomes befuddled or frustrated, and makes their next check or attack they attempt at disadvantage. If you fail the opposed check, you become equally upset, and make the next check or attack you attempt at disadvantage.

TENKO

Inari, the great white fox, alighted from the heavens onto earth. As he descended, soft rains fell from a cloudless sky and only the beasts of the fields were roused by his arrival. This displeased Inari. Where were the heralds? Where were the trumpeteers and acolytes to address him and announce his reign over the firmament? Inari saw 4 young foxes, rustling in the long grass and hiding from the rain. Inari spoke unto them, "You will announce my arrival, you will travel North, South, East and West, one for each quarter of the world. You will proclaim my eminence and you will not stop until you cross the world and arrive back before me." They responded, "We cannot great fox, for our legs will not carry us all that way, and our mouths will not speak the words of men." Inari glared at his charges, "Then you shall have legs that can carry you far, and you shall have mouths that can proclaim my arrival to the heavens. And to insure your haste, I'll send you off with a fire alighted on your tails." –Origins of the Tenko, rough translation.

MESSENGERS OF INARI

Inari is the patron deity of the Tenko, a great and fickle god of rice and trickery. Most all Tenko revere or at least respect their progenitor, if not outright devote themselves to him. Tenko are fox-folk, largely human with a few noticeable fox-like features. And while there may or may not be truth behind their creation myth, their tails are undeniably aflame. All tenko have 3 ephemeral fiery tails which store a reservoir of divine energy. Tenko see their tails as prove of the divine gift they were given, and it strengthens their bond with their patron deity. They've served as the holy messengers and shrine-keepers for Inari for untold generations. They're not beholden to him, but it's rare to see a tenko that's not at least in some way associated with the great white fox.

The title of holy messenger is quite literal. The earliest tenko during the period when Inari was most active were essentially always running. Tenkos were divine couriers, carrying important messages between temples, leaders, and gods. Waylaying tenkos on their missions was never wise, as they always had the holy fire of Inari to defend themselves.



THE DIVINE CALM

Deities once walked boldly amongst us. Now most seem content to remain in the heavens, worrying over the dramas of their celestial courts far more than the paltry lives of mortals. Even Inari has been far more quiet in the last few centuries. Tenko now serve far more often as shrine keepers, than as divine messengers. They keep the shrines kept, awaiting the messages of the gods, but now they are few and far between.

This has upset many tenko, especially the younger tenko who've not yet seen their second century. Many feel disgruntled, abandoned and cast aside by their deity. Some shrines now even lie empty. Regardless, many still keep their vigils, waiting for the will of Inari to alight on them once more. These fox folk naturally balk at leadership, rules, and authority. It has been the united respect for their patron that has kept them in line for millenia. Now that this authority has loosened, many tenko are giving into their baser instincts and running free.

TENKO ADVENTURERS

Many tenko are bonded to their shrines, and will not waver from their duty to await the messages of the gods. Countless others however are now rejecting their divine duties and running free, eager for the chance for excitement and new experiences. The adventuring lifestyle holds a dangerous allure to a people that has kept their impulses restrained for centuries. Still others will enter into the adventuring lifestyle while performing their duty. The few messages that still arrive sometimes take years to deliver to obscure nations and lost temples, destinations that in fact require some adventuring to find.

FOX FIRES

Tenko tails are made of divine fire, a gift given to them by their patron deity. Their foxfire tails come in a great variety and it usually reflects their personalities, and as most tenko believe, even their divine destiny.

Roll a d8 on the following table to determine the nature of your tenko's foxfire tails:

TENKO FOXFIRE TABLE

d8 Foxfire Tails

- 1 Your tails burn with jet black flames, a sign that you take after the trickster aspects of Inari and are most likely wicked or mischievous.
- 2 The colors of your tail often flicker and change, a sign that you take on after the fickle aspects of Inari and are most likely curious and unfocused.
- 3 Your tails burn powerfully blue, a sign that you take after the passionate aspects of Inari and are most likely determined and enthusiastic.
- 4 Your tails burn so faintly they are almost purely transparent, a sign that Inari's power is waning in you. The tenko with these tails are the most likely to lose faith in their patron god.
- 5 Your tails burn with a bright and terrible red light, a sign that you take after the wrathful aspects of Inari and are most likely short tempered and aggressive.
- 6 Your tails burn with oranges and reds, looking the most like powerful natural fires, a sign that you take after the strength of Inari and are most likely strong willed and destined for leadership or to usurp the unjust.
- 7 Your tails burn green, this rare color is a sign that you embody Inari's resistance against evil and will most likely have to destroy some great evil in your lifetime or you yourself will become evil.
- 8 Your tails burn with bright white light, a sign that you take after the most holy aspects of Inari and are most likely benevolent and wise.

TENKO NAMES

Tenko pups usually go without a name for their first few months, as the parents learn the beginnings of their pup's personality. They tend to give names that mean something that both reflects on them as they are now, and on what they hope their pup will grow to be. That or they just pick something that sounds pretty in the old tongue.

Tenko Male Names:

Hisashi (Long-lived), Yuudai (Great Hero), Masanori (Model of Justice), Hisoka (Reserved Nature), Takeo (Valiant).

Tenko Female Names:

Haru (Spring/Sunlight), Tsukiko (Moon Child), Momo (Peach), Maiko (Dancing Child), Aiko (Love Child).

TENKO TRAITS

Tenko share a number of traits in common with each other.

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

Long Perspectives. Your kind mature at the same rate that humans do but live far longer, potentially reaching 1000 years or more.

Free Spirits. Your people share a chaotic bent of their heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Slender Frames. Your kind range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Agile Claws. Your base walking speed is 30 feet. Because of your claws, you have a climbing speed of 30 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Shrine Keeper's Weapon Training. Your people traditionally train with weapons necessary for survival and the defense of holy places. You have proficiency with the quarterstaff, scimitar, shortbow, and longbow.

Raised Hackles. Your kind's features betray your ire, such as raised hairs, extending claws or the clear signs of rage within your eyes. If you have taken or dealt damage within the last minute, you gain a +2 bonus to Charisma (Intimidation) checks and Charisma (Intimidation) checks made against you are made at disadvantage.

Fiery Tails. Your kind possess 3 tails of ethereal arcane flame which stem from the burning power held within. Your fiery tails do not burn yourself, and only generate a gentle warmth and dim light within a 10-foot radius. You may cause your tails to disappear or reignite by using a bonus action.

You know the light cantrip. Once you reach 3rd level, you can cast the burning hands spell once per day as a 1st level spell. Once you reach 5th level, you can also cast the flame blade spell as a 2nd level spell once per day. Charisma is your spellcasting ability for these spells.

Fey Speakers. You can speak, read, and write Common and Sylvan.

You can thank **Taylor Slagle** for creating the tenko race!

TOKAGARA



It was an unorthodox performance, though I suppose that comes as no surprise considering the unorthodox performers. These, crystal people or whatever they called themselves were pretty enough to look at, but start them talking and it was all “beauty in order” this and “the structure of life” that, yawn with a capital YUH. I’ve got to admit though, the trick they did with the light prisms made a lovely display during their little show. I simply don’t believe them when they told me they “were the prisms” so I couldn’t buy them, so I’ll have to be on the lookout for whatever trick they’re actually using and holding out on me. There was a bunch of nonsense about them fighting off a goblin invasion after the show as finished, blah, blah, blah. Really, just because they had one good performance doesn’t mean you need to hype them up with nonsense. Let their art speak for itself, even if it does seem to be saying things about orderly beauty or whatever other drivel they were spouting.
–“All That Glitters”, an editorial by Mavio Furnlind for “The Modern Gnome.”

STRUCTURED EARTH

Rock and soil lend themselves naturally to order. Mixed soil settles to form even layers, the stones at the mountain’s base lie neatly contained by the weight of their neighbors above. And crystal, perfect crystal, forms where the land is rich in structured order in its purest form.

At the juncture between the planes of earth and law, lies the crystalline halls of the tokagara. Tokagara are beings of pure earth and law, blessed and pressed into beings of beautiful orderly crystal. Unlike more utilitarian denizens of the plane of law, the tokagara see the beauty in order. They find the satisfaction of both form and function, the perfection in bringing life and form out of chaos.

Tokagara are deeply attuned with their spirituality, the world around them, and the flow of life. They see themselves as a perfect part of an only slightly imperfect living cycle. They are so attuned to the flow of life energy they can even tap into it and restore themselves. All tokagara are taught “the resonance” a deep meditative chant that draws upon the energy of the universe to mend their crystalline bodies.

ORDERLY ARTISTS

The crystalline halls of the tokagara are not filled with machinery or the thrum of industry, tokagaras seek to bring the beauty of order to the earth and their halls are filled with color and song. Crystals carefully tended and nurtured into artworks adorn their halls and hauntingly strange arias resonate through the acoustically perfect chambers. Tokagaras are natural prisms, light refracts through them at perfect angles and many performance artists put on shows of color and dance.

Art and performance by the tokagara is...An acquired taste. Artists of the material plane would call it soulless or at best minimalist. Tokagara art is filled with right angles, mathematically perfect (if bizarre) harmonies, and stiff almost mechanical movements. Tokagara find beauty in the exact and the flawless, they see their artistic expression as a union of form and function.

Most tokagara still reside within their crystalline halls on the borders between the inner planes of law and earth. Some though, find their way to the material plane, a place in desperate need of the beauty of order. Pockets of tokagara communities exist deep within the earth, slowly bringing structured perfection to the depths. Some though, stride confidently along the surface, looking for a little chaos to undo, or at least a theater or gallery worthy of their art.

TOKAGARA ADVENTURERS

Tokagara are not natives of the material plane, but more and more of them have been surging here to spread their ordered beauty. Some simply present their art, others see the present dangers in the forces of chaos here and try to do something about it. A tokagara may have an artist’s soul, but they also have fists of stone, and are quite capable of artfully pummeling chaos into a nice orderly paste. They’re rarely fearful for themselves either, as through a deep resonating meditation, they’re quite capable of mending any chips or scratches on their pristine crystalline forms.

FORM AND FUNCTION

All tokagara have at least some form of artistic pursuit, though people more used to the artistic expression of the material plane may not “get it”. They however insist upon displaying their orderly beauty and usually do so at every opportunity.

Roll a d8 on the following table to determine what form your tokagara’s artistic expression takes:

TOKAGARA ART FORM TABLE

d8 Cookie Type

- 1 You have several small crystals that you carefully nurtured and grew, they appear very plain by comparison but you insist that they’re structurally perfect and unrivaled.
- 2 You wrote a sonnet in Terran that is practically monotone with a few pitch changes here and there. You swear by its emotional impact and perfect pitch.
- 3 You have a performance piece in which you shine several lights through yourself so that you form a perfectly symmetrical color spectrum around you, it’s not terribly moving but it is rather impressive.
- 4 You create paintings that are usually some variation of simple cube or diamond shapes. Most commoners are repelled by your simplistic style but some artists praise you as a minimalistic genius.
- 5 You perform an interpretive dance that is composed almost entirely of perfect ninety degree limb movements.
- 6 You “paint” with light, and set up an elaborate series of crystals and lights so that they’ll refract an image onto a blank canvas.
- 7 You like to explore negative space, quite literally. Some of your sculptures have been exposed to the plane of negative energy and make people feel inexplicably depressed.
- 8 Your body is your masterpiece. You have carefully “groomed” your crystalline form into perfect reflective facets and designs.

TOKAGARA NAMES

Tokagara names are rooted in Terran, but have been “corrected” for any errors. Their names are almost exclusively palindromes and they usually refuse any form of nickname or deviation from it.

Tokagara Names:

Eellee, Toffot, Garrag, Pottop, Zaafaaz, Waxaw, Yappay, Twerewt, Sivis, Movevom.

TOKAGARA TRAITS

Tokagaras share a number of traits in common with each other.

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

Quincentennial. Your people mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Utopians. Your kind tend toward lawful good. Idealists and optimists, their culture pushes them toward order and benevolence.

Heavy Builds. Your kind stand 5 to 6 feet tall and average 450 pounds. Your size is Medium.

Slow. Either by simply having shorter legs or a lack of motivation, your kind move slower than the norm. Your base walking speed is 25 feet.

Earth Attuned. Your kind are naturally attuned to the rock and soil and can sense subtle shifts in the earth. You have tremorsense in a 60-foot range, this ability only functions on natural earthen substrates such as rock, sand, or soil and does not function on worked stone or any artificial surfaces.

Crystalline. Crystalline structures form all or most of your kind’s body. These crystals refract light in astounding ways and ground you but put you at risk of shattering. You count as a creature made of crystal for spells and abilities. You have vulnerability to thunder damage. You have resistance to lightning damage. Light reflects and refracts strangely around you. Whenever you make a save against or are otherwise affected by a color or light based spell such as color spray or moonbeam, all creatures within 5 feet of you must make saves against or are affected by the spell as if they were targeted by the spell or were within the spell’s area of effect.

Light Bringer. You know the light cantrip. Charisma is your spellcasting ability for it.

Stone Speakers. You can speak, read, and write Common and Terran.

Resonance Meditation. Your kind either train to restore themselves with harmonic resonances or are innately attuned to arcane frequencies. You can emit deep sounds from a spiritual core that resonate within you and in the area around you, these sounds are audible and can be easily heard up to 150 feet away. You can use these arcane harmonics to knit your wounds or restore leaden limbs, even if you are paralyzed or petrified or are otherwise unable to speak. This process takes 10 minutes of uninterrupted focus and the efforts are wasted if you lose concentration. At the end of this process, you can choose to regain a number of hit points equal to your level, or you can end one of the following conditions affecting you: Paralyzed, Poisoned, or Petrified. After you use this ability, you can’t use it again until you finish a long rest.

You can thank **Braden** for creating the Tokagara race!



VALUMIN

I thought it was a will-o-wisp at first, didn't want'a bother chasing down swamp lights. Eventually it flew right up on us, little bug fella with a glowing arse. The little guy points a tiny sword at me and asks, "What are you lot doing here then?" I was an idiot and didn't take the thing seriously, I batted his little toothpick of a sword out of the way and sad, "Look pipsqueak, we don't mean no harm, just trying to get across this damnedable bog is all. You cute fluffy little things wouldn't happen to know a shortcut would ya?" It got all poofed up and said in it's little squeaky voice, "What did you just call me?" And then he exploded, I swear he did. Great big ball of fire roars up and I can barely see the little guy still in there. Then the fire sorta, uncurled, great tongues of flame for arms and jets of fire for wings. I heard a voice in the roar of the flames, "SAY IT AGAIN, WHAT DID YOU JUST CALL ME?" By the time we got out of there we'd dried out from the bogwater at least, I never was able to grow my beard back quite right.

–Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

FIREFLY FOLK

Valumin are small spritely firefly folk that are usually the least threatening thing living in the dangerous mires they call home. These insect folks have natural bioluminescent lights in their abdomens, that they use to locate one another from afar in the dense and dangerous marshland. Many valumin colonies go completely unnoticed, as the will-o-wisps also native to the treacherous marshes act as a strange form of natural camouflage.

Valumin colonies are arboreal affairs, simple treehouse nests built far above the muck and mire of the ground. Each valumin builds their own individual nest, as cohabitation can make their tempers flare. They survive off small insects which they catch on-masse using their own lights as natural lures.

When a valumin is actually discovered, they're hardly ever seen as threats. Valumin are tiny, and objectively adorable, a fact that they find infuriating. Valumin are typically peaceful, and generally easy-going, up until their "cuteness" is mentioned. Outsiders who go on and on about their new "little fuzzy friends" will likely experience the notorious valumin temper first-hand.



HOT HEADED

Millenia ago, the great Lord of Flames left his domain on the plane of fire, visiting each inner plane and subsequently leaving unimpressed. He was disgusted with the lack of passion, the lack of wrath and intensity. When he reached the prime material plane, of all the creatures that fled from him, that fought and died, that challenged him and lost, nothing impressed, nothing until the humble insignificant valumin. All the rest had given up and fled, but the valumin never ceased their infinitesimal battle cries. The lord of flames was finally impressed, finally satisfied that fiery passion exists outside his own domain. They had the spark, and as he left he fanned their flames.

When a valumin is sufficiently upset, they can channel a raw conduit to the elemental plane of fire and envelop themselves with a body of pure flame. Their passion manifests itself, as they awaken in the fire and their insectile form merely becomes the locus of the flame. Valumin tempers have a physical form, and it is glorious. They can't maintain this fire for long though, and eventually they reawaken as there smaller insectile selves, surrounded by the burnt wreckage of their rampage.

PET PEEVES

Valumins all hate being called cute or any sort of condescending or belittling talk along those lines. Most valumins will also have another little annoyance that can drive them up the wall until they burst into flames. Roll a d8 on the following table to determine your valumin's pet peeve:

VALUMIN PET PEEVE TABLE

d8 Consistency and Color

- 1 Whistling or humming is infuriating to listen to and they will shut their traps or you will burn them shut.
- 2 Puns are the lowest form of comedy, the expected response is a pained groan for heaven's sake! If they make you moan from a bad pun you'll make them scream.
- 3 Clicking, tapping, or any incessant rattle will be destroyed with extreme prejudice.
- 4 You can't stand being being talked over or ignored, you'll make sure they hear you the second time.
- 5 Speak clearly! Mumbler's don't deserve to talk.
- 6 Be honest! Lies, even little white lies infuriate you and make you distrustful.
- 7 No, YOU back off! You hate when people think they can intimidate you or push you around and you make sure to show bullies your wrath.
- 8 You're a little paranoid about your possessions and if you find your things have been moved or anything is missing you tend to fly off the handle.

VALUMIN ADVENTURERS

Valumin pack a powerful punch into a tiny package and their tempers can lead them right out of the safety of their colonies as they pursue enemies and grudges. A grave insult to a valumin colony can be an ancestral "kicking of the hornets nest", as they pass their grudges down and adventurers may find that these strange firefly folk already have a reason to hate the villain they're pursuing. Adventuring parties that can curtail any talk of "cuteness" are rewarded with a tiny fiery dynamo that they can unleash on an unwary villain.





VALUMIN NAMES

Valumins originally were simply natives of the prime material plane, but the plane of fire has left its indelible mark upon their kind. Ignan is their commonly spoken language and their names reflect the harsh consonants and flowing vowels of the language of elemental fire.

Valumin Names:

Kheedho, Taylleeu, Amwaa, Jaamzaia, Seeltaiee, Khiwatu, Rathai, Ethisaan, Khiadan, Shissinol

VALUMIN TRAITS

Valumins share a number of traits in common with each other.

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

Cute as a Button (Natural Trait). Your kind are adorable, which is a blessing and a curse. Your kind average between 1½ and 2 feet tall and weigh between 5 to 8 pounds. Your size is tiny. You have a +2 bonus to Charisma (Persuasion) checks and a -2 penalty to Charisma (Intimidation) checks.

Untapped Potential. Your kind reach adulthood at age 6 and can live up to 120 years but rarely do so due to their reckless and violent natures.

Hotheaded. When your kind feel slighted or aggravated, your senses fall back and are overtaken by blind rage. Whenever a creature openly mocks you, makes a Charisma (Intimidation) check against you, or makes an attack against you that results in a critical success, you must make a DC 15 Wisdom saving throw. On a failed save, you must make the attack action if able during your next turn targeting the offending creature with any and all attacks you make that turn. You also suffer a -5 penalty to Wisdom (Perception) checks during that turn.

Drone's Flight. Your kind possess a set of thin folding insectile wings. Your base walking speed is 30 feet, and you have a fly speed of 15 feet. However, your wings were not designed for sustained flight and you gain a level of exhaustion whenever you end your turn airborne.

Fireproof. You have resistance to fire damage.

Light Bringer (Natural Trait). You know the light cantrip. Charisma is your spellcasting ability for it.

Fiery Speakers. You can speak, read, and write Common and Ignan.

Voluntary Transformation. Another form waits for your kind's command to emerge, but that power is taxing and must be used tactfully at the right moments. You may transform voluntarily using an action. Your transformation lasts for 1 minute or until you end it as a bonus action.

Once you transform, you can't transform again until you finish a long rest.

Deceptively Sized (Transformation Trait). Your kind are a little bulkier and taller than humans, and they possess either feathers, fins or frills that make them appear even larger. Your size is Medium.

Fire Form (Transformation Trait). Your kind's bodies are completely or almost entirely composed of flame, the other shapes and aspects of your body are composed of writhing semi-solid fire.

You have the elemental creature type.

You can move through a space as narrow as 1 inch wide without squeezing. A creature that touches or hits you with a melee attack while within 5 feet of you takes an amount of fire damage equal to your proficiency bonus. In addition, you can enter a creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes an amount of fire damage equal to your proficiency bonus and catches fire. Until someone takes an action to douse the fire, the creature takes an amount of fire damage equal to your proficiency bonus at the start of each of its turns. You shed bright light in a 30-foot radius and dim light in an additional 30 feet.

As a being of fire, any flammable objects you physically interact with will catch fire. The heat moves upwards, so you will not catch the ground or floor on fire simply by moving over it.

For every 5 feet you move in water, or for every gallon of water splashed on you, you take 1 cold damage that bypasses any resistance or immunity.

Fire Starter (Transformation Trait). You know the fire bolt cantrip. Charisma or Intelligence (your choice) is your spellcasting ability for it.

You can thank Braden for creating the Valumin race!

VINURI

That damn drow had cut me up bad, I was limping my way through the alleyways but I knew the knife-ear could come for me at any moment. I spotted one of those twin snake signs that means "doctor" wherever you go, and crashed by way in. It's an apothecary, which is fine, I didn't want'a be dealing with no doctors anyway. I start patching myself up with stuff on the shelves when I hear a door open, and a sorta... slither. I hear a voice behind me say, "Those bandages are too thin for a wound like that, it'll bleed through far too quickly, here, try something thicker." And I swear, it was a snake man made outta vines what handed me a roll o' bandage. He said, "And if your assailant is still at large, may I recommend a better alternative than that axe you're holding?" He pointed a vine at my axe, which I sheepishly put down. He grabbed a couple a' things off his shelves and mixed them up into a little vial, saying, "I think this will do quite nicely, just blow this in their face." As if on bloody que the knife-ear busts in through the window, I throw the vine-snakes powder in his face and he kinda blinks there for a second before saying, "Nice bird flick twig sheep." The vine snake slid over and took the knife-ear's hand like a lost kiddo, and said, "He'll be pretty passive and confused for a while now, shall we adjourn to the proper authorities?"

—Murgead Hillbender, adventurer and member of "The Heroes of Farshanty."

ASKLEPIAN SERPENTS

The vinuri are born from the earth surrounding powerful druidic circles, the outpouring of vital energy from their most powerful rituals brings life slithering forth. These serpentine vines are born infused with ancient wisdom, but without purpose. It is with this ancient wisdom that the vinuri have probed, questioned, and puzzled over ever since.

Venuri have sprung up throughout history wherever druidic magic flows. Small circles may accidentally form one or two, while great druidic orders may create thousands through the course of their rituals. Many will stay within these circles, heralded as pure beings of nature, but most are disinterested in secret orders or with the isolation of asceticism.

Most venuri leave their druidic progenitors eventually, and either congregate with others of their kind or go out and try to do some good in the world. Venuri throughout history have become healers, and teachers of medicine. Venuri have been so integral to the course of medical history, that the symbol of twin vinuri wrapped around a staff adorns most hospitals and places of healing, even if they long ago forgot its meaning.



DRUIDIC PHILOSOPHERS

Vinuri conclaves dot the deepest forests, carefully and gently carved from the living earth and overgrown with natural flora. Vinuri conclaves are places of faith, healing, research, and debate. Each vinuri is born of divine magic without a god to claim them, instead they endlessly philosophise and argue over the doctrines of whole pantheons. Hundreds of shrines coat each conclave and your average vinuri is pious towards dozens of different gods and goddesses. The only constant overarching vinuri belief that seems to transcend above all others, is that doing harm, is always the wrong answer.

Vinuri who do finally become entrenched in a belief system wear their doctrines plainly, and literally. The vinuri were created through divine magic, and when they tap into a new source by pledging themselves to a deity their very essence is changed. It physically changes them, and they shed a layer of bark to unveil a new form that reflects their new deity. The vinuri refer to this as "The Living Doctrine". Most deities do not hold onto their charges forever though. Even vinuri that reach the upper echelons in a religious order can be swayed by a particularly persuasive philosophical argument, shedding their skin once again and returning to their conclave to puzzle over their beliefs once more.

VINURI NAMES

Vinuri are named by the druidic circles that accidentally form them from the earth. Their names are typically sylvan or primordial in origin, and even if a vinuri abandons their druidic roots, they often hold onto this gift bestowed by their progenitors.

Vinuri Names:

Gordonia, Nemertise, Lavalleri, Anisum, Aristosa, Ambrosia, Mahoganis, Pandorea, Juniper.

THE LIVING DOCTRINE

Vinuri were formed from divine magic, and their philosophical inclinations can lead them towards any number of belief systems. Their beliefs manifest physically on their bodies, only to be shed away if they're persuaded into a different line of thinking.

Roll a d8 on the following table to determine your vinuri's current philosophy and form:

VINURI PHILOSOPHY AND FORM TABLE

d8 Philosophy and Form

- 1 You never strayed far from your druidic roots and believe in the principles of nature. Wooden antlers sprout from your head, which seems almost reptilian rather than plantlike.
- 2 You've adopted rather selfish or self-serving philosophies, and you have a crown grown from briars and thistles atop your head.
- 3 There are many forms of evil beyond violence, you've adopted rather questionable philosophies and your head now resembles that of a hooded cobra.
- 4 You've adopted either impassive or hedonistic philosophies, and numerous molds and fungi now cover your body.
- 5 You've adopted extremely stringent or fundamentalist viewpoints, and your body is now more rigid, as if made from petrified wood.
- 6 You've started to question all faiths and have formed agnostic philosophies, and your body has become particularly thin and wispy.
- 7 You've adopted rather charitable and selfless philosophies, and you now grow small branches along your back that occasionally bear fruit.
- 8 You adopted the principles of honor and justice from one of the more popular celestial deities. Flowers constantly sprout from you and flow away, and a shimmering halo floats above your head.

VINURI ADVENTURERS

Vinuri are pacifists at heart, and while they often take a position that a greater good must be done, it is always a sticking point for a vinuri to end a life. Sadly, ending lives is often just exactly what an adventurer is tasked with doing. Vinuri though, are constantly on the lookout for new ideas, and new options that might omit the taking of life. Many adventuring parties would surely have died if it weren't for the power of a vinuri cleric, druid, or paladin. It almost makes it worth listening to their philosophical lectures.

VINURI TRAITS

Vinuri share a number of traits in common with each other.

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

Old Like Oak Trees. Your kind are considered adults at 50 and typically live up to 250 years.

Philosophers. Your kind spend countless hours puzzling over morality and theology, attempting to reach an ideal conclusion but never becoming dogmatic on any one philosophy. Your kind strongly lean towards lawful good but occasionally come to twisted moral conclusions.

Lean. Your kind average about 7 feet tall with broad shoulders and a lean physique, standing taller than humans but weighing about the same at 150 to 200 pounds. Your size is medium.

Serpent Body. Your kind's lower torso stretches into a long snake-like form, providing you with fluid serpentine movement. Your base walking speed is 35 feet. As your serpentine form is always low to the ground, you can maintain a low profile without sacrificing speed. You do not incur a movement penalty when prone and can move at your full movement speed.

Your kind's serpentine movements afford you a degree of unpredictability when moving quickly. When you take a dash action you may also take a dodge action as a bonus action.

Pacifist. Your kind have an innate aversion to violence. You must make a Wisdom saving throw with a DC equal to 20 whenever you make an attack, or cast a spell or use a magic ability that is capable of dealing damage. On a failed save, you are unable to strike and waste the attack, spell or magical ability. The DC of this saving throw is reduced by 5 for each of your allies within 60 feet that have taken damage within the last minute. Once you successfully save against this effect, you do not need to make it again for the next 10 minutes.

Bark Skinned. Your kind are protected by a covering of rough bark or bark-like skin, it's tough but potentially flammable.

You have the Plant creature type.

Your AC can't be less than 16, regardless of what kind of armor you are wearing.

You also have vulnerability to fire damage.

Plant Magic. You know the druidcraft cantrip. 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 once per day. Wisdom is your spellcasting ability for these spells.

Druidic Legacy. Your kind have worked hand-in-hand with druidic circles for generations. You can speak, read and write Common and Druidic. If you would learn Druidic from another feature you instead gain a +2 bonus to Dexterity (Stealth) and Charisma (Deception) checks made to conceal obscure or otherwise hide the meaning of your Druidic from prying eyes. You are still bound by Druidic lore not to teach Druidic to non-druids.

Pious. You are proficient in the Religion skill.



YRD

Truly majestic creatures, graceful and alien. I'd staked up my blind the night before, they're observant beasts and I'd be at risk of enraging them should they find me in their nesting grounds. So I had to be utterly silent and I'd moved barely an inch since midnight. There were dozens of them out there, young and elderly alike. They were basking in the full moon, soaking up the moonlight like they were gaining something from it. Possible form of photosynthesis? Requires further study. But then, disaster! One of them bumped into the blind and tossed the whole thing over! I thought maybe if I lay perfectly still the beast would think I was dead. It stared at me for a bit with those great orb-like eyes, and it touched the top of my head with one of it's long fingers. I swear I heard a voice in my head! It went, "Hiding among is a height of rudeness, announce yourself on your next arrival." I must have been in shock and hearing things, but I mustered up the courage and ran right out of there, who knows what those beasts would have done to me.

—Excerpt from "A Study of Beasts Vol. III" by Ethel Fizzwood

INTERSTELLAR REFUGEES

The yrden are refugees from a far off world, set adrift here with no hope of return. The yrden hail from a planet impossibly far from our own, one ravaged by war and bathed in the light of a thousand moons. Far too long ago for most yrden to remember as anything but myth, the yrden were caught in a planetwide war. They were an innocent neutral race that had the unfortunate luck to exist along the border of two great empires built on the backs of military conquest. Both factions fought over the yrden's land, their technology, their culture. It was assured that the yrden would be wiped out, the only question was by who.

Rather than await the inevitable, the yrden constructed their own escape. They built magi-mechanical portals, great ingenious marvels that would not only pinpoint worlds where they could survive, but mask their destination so that their invaders could not follow. It was a one-way trip, and their lands would be forfeited, but their people could have a future. Their portals brought them here thousands of years ago, they had survived, though they were sad to find they had arrived on a world filled with just as much conflict.





GENTLE MOONLIT GIANTS

The planet the yrden came from was very different than our own, but our world shared their two most needed resources, water and moonlight. Yrden have no mouths, they have no need of them. Their skin is porous and drinks in their water, and they gain their nutrients from moonlight. They speak the silent tongue, and have advanced telepathic abilities. With a single touch they can communicate freely with any sapient being. Our world is, nearly ideal. The gravity, the air, the microbes and the water, it's all just a little off. Yrden are far more fragile than their imposing size might indicate, each yrden is just a little sick or tired, weary of a world not their own.

Yrden have lost most of the technology that brought them here. They have been reduced to a simpler existence, but perhaps a far more welcome one than the advanced war torn world they left. Yrden clusters form around isolated lakes, swamps, and forested glades. Places where they can acquire water, air, and moonlight, the only resources they need, as far away from prying eyes as possible. Yrden are naturally gentle and non-violent creatures. They'll defend themselves if roused but it is a rarity to see them do so while any other option remains, a fact that is easily abused by those that would do them harm.

YRDEN CLUSTERS

Yrden form loose tribes called clusters, they congregate for comradery and safety in numbers around lakes or glades that meet all their needs. Unlike most societies who have the need to work together ingrained into them by the work of the harvest or the hunt, yrden are born essentially able to care for themselves. Yrden clusters will have "elders" who others will listen to in times of crisis, but each yrden operates and lives independently.

YRDEN NAMES

Yrden have no names as others would understand them. A sapient being cannot be summed up with a simple sound and they refer to each other mentally by their full cognizant individuality. Yrden generally accept whatever nick name their allies decide for them.

Yrden Nicknames:

Big Guy, Stretch, Swamp Thing, Chuckles, Eyeball, Neck, Giraffe, Steve.

FAVORITE WORDS

Spoken language is a strange thing to a yrd, the Yrden language is pure thought and meaning, no messy syllables or spelling required. Their written language is made up of purely representational pictograms and the idea of abstract shapes meaning sounds is quizzical and interesting. Once understood, these "words" are curiously entertaining for yrden, a sort of silly thing that yrden can play with in their minds. Most yrden will even adopt a "favorite word" that hits their mind in an interesting way and they often encourage other races to say them for a lark. Roll a d8 to determine what word or phrase is your yrd's favorite:

YRDEN FAVORITE WORD TABLE

d8 Favorite Word

- 1 The Dwarven word "kuldjargh", which roughly means "axe idiot" never fails to make you mentally laugh.
- 2 The Elvish phrase "uluvathae" or, "May your fortune bring you joy" has a beautiful cadence in your mind.
- 3 The Orcish phrase "dam ul dam" which means roughly "blood for blood" never fails to psyche you up.
- 4 The Gnomish expletive "Magga cammara" always feels extremely satisfying to you, even though you're not exactly sure what it means. It translates as "by the stones".
- 5 The Goblin word "nying" has a bright chipper feeling to you that you find uplifting, it means "gift".
- 6 In Common, the phrase "cellar door" has a strange mental harmony that you find soothing.
- 7 In Giant, the word "linjenstein" has an odd comforting effect that makes you feel safe, translated it roughly means "ancestors of stone".
- 8 In Celestial, the word "seapthea" makes you feel at ease no matter how stressful the situation, it means roughly "without rage".

YRDEN ADVENTURERS

These gentle giants are slow to anger and want for little. It is rare for a yrd to be swept up by the thought of adventure. Instead when yrd's start adventuring it is usually for a very specific cause. Yrden are intelligent creatures, and when a threat looms over the land the yrden are often some of the first to correctly address the problem and try to solve it. Often the first time other races see a yrd is when it boldly strolls into town and telepathically announces that some dark lord or monster needs defeating. Their advanced minds make for talented wizards and their size can make for surprisingly agile fighters. Adventuring parties that can accept such an alien creature are rewarded for their choices, though their persistent independent streak can cause friction with the stodgier groups who are sticklers for law and order.





YRD TRAITS

Yrd share a number of traits in common with each other.

Ability Score Increase. Your Intelligence score increases by 2, and your Constitution score is reduced by 2.

A Time and a Half. Your kind mature at the same rate as humans, but they can live up to 160 years.

Free Spirits. Your people share a chaotic bent of their heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Long Necks. Your kind reach a powerful height and have a long neck that towers even higher. You average between 11 to 15 feet tall, though about 5 feet of that is neck. You average between 700 and 800 pounds. Your size is large.

Determined But Slow. Your kind are slower, but move with steadfast purpose, easily surmounting the obstacles in your path. Your walking speed is 25 feet, and you have a climb speed of 25 feet.

Advanced 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.

Sharp Horns. Long horns adorn your head, which can be used as natural weapons. You can use your horns to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Mental Discipline. You have resistance to psychic damage.

Moonlight Basker. Your kind have a curious affinity for moonlight. You regain 1 hit point for each minute you spend in direct moonlight. Spending an hour in direct moonlight grants you an equivalent amount of sustenance to that of a pound of food. If you go a week without spending at least a minute in direct moonlight, you gain a level of exhaustion. This exhaustion can only be removed by spending a minute in direct moonlight.

Silent Telepathy. Your kind possess no mouths, and long ago chose to forgo words entirely for a profoundly deeper form of communication.

You cannot speak, but you can read and write Common and your unique racial language.

As a bonus action, you can touch a willing creature and form a psychic link with them. You can freely communicate telepathically with any creature with whom you've formed a psychic link. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Psychic links can span any distance, so long as both creatures remain on the same plane.

Psychic links remain connected for 1 hour or until you choose to end them with a bonus action.

Your skin is porous, and you absorb your air, water, and nutrients through osmosis, a process that can take some time. Solid foods must be mixed with water, and any such concoction (such as a potion) requires a full minute of contact with your skin for you to gain its benefits.

As your skin is easily permeable, your kind are dangerously susceptible to poisons. You have vulnerability to poison damage and you make all saves to resist the poisoned condition at disadvantage.

Magic users among your kind long ago learned to overcome your wordless limits through intricate use of complex articulation. You may ignore the verbal components of any spells you cast if you have two free hands.

You can thank **Taylor Ausbrooks** for creating the yrden race!

ULTIMATE NPCs

The Ultimate Race Creator is a versatile tool, not just for creating player characters but also for an entire world populated with every hero, villain, and mysterious shopkeep that you can come up with. This section contains 10 very unique NPCs developed from the racial traits found in 10 of the supplementary books that together made the Ultimate Race Creator possible. These NPCs are perfect for dropping in some interesting flavor into your campaigns, or perhaps just as inspiration for you to create your own.

BALMEK

Balmek's cures have transformed him into the form of a grizzly bear made out of the wood that grows in the forest he is burdened to protect. While in this form his animal features betray a deep shame and sadness as he has accepted his fate and acts as the forest's guardian. While using his Wild Shape ability, the colour of the beast he takes the form of all tend to be the browns of the bark the woods consist of. Balmek was the first born and singular pride of Chief Maulcrusher in a large mining village at the base of a great mountain. The Chief had spared no expense with the education and upbringing of his son, hoping that one day Balmek would take his place and be a greater chief then he could ever be, but the teachings only implanted a deep wanderlust in Balmek. Balmek was not content staying in the village's walls, he would often sneak out into the surrounding valley to explore the woods where he first contacted a druidic circle and learned their magic. The druidic leader was impressed with how well Balmek took to their teachings, but grew increasingly worried that Balmek only cared for the druidic magic to attain his own selfish desires. She often warned Balmek that the path of the druid was a duty and a burden. Any gifts were to be used to ease that burden and nothing more, but these warnings constantly fell on deaf ears. When Balmek came of age, his yearning to see the vast world around him could no longer be contained and in the dead of night he abandoned all he knew to go exploring. For one hundred and eighty years he traveled, using what he learned from the druids and from the teachers his father had hired to educate him. Balmek traveled the world and sought out places of legend. He delved tombs of ancient evils, discovered lost temples to forgotten gods and witnessed places never seen by mortals. Never satisfied, he would memorize everything about these sites and leave them behind, never bothering with making maps or telling others how to get there, keeping them beautiful and elusive. After nearly two centuries of exploring, Balmek learned of an ancient forest that was said to have a magical tree at its center whose fruit contained powerful arcane secretres. His curiosity peaked, Balmek began to pour over archaic text and maps to learn of this fabled place's location.



After ten years of research and failed expeditions, Balmek solved the mystery and discovered that the forest lay in the valley of two great mountains. With great zeal, he made the trek to find the place that had been his obsession for so long. When he arrived, he was disappointed to see what looked like a mundane forest, but as he crossed the threshold of the wood, he was awestruck by a powerful nature spirit in the form of a radiant bear. The spirit warned him that these woods are a hallowed place that demands respect, and not to seek the legendary tree at its center, for it will bring only pain and sorrow. Then as quickly as it appeared, the spirit left. Never one to be dissuaded from his passions, Balmek ignored the warning and with great unstoppable haste he raced for the center where the legendary tree stood.

What he saw there was remarkable, a golden tree that seemed to bear fruit of glistening onyx. Still awestruck, he failed to notice that no other life grew near the tree. Blinded by the beauty and the notion that he was the first person in centuries to even see it, Balmek walked up to the tree and went to pluck a fruit from its branches. As soon as he broke the fruit from its branch the stone fruit quickly turned into a dark sludge, and spread violently along his hand and surged over his body. It caused a searing pain wherever it touched and no matter what Balmek tried, nothing seemed to get the sludge off of him. As he nearly passed out from the pain, he saw the nature spirit looking down at him from the forest's edge, an obvious look of disappointment on its face. In an impassioned plea, Balmek begged the spirit to help him offered anything to be saved, but before hearing the answer to his pleas, he succumbed from the pain and slipped into unconsciousness.

BALMEK

Armor Class 16 (natural armor)

Hit Points 125 (10d10+70)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	20(+5)	13(+1)	20(+5)	15(+2)

Saving Throws Int +9, Wis +6

Skills Athletics +10, History, +9, Medicine +9, Nature +9, Perception +9

Damage Vulnerabilities Fire, Necrotic

Damage Resistances Bludgeoning, Piercing

Senses Darkvision 60 Ft., passive Perception 19

Languages Understands Common, Druidic, and Elvish, but cannot speak

Challenge 7 (2,900 XP)

A Taste of Pollen. Balmek is particularly attuned to the pollen and pheromones of the surrounding flora. Balmek is always magically aware of what varieties of plants are within 5 miles at any time, this includes creatures with the plant type. He is not aware of their numbers, direction, or exact locations, only that those varieties of plants are within 5 miles. Endurance. Balmek has advantage on Constitution saving throws against exhaustion.

Floral Step. Once per turn, Balmek may use 5 feet of his movement to move into a space occupied by flora and immediately exit out of another space occupied by flora that he can see within 30 feet, arriving in any unoccupied space adjacent to that flora. Both of these areas of flora must be large enough to fully cover him (such as thickets, large trees, or areas of magical entanglement).

Forest Guardian. Balmek has been made into a divine guardian of nature, he adds twice his proficiency to Intelligence (Nature) checks (included in the skill total).

Forest's Will. Balmek ignores any verbal and material components of spells he casts so long as he is no more than 1 mile from an area of woodland or marsh.

Keen Scent. Balmek has advantage on Wisdom (Perception) checks that rely on smell.

Large plant, neutral good

Mobile Planter. Balmek is an amalgamation of flora that spreads out around him, making him difficult to spot in wooded areas. Balmek has advantage on Dexterity (Stealth) checks while in a swampy or forested terrain.

Photosynthesis. Balmek does not eat, and instead draws his energy from the sun. Balmek can spending an hour in direct sunlight to gain enough energy to sustain himself, the equivalent of a day's food rations.

Tough. Balmek gains 2 extra hit points per hit die (included in the hit point total).

Actions

Spellcasting. Balmek is a 10th level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 17; +9 to hit with spell attacks). Balmek has the following spells prepared from the druid's spell list:

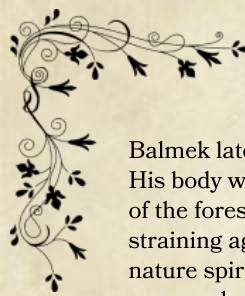
- Cantrips (at will): *Druidcraft, Mending, Poison Spray, Produce Flame*
- 1st level (4 slots): *Cure Wounds, Entangle, Faerie Fire, Speak With Animals*
- 2nd level (3 slots): *Animal Messenger, Cadaverous Bloom, Hold Person*
- 3rd level (3 slots): *Conjure Animals, Plant Growth, Speak With Plants*
- 4th level (3 slots): *Conjure Woodland Beings, Freedom of Movement*
- 5th level (2 slots): *Greater Restoration, Tree Stride*

Actions

Multiattack. Balmek makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 21). Until this grapple ends, Balmek can't bite another target.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage. A creature that is hit with two claw attacks in the same turn takes an extra 16 (2d6 + 9) slashing damage.



Balmek later awoke in the forest, away from the golden tree. His body was not his, but that of a bear grown from the wood of the forest. He tried to call out, but only the sound of trees straining against the wind came from his mouth. He the nature spirit visited him a third time, only now the spirit appeared weak and frail. It told Balmek that the tree's fruit was a great evil that the tree stored away, preventing it from spreading across the land. It took almost all the spirit's remaining magic to seal back the evil Balmek had released and to revive him. This process of saved him, but bonded his soul to the forest itself. Balmek would have to become the new guardian of the forest and keep away from the tree anyone else that might do far more damage than he ever did.

Then the spirit faded away and has yet to return, leaving Balmek to guard his forest from any who would seek to make the same mistakes he once did. Balmek was deeply ashamed that he almost released great evil on the world, and that a powerful nature spirit sacrificed so much to save him. Balmek now protects the forest with his life, hoping to never see anyone suffer the same fate as him or worse. He seeks the protection of the tree at all costs, even if that means killing travelers of his forest, although he prefers to simply push back any intruder and does his best to keep them from venturing any deeper into the forest than its edge.

BALMEK IN YOUR ADVENTURES

As a threat/plothook:

Balmek spent centuries traveling to dangerous and exotic destinations during his youth and has seen first had many ancient and fabled places. Though he can no longer talk, if the party sought him out and found a way to communicate, he would be more than willing to share any of knowledge of the places he has been in return for their word to never reveal the location of his forest. Balmek can be a useful plothook in this way, shifting from an unknown threat into a font of information and hook towards your next questing location.

For an easy introduction and quest:

A small lumber town has just sprouted up near the forest, without any idea of its fabled nature, and seeks to clear the trees to sell the lumber across newly made trade routes. Balmek uses everything in his power to stop the advances of the town, fueling rumors that a monster lives in the forest and the townsfolk begin offering a reward to kill the beast.

For a more directed quest:

A famous alchemist believes that the fruit of the golden tree actually holds fragments of ancient beings. With the proper conditions he believes he could make a powerful healing potion that could be replicated and spread across the land, saving millions. However, there is a risk that the alchemist is wrong, and who knows what evil could be done if the foul fruit is taken from the forest.



DR. METRORUM CUBICORUM

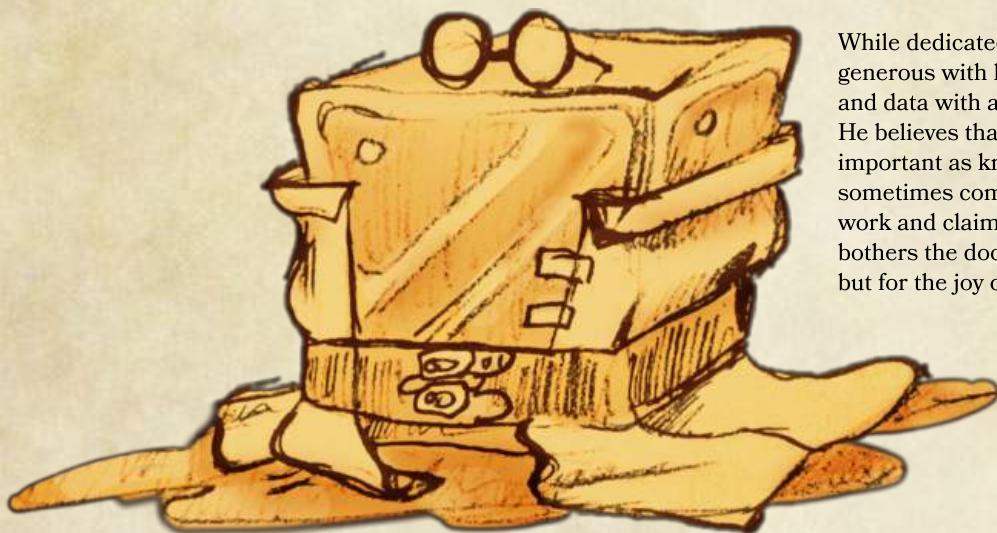
Standing at a stoic 5'x5'x5', Dr. Metrorum Cubicorum is an intimidating sight to behold in the hallways of any laboratory. Despite being conservatively dressed in proper attire for his profession, Dr. Cubicorum's transparent nature often showcases the remains of his last meal, which usually consists of imported candies. He spares no expense to satisfy his metaphorical sweet tooth.

Even in his youth, Metrorum was unlike other oozes. While the other cubes were content to drift aimlessly throughout dungeon floors, he was fervent in his pursuit of knowledge and understanding. Despite the difficulties of not having a formal education, Metrorum learned to read with the discarded maps and journals left by adventurers that met an untimely end. Writing proved more of a challenge due to his lack of appendages, but he overcame these difficulties through perseverance and determination. Lastly, Metrorum was able to learn the complexities of speech by silently following adventurers and listening in closely as they talked while exploring dungeons and meeting their inevitable doom. With these skills he acquired, he knew that this place which had been his home for so long had nothing left for him. With a teary goodbye to the cube that he divided from, he bid farewell to his only family and left to pursue a higher education.

It was a long and arduous journey for Metrorum. He traveled for weeks through the wilderness and survived by forging for scraps. Eventually he made it to the walls of a university. Once there, he pleaded with the administrators to admit him in so that he might pursue his dream, but was ultimately refused, as he had no way to pay for the tuition. Never one to accept his fate, Metrorum got a position on the cleaning staff and saved his pay while using his proximity to the school's library to study all the subjects he fancied. After years of saving Metrorum was able to enroll in the university and dedicated himself fully to his studies. After 15 years of intense study, he earned his doctorate in all the subjects offered by the university, and was even offered a teaching position to encourage him to stay. But Dr. Metrorum Cubicorum wasn't interested in stopping his pursuit of knowledge to just lounge around and recite lesson plans. He sought funding to make his own lab to test out his own theories, never resting in his pursuit of knowledge.

Dr. Cubicorum is very blunt, and has little time with pleasantries. He's always goal oriented and has little time for anything that isn't included in the current task. This, coupled with his disregard for people he feels that haven't worked as hard as he did, creates a tense work environment in his lab and a high turnover rate for his research assistants. Dr. Cubicorum has sacrificed everything in his pursuit of knowledge and has little time or respect with anyone that he perceives as less intelligent than himself. Anyone that he thinks is at or near his level he treats warmly and will try to extract any tidbits of information from them that he doesn't already know. If it were up to him, he would never deal with the outside world at all. He'd just spend all the time in his lab doing experiments, but the reality of funding those experiments is always at odds with Dr. Cubicorum. He is often forced to suspend his personal experiments to do projects for wealthy benefactors, sometimes even traveling to work in local labs for weeks or months at a time. He would never do something as monstrous as outright murder, the price of knowledge does require a certain loose sense of ethics and morality that seems to also be appreciated by the patrons that seek his expertise.

While dedicated to his pursuit, Dr. Cubicorum is also quite generous with his findings and will freely share his theories and data with any inquiring minds that might be interested. He believes that knowledge is for all, and nothing as important as knowledge should be hoarded away. This sometimes comes back to bite him, as others have taken his work and claimed it as his own. But none of this really bothers the doctor, as he does not work for fame or fortune, but for the joy of learning.



DR. METRORUM

Medium ooze, lawful neutral

Armor Class 14 (mage armor)

Hit Points 78 (12d8+24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	14(+2)	20(+5)	15(+2)	10(+0)

Saving Throws Int +9, Wis +6

Skills Arcana +9, History +9, Investigation +9, Medicine +6, Nature +9, Perception +6, Religion +9

Condition Immunities Blinded, Deafened, Exhaustion, Prone

Senses Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 16

Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Gnomish, Halfling, Infernal, Primordial, Undercommon

Challenge 6 (2,300 XP)

Jelly Cube. Dr. Metrorum Cubicorum fully occupies the space he controls in combat. Other creatures can enter his space, but a creature that does so is subjected to his Engulf and has disadvantage on the saving throw. Creatures inside the Dr. can be seen but have total cover.

A creature within 5 feet of the Dr. can take an action to pull a creature or object out of him. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The Dr. can hold only one Medium creature or up to four Small or smaller creatures inside himself at a time.

Transparent. Even when the Dr. is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot the Dr. if he has neither moved nor attacked. A creature that tries to enter the Dr.'s space while unaware of him is surprised by the Dr.

CUBICORUM

Spellcasting. Dr. Metrorum Cubicorum is a 9th level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 17; +9 to hit with spell attacks). The Dr. has the following spells prepared from the Wizard's spell list:

- Cantrips (at will): *Acid Splash*, *Light*, *Mage Hand*, *Prestidigitation*
- 1st level (4 slots): *Cure Wounds*, *Entangle*, *Faerie Fire*, *Speak With Animals*
- 2nd level (3 slots): *Acid Arrow*, *Ooze Eruption*, *Detect Magic*, *Grease*, *Mage Armor*, *Magic Missile*
- 3rd level (3 slots): *Counterspell*, *Dispel Magic*, *Stinking Cloud*
- 4th level (3 slots): *Greater Invisibility*, *Scrying*
- 5th level (2 slots): *Cloudkill*

Actions

Engulf. The Dr. moves up to his speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the Dr. enters a creature's space, the creature must make a DC 14 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Dr. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the Dr. enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the Dr's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Dr.

Pseudopod. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** (3d6) acid damage.

DR. METRORUM CUBICORUM IN YOUR ADVENTURES

As a quest goal:

A cult has hired Dr. Cubicorum to help craft a deadly disease and release it into a local population. While making the disease the good doctor also made the cure, but the cult wasn't interested in it, so he kept the formula in his notes and left. The players must find the good doctor and get the antidote before it's too late.

As a quest giver:

Dr. Cubicorum has made a mind transfer device and in a lab accident, has swapped the minds of the king with a cat. In the confusion he's lost both the cat/king and the king/cat. The players are hired to help find both the king and the cat in order to swap their minds back.

As an "innocent villain" and source of macguffins:

The players are hired to find and destroy a death ray the doctor has been working on as a side project, by pretending to be new research assistants and searching the lab for the death ray and any notes before the information falls into the wrong hands.



FRANK

Standing at a stout 4'3", Frank is more often heard or smelled before he is seen. His spotted hide is often layered in various food scraps and cheap cologne, physically he's an assault on the senses.

Frank was born of humble beginnings as the child of a small tribe of crafters and traders that caravanned along the trade routes and barely scratched out a living. Frank was picked on for not being as bright or as strong as the other children of the tribe but Frank was mostly content with his simple life. However, fate wasn't kind to the young Porcine, as a terrible illness swept through and killed most of the tribe in a single month. Frank took on the mantle of leadership and went to trade the wears of the tribe for coin wherever he could. When all seemed lost for the tribe, a large caravan of merchants came from a distant land, seeking the wears that Frank offered. Out of desperation, Frank lied about the quality, the potency, the effects and anything else he could lie about to sell the items for as high a price as he could. His gamble paid off as the caravan gave the tribe a small fortune in return for the near useless baubles.

While the rest of the tribe was ashamed at what they had to do to survive, the transaction felt natural to Frank. Taking advantage of people's trust and exploiting them for one's own gain resonated deep within his soul and soon he began to seek new opportunities to test his swindling gifts. In less than a year, the tribe had amassed a large fortune that rivaled the coffers of nearby cities. However, the tribe grew restless from the unscrupulous means they used to acquire their wealth and the tribe had grown an infamous reputation. Frank knew he needed a new angel.

So in a characteristic fashion, Frank blamed all the problems on the other members of the tribe and spread rumors that his tribe were a group of bandits and murderers, then he sold out their location to local bounty hunters for a piece of the reward. With all the wealth he earned from exploiting the trade routes and from selling out his tribe, Frank turned to the next logical step; investments.

Acting as a money man, Frank funded dozens of foolhardy ventures and schemes that most sensible people would reject off hand. Most failed, the ones that succeeded made him more than enough money to cover any losses from the others. This also had the added benefit of giving Frank a connection with information gatherers, letting him gather secrets and rumors from across the land that he sold to any and all interested parties.



Over the years, Frank has gathered many enemies and allies alike, with the former switching to the latter at any given time. He has managed to stay alive due to the fact that he is worth more alive than dead. Even Frank's most hated foes know that by biding their time and playing the odds, they can make more money through Frank and his various schemes than they would get just by gutting the pig. He's also gotten his fingers shoved deep into local economies, even local law enforcement knows that Frank is better alive and free to be a nuisance than jailed or dead. Frank is aware of all this protection, and he often flaunts his wealth and apparent exemption from the law by throwing lavish parties and supporting ill-conceived plans from local hooligans for the sake of breaking up the monotony. He knows full well that any consequence of his actions can be solved simply by throwing the right amount of money at the right people.

FRANK IN YOUR ADVENTURES

For an indirect quest and side-plot NPC:

Word on the street is that a local thieves guild is looking to steal Frank's fortune, little is known about where he stores his wealth. Those attempting to follow him will see Frank go to bazar locations thought out the city doing absurd and confusing acts. This only leads to more questions about what Frank does with his free time and the PCs will need to deal with Frank directly to have any hope of gaining information on the location of his wealth.

For a direct quest:

Frank is hiring a group of adventures to lead him on an honest to goodness adventure where he expects to fight monsters and save poor villagers, the works! If he enjoys his time he promises to reward the party handsomely, but the caveat is that if he suffers any harm, he will cancel the whole thing and give the party nothing for their efforts.

For another direct quest:

The tribe that Frank hails from has escaped their bonds after many years and seeks revenge. No amount of bribery or honeyed words can dissuade them from their vengeance. Frank is hiring local mercenaries to attack the tribe before they can get to him. The leader of the local government is worried about any of the likely outcomes and hires the party to find a peaceful, or at the very least quick and quiet way to resolve the conflict.

FRANK

Small humanoid (porcine), chaotic evil

Armor Class 13 (natural armor)

Hit Points 39 (6d6+18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	16(+3)	15(+2)	8(-1)	16(+3)

Saving Throws Con +5

Skills Perception +1, Persuasion +5

Damage Resistances Poison

Condition Immunities Poisoned

Senses passive Perception 11

Languages Common, Dwarvish, Gnomish, Halfling, Porcine

Challenge 1/2 (100 XP)

Persuasive. Frank makes all Charisma (Persuasion) checks at advantage.

Sneak Attack (1/Turn). Frank deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of one of Frank's allies that isn't incapacitated and Frank doesn't have disadvantage on the attack roll.

Unpleasant Odor. Frank does not have great personal hygiene and the smell can be overpowering. Any creature that hits Frank with a bite attack or ends their turn grappling Frank must make a DC 13 Constitution saving throw, on a failed save creatures become poisoned for 1d4 rounds.

Actions

Multiattack. Frank makes two attacks with his dagger.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.





KIPNOZA

Kipnoza, was the youngest born dracotaur among his brood on the outskirts of a great city. Displeased with the militaristic lifestyle of his people, he sought the rumored comforts and simple pleasures of the affluent nobles. One night, after stealing all the most valuable possessions he could carry, Kipnoza left in the cover of darkness to seek the glory owed to him.

After traveling for a few days he came across a merchant bringing his wares to the city. When Kipnoza approached the merchant to sell the possessions he stole from his tribe, the merchant mistook him for a monster and attacked him. Reflexively, Kipnoza unfurled his neck skin and a flash of magic subdued the merchant, lulling him into a gentle charm. Kipnoza took advantage of this and quickly took all the things of value from the merchant and sent him on his way with only the clothes on his back.

KIPNOZA

Large humanoid (dracotaur), neutral evil

Armor Class 14 (natural armor)

Hit Points 65 (10d10+10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	12(+1)	16(+3)	15(+2)	19(+4)

Saving Throws Con +5, Int +7

Skills Arcana +7, Intimidation +8, Perception +6, Persuasion +8

Damage Vulnerabilities Cold

Condition Immunities Charmed

Senses passive Perception 16

Languages Common, Draconic

Challenge 2 (450 XP)

Centaur. Kipnoza makes all saves and checks to resist being knocked prone at advantage. In addition, any climb that requires hands and feet is especially difficult for Kipnoza because of his equine form. When he makes such a climb, each foot of movement costs him 4 extra feet, instead of the normal 1 extra foot.

Spellcasting. Kipnoza is a 4th-level spellcaster. His Spellcasting Ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Kipnoza has the following spells prepared:

- Cantrips (at will): *Fire Bolt*, *light*, *Mage Hand*, *Prestidigitation*
- 1st level (4 slots): *Charm Person*, *Disguise Self*, *Sleep*
- 2nd level (3 slots): *Hold Person*, *Suggestion*

Actions

Multiattack. Kipnoza makes two attacks with his scepter, and can replace up to one of those attacks with a mesmerize.

Mesmerize. Kipnoza can force a creature within 10 feet that he can see to make a DC 16 Wisdom saving throw. On a failed save, creatures become charmed by Kipnoza and treats him as a friendly acquaintance. The creature will obey up to a single simple command such as “open this door” or “give that to me” but will not obey any command that would obviously harm itself or others it considers allies. These effects last for up to 1 minute or until the charmed creature is attacked by Kipnoza or his allies. Creatures who fail this save by 5 or more become charmed in this way for the next 24 hours.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Kipnoza stayed on the trail leading to the city and practiced his newfound power on passersby, attempting to perfect the ability until he was confident enough to put his scheme into motion. He entered the city, charming anyone who tried to stop him as he made his way to the market and sold all his stolen goods for a handsome profit. He then made his way to the King's palace to use his abilities to gain a position in the local government befitting his brilliance, and quickly found himself in the title of Grand Adviser to the crown.

Kipnoza used his power to gain even greater wealth and exploited his powers to stroke his own ego. He made sure that he had a cut of any large business deals that happened within the city's walls he and used public funds to erect grand statues of himself throughout the city. Feeling content with what he accomplished, he lived in lavish luxury, content to live out the rest of his days at the top.

Eventually a group of adventurers arrived and immediately knew that Kipnoza was magically charming the people of the city. They set out to stop him and used magic to return the king and the city guard back to the senses. They quickly gathered enough evidence to jail Kipnoza for the rest of his days and sought out his capture. Kipnoza, ever the lucky one, was tipped off that the king was freed from his spell and took a small fortune in gold and gems with him as he left the city to plot his revenge and his inevitable return to power

Kipnoza is greedy, conniving, and underhanded on his best days. He seeks to establish enough wealth and status to live in the luxury he had at the height of his scheme again. He's now grown cautious and has learned to cover his tracks.

His love of dominating others is dwarfed only by his love of himself and he would make any deal he can to ensure his life and wellbeing, selling out any and all allies if needed.

KIPNOZA IN YOUR ADVENTURES

As a BBEG:

Kipnoza is building a new powerbase deep in the forest and is using his magic to convince the local goblin tribes that he is their new king. He has the goblins attack small villages before making a grandiose entrance and offering his services to get rid of the goblins for a monthly stipend. The local government is upset that the villages don't have enough gold for their taxes and hires the party to investigate.

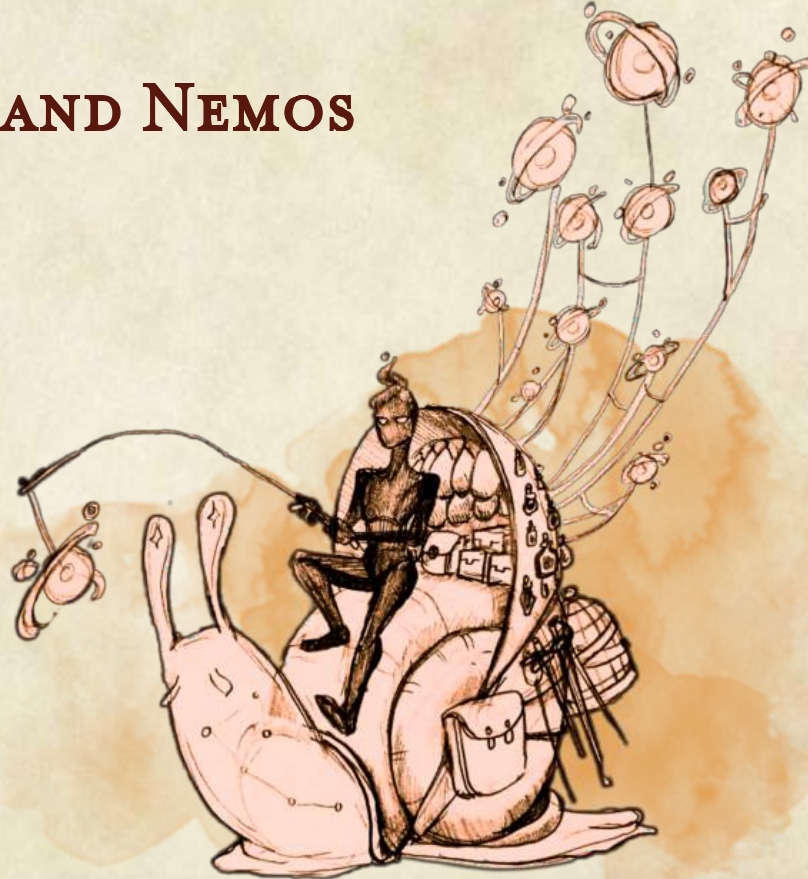
As a minor villain:

Kipnoza's former tribe is hunting him down for the theft he committed so long ago and is causing havoc across the countryside. The party is tasked with finding Kipnoza quickly before the tribe can cause any lasting damage.

As a backstabbing quest giver:

Kipnoza learns of a fabled dungeon containing an amazing treasure and its heart. Kipnoza is in desperate need of adventurers. He camps out at a local inn and uses his magic to charm as many members of the party as possible into going to the dungeon. He plans on killing them on their way out to claim the reward for himself.

MORPHOS AND NEMOS



MORPHOS

Armor Class 16 (natural armor)
Hit Points 98 (15d6+45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	16(+3)	16(+3)	15(+2)	20(+5)

Saving Throws Dex +11, Wis +8

Skills Arcana +7, Insight +6, Perception +6, Persuasion +9

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed

Senses passive Perception 12

Languages Common, Deep Speech (can communicate with any sentient creature regardless of any language barriers while within the realm of dreams)

Challenge 7 (2,900 XP)

Dream Healing. Morphos regains 5 lost hit points whenever he starts a turn within the realm of dreams and did not take psychic damage during the previous round.

Medium humanoid, neutral good

Dream To Reality. Through a process that takes 10 minutes of uninterrupted work, Morphos can manifest a creature's dreams into physical reality. To do this, Morphos must find an unconscious creature's dream projection and arrange a deal with them. The creature must accurately articulate their desires, which can be quite difficult while dreaming. The dreaming creature must make a DC 18 Charisma check, on a failed check the dreaming creature fails to make a deal. If successful, the effects of this ability can duplicate any spell of 6th level or lower. Morphos doesn't need to meet any requirements in that spell, including costly components. The effects simply take place. Alternatively, Morphos creates one object of up to 10,000 gp in value that isn't a magic item. The object can be no more than 100 feet in any dimension, and it appears in an unoccupied space the dreaming creature can see on the ground.

Actions

Multiattack. Morphos makes two nightmare flare attacks.

Dream Realm Shift. Morphos enters a plane of existence from the realm of dreams, or vice versa. Morphos can only enter the realm of dreams while adjacent to a sleeping creature, and can only enter another plane while adjacent to a creature's unconscious projection in the realm of dreams.

Nightmare Flare. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 5) psychic damage and the target must make a DC 17 Charisma saving throw, on a failed save the target becomes frightened of Morphos until the end of their next turn.

NEMOS

Armor Class 17 (natural armor)
Hit Points 126 (12d10+60)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	8(-1)	20(+5)	9(-1)	16(+3)	13(+1)

Saving Throws Str +8, Wis +5
Skills Perception +5
Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed
Condition Immunities None
Senses blindsight 30 ft., passive Perception 15
Languages -
Challenge 8 (3,900 XP)

Eat Dreams. While within the realm of dreams, Nemos constantly eats the memories he encounters. Either he consumes the new memories as they are created (and usually removing the memories of encountering Nemos) or if directed Nemos can consume specific memories. For each minute Nemos spends in contact with a dreaming creature's projection into the realm of dreams, he can consume up to 10 minutes worth of that creature's memories. Dreaming creatures can resist this memory loss by making a DC 16 Wisdom saving throw. On a successful save the dreaming creature immediately wakes up. Creatures can repeat a failed saving throw every 10 minutes.

Malleable. Nemos counts as being one size smaller when determining the space he can squeeze through.

Actions

Large beast, neutral

Multiattack. Nemos makes two mental bite attacks.

Dream Realm Shift. Nemos enters a plane of existence from the realm of dreams, or vice versa. Nemos can only enter the realm of dreams while adjacent to a sleeping creature, and can only enter another plane while adjacent to a creature's unconscious projection in the realm of dreams.

Engulf. Nemos moves up to his speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Nemos enters a creature's space, the creature must make a DC 14 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to Nemos' side. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

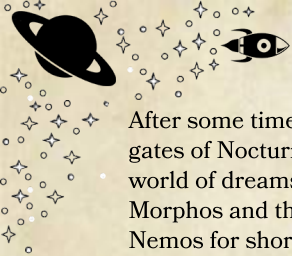
On a failed save, Nemos enters the creature's space, and the creature takes 10 (3d6) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) psychic damage at the start of each of the Nemos' turns. When Nemos moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of Nemos.

Mental Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) psychic damage.

Withdraw. Nemos can withdraw into his shell, while withdrawn Nemos gains a +4 bonus to AC, and has advantage on Strength and Constitution saving throws. While withdrawn, Nemos is prone, has his speed reduced to 0, disadvantage on Dexterity saving throws, and can't take reactions. The only type of action Nemos can take while withdrawn is a bonus action to emerge from his shell.

Hidden in the world of dreams is a dark and forbidding place known as the Darkwood. The Darkwood is a place filled with the nightmares of countless people across the multiverse. Creatures formed of shadow and fear live here and serve a mysterious and frightening creature known only as the Master of Nightmares. From the master's tower at the center of Darkwood, all the figments and nightmares are ordered to traverse the minds of those asleep throughout the multiverse. He orders them to find their greatest fear and to manifest them into being, to spread terror wherever it can take root. One such creature, Morphos, cared little for spreading of terror or the forms that brought fear or disgust to people. He found himself distracted with their hopes and desires, and sought to manifest things they needed or yearned for. This earned him the ire of the Master of Nightmares and Morphos was imprisoned in the Iron Tower at the edge of Darkwood.

Morphos was beaten and starved in the Iron Tower for almost a year. Morphos abandoned any hope of escape and quietly accepted his fate. One day, the tower fell apart and the guards abandoned it as it collapsed. Morphos barely escaped the collapsing structure. He found that the Iron Tower was assaulted by a dreamslug, a creature that eats solid manifestations in the world of dreams. Such creatures were often seen as a simple nuisance to the denizens of this world, but this one possessed a fearsome tenacity. Morphos was relieved that such a creature came to him in his hour of need. He thanked the creature, who seemed friendly enough as he approached it and guided it out of the Darkwood. Though a terrible fate would befall them both soon enough.



After some time traveling, the pair found themselves at the gates of Nocturnium, a great metropolis in the center of the world of dreams and ruled over by the fey lord Queen Mab. Morphos and the dreamslug, whom he named Mnemosyne or Nemos for short, entered the gates to the city and tried to build a new life for themselves. Morphos soon learned that his power to help manifest a dreamers thoughts into physical form was quite helpful to many of the merchants within the city. He learned how to trade with dreaming mortals while they slept. To offer them things of value for their thoughts and ideas which he could bring back and sell to the merchants in the city.

Morphos travels on the back of Mnemosyne into the minds of dreamers as they sleep, and sees if they have anything to trade. He values useful or fantastical things they think up, or perhaps actual gold or things of value in exchange for a pleasant dream or a guide to the many sights the bizarre world of dreams had to offer. Morphos is more than willing to take anything the dreamer has to offer, but constantly has to remind the dreamer that even though they are in a dream that all transactions are final and must be carefully agreed upon, refunds are quite hard to manage.

Dreamers often have a difficult time remembering the exact details about their chance meetings with Morphos. While they are in the middle of discussing a deal, Mnemosyne is busy traveling around the dream, eating all the memories of itself and Morphos it can find. Dreamers wake up with only a vague notion of what they traded for, and only fragments of what they were dreaming about.

MORPHOS AND NEMOS IN YOUR ADVENTURES

As a quest objective.

Morphos has fallen in love with a prince of the kingdom, but whenever they meet in the prince's dream, Morphos gets so nervous that he embarrasses himself and has Mnemosyne devour the whole dream. The Prince awakens every day with memories of the night and is convinced some evil has invaded his mind and hires the court wizard to transport the players into his dream to discover what is happening.

As a quest giver.

Morphos has accidentally entered the mind of a sleeping mind flayer, and has accidentally been brought into the material plane. With no magic that works on this plane, he seeks out someone capable of sending him back to his world.

As a quest giver and antagonist.

Nemos has wandered off between the dreaming minds of the people living in a small village and is slowly eating all the memories of the villagers. Morphos visits the players in their dreams and asks for their help in safely capturing Nemos to prevent any long term memory loss amongst the villagers.



MURFGARDER



MURFGARDER

Armor Class 17 (natural armor)
Hit Points 29(1d4 + 5)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	15(+2)	15(+2)	16(+3)	19(+4)

Saving Throws Str +6, Con +4
Skills Athletics +6, History +4, Insight +5, Persuasion +6
Damage Vulnerabilities Bludgeoning
Damage Resistances Cold
Senses Blindsight 30 Ft., passive Perception 13
Languages Aquan, Common, Dwarvish, Elvish, Primordial
Challenge 4 (1,100 XP)

Amphibious. The crab can breathe air and water.

Huge monstrosity, Lawful neutral

Chitinous. Murfgarder's chitinous exoskeleton shrugs off lesser threats but is useless when crushed. Whenever a source would deal 4 or less non-magical piercing or slashing damage to Murfgarder, he is dealt 0 damage instead.

Persuasive. Murfgarder makes all Charisma (Persuasion) checks at advantage.

ACTIONS

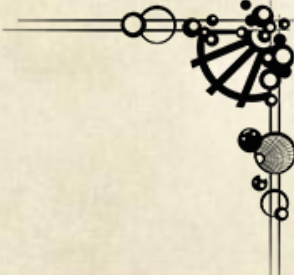

Multiattack. Murfgarder makes three attacks: one with its tentacles and two with its claws.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Murfgarder has two claws, each of which can grapple only one target.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage. If the target is grappled, they take an additional 11 (2d6 + 4) bludgeoning damage.

Weighing a massive two thousand pounds, Murfgarder is an intimidating sight, only softened by his peculiar choice of accessories that add a touch of whimsy to what is otherwise a sea monster. His massive crab body is supported by a whirling mass of tentacles that slowly lurch him from one location to the next. His movement on land seems almost grotesque compared to his effortless movements in the water.

Murfgarder always had a fascination with the land. In his youth, he would hear stories of the bizarre creatures of unusual shape and size that exist in such a strange and inhospitable place. As he grew older he learned what he could from the creatures that went to the surface and from any from any sources of knowledge he could acquire. His curiosity got the better of him and he made contact with a small fishing village on the corner of an old kingdom. Although the villagers were frightened at first, Mufgarder's peaceful nature seemed to win them over and they were able to open a dialogue.



Mufgarder was delighted to learn that the surface dwellers were as curious of his home as he was of theirs. He would trade stories and tell them of the best ways to find fish and what places to avoid due to pirates and monsters. With his help, the small village flourished into a trade hub that became the jewel of the kingdom. Many of the villagers moved up in status and power because of Mufgarder's deeds, and they respected him for it. This notoriety caught the attention of the ruler of a vast ocean power deep within the dark waters below. Seeking to expand their influence to the land above, Mufgarder was chosen as the ambassador of the two great kingdoms.

Mufgarder was given a half sunken ship as a home which he lavishly decorated as a mansion with a dry half and a wet half. He had a grand ballroom that was split down the middle. He used it to entertain nobles and people of influence from both the surface and the depths. The novelty of a sea monster ambassador lured many nobles from far off kingdoms to meet Mufgarder. Many nobles from far off ocean kingdoms sought out Mufgarder to meet his contacts from the foreboding surface world.

For the first few years, Mufgarder lived a charmed life. Many people of wealth and influence met from both land and sea and formed alliances and friendships. But after some years of this peace, people began to become complacent. The natural tension of both worlds slowly relaxed and as the novelty of a sea ambassador faded, Mufgarder realized that he was slowly becoming obsolete. In an effort to keep himself relevant, Mufgarder quietly hired suhagan raiders to attack a large shipment of goods that was heading for his town. He then spread rumors that surface warlords were hiring mercenaries to kidnap merfolk to sell on the black market. After these and a few other schemes, tensions rose to a new high and threatened to boil into full blown war. Mufgarder then simply used his influence and his first claw knowledge of all the events that he had a part in to slowly ease tensions and soon peace ruled the day again. Mufgarder was seen as a hero from both the surface and aquatic kingdoms, he had prevented war after all. Mufgarder knows that if the peace he created is ever too much to bear again, he can simply create tension again and be just the crab only to solve it.

Mufgarder is good at heart, but his ultimate fear of losing his position drives him to do questionable acts. He will often orchestrate situations that threaten a great deal only to arrive just in time to solve his own crisis. He would never put someone in direct danger if he didn't think they could handle it and tries to make sure whatever scheme he puts in place can easily be undone by him.

MUFGARDER IN YOUR ADVENTURES

As a center of intrigue:

Mufgarder is throwing a lavish party for nobles from both land and sea and has hired the PCs as security. Everything is going fine until one of the nobles is found dead under suspicious circumstances. The PCs must find who did the crime and quickly before rumors spread out of control and war breaks out.

As a quest giver:

One of Mufgarder's schemes is quickly spiraling out of control. He hired a group of kuha to destroy local fishing boats but the kuha now believe that their god is demanding the destruction of all boats and will no longer listen to reason. Mufgarder offers the party a reward if they can quietly contain the situation.

As an NPC in need of rescue:

A self-proclaimed pirate king has kidnapped Mufgarder and is demanding a ransom for his release. The news of Mufgarder's capture will take far too long to reach his superiors at the bottom of the ocean and the kingdom on the surface is unwilling to pay. Can the party save Mufgarder before an untimely end?



RAGNAR



RAGNAR

Armor Class 17 (studded leather + cyborg)
Hit Points 55 (10d6+20)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	15(+2)	9(-1)	10(+0)	14(+2)

Saving Throws Dex +7
Skills Acrobatics +7, Sleight of Hand +7, Stealth +7
Damage Vulnerabilities Lightning
Senses passive Perception 10
Languages Common, Goblin
Challenge 6 (2,300 XP)

Cunning Action. Ragnar can take a special bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Cyborg. The inorganic parts of Ragnar's body are more resilient than flesh and he has an innate +1 bonus to his AC (included in AC total).

Evasion. If Ragnar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Ragnar deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of one of his allies that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Actions

Medium humanoid, chaotic neutral

Multiattack. Ragnar makes two attacks with his cutlass and can replace up to one of those attacks with a random gadget attack.

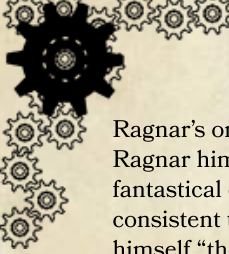
Cutlass. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 4) slashing damage.

Random Gadgets. Ragnar has multiple bizarre augmentations and he's not really sure how any of them work. Whenever Ragnar attempts to utilize his gadgets, roll a d6 on the following table to determine the results:

RANDOM GADGET TABLE

d6 Result

- 1 Something shorts out and Ragnar takes 1d8 lightning damage.
- 2 An arc of electricity starts coursing around Ragnar, the next creature that hits Ragnar with a melee weapon attack takes 1d8 lightning damage.
- 3 Medical implants begin working overtime and Ragnar gains 2d4 temporary hit points.
- 4 Ragnar's optics flip on and Ragnar gains Blindsight with a 60 ft. range until the end of his next turn.
- 5 Lights turn on along Ragnar's body, and energy courses through his cutlass. The next time Ragnar hits a target creature with his cutlass, it deals an additional 2d6 radiant damage.
- 6 Adrenaline surges into Ragnar's body, until the end of his next turn, Ragnar gains a +2 bonus to all attack rolls, ability checks, and saving throws.



Ragnar's origins are shrouded in mystery, namely because Ragnar himself often forgets and retells the story, adding any fantastical elements he can think of at the time. The one consistent thing is that early in Rangnar's life, he declared himself "the world's greatest pirate" and despite not having a crew, a ship, or any knowledge of just how currency worked, set out to prove it.

Ragnar traveled from place to place, stealing anything he thought was worthy of his title, like the hats of sailors or the corpses of dead birds to keep as pets. He'd steal loose scraps of paper in the hope that they might be maps, until one day he stole a curious bauble off of a traveler that beeped and lit up when he pressed the buttons on it. He named it the beep bopper and he was convinced that it would lead him to more things of its kind. After many weeks of scrounging around for anything like his beep bopper, Ragnar overheard a group of adventurers describe a dungeon with a bizarre material lining the walls and strange lights that seemed to flicker on and off. The adventurers told stories about giant metal men that shot bolts of pure fire and that whatever was down there was not worth the risk. This notion was absurd to Ragnar, as literally everything would be worth the risk. Ragnar listened in and learned the location of this mysterious place filled with dangerous metal men, bound to be full of things just like his beep bopper.

After a week of tracing the adventurers' steps, Ragnar discovered the dungeon for himself and brazenly went inside. What happened next is unclear and hotly contested. Ragnar's accounts are less than reliable and downright conflicting. He's claimed that the dungeon was guarded by a mean metal man with large hurting hands. He's claimed it was filled with flying shooty birds that came from the ceiling to stop Ragnar from getting his prize. What is certain though is that somewhere in that dungeon, Ragnar found all kinds of beep boppers and pressmagigs, flipernobers and squeezeawhatsits. Ragnar found a treasure worthy of his title of the world's greatest pirate.

The logic that follows is somewhat difficult to follow. But most later events in ragnar's life loosely fall into the pattern of Ragnar finds dungeon, Ragnar finds the treasure and then Ragnar tried to eat or replace his body parts with the treasure. Ragnar is now more machine than goblin, as a sizable portion the gadgets and doodads that he discovered are now integrated into his body. Various parts of him now beep and light up seemingly at random, and he seems to know things he shouldn't be able to know. Finally, (and this is one of Ragnar's personal favorites) every now and again a bolt of energy erupts from his mechanical eye.

Ragnar has made it his mission to find more of these great treasures, especially because he somehow forgot the location of the dungeon where he first discovered the treasured baubles that constitute more than half of his body. He's fairly certain that he left a stash of goodies there so he wouldn't lose them.

RAGNAR IN YOUR ADVENTURES

As a quest giver:

The party finds ragnar and the remnants of some kind of flying device crashed into a tree. One of Ragnar's mysterious "enhancements" start going off and a hologram of an unknown woman implores the PCs for help or else the planet is doomed. Ragnar has no memory of the woman and has no idea how the hologram works, but he believes that she is telling the truth and hires the PCs to help him save her.

As a macguffin:

An evil wizard is trying to capture Ragnar, he wants to kill him and extract all of the mysterious technological objects out of him and use them for his own nefarious plans. A knight of a bizarre order believes that should the evil wizard get these items, a great evil would be summoned into this world. He enlists the PCs to help him escort Ragnar to a citadel controlled by the order and thwart the evil wizard.

As a BBEG:

Local goblin tribes believe Ragnar is a pirate god and are looting anything they can to bring as offerings to him. Ragnar is happy to finally have a loyal "crew" and his goblin horde has been growing at an alarming rate. The PCs will have to track down this supposed "pirate god" and put a stop to him.

RITA MANTODEA



RITA MANTODEA

Armor Class 18 (studded leather)
Hit Points 104 (16d8+32)
Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	22(+6)	15(+2)	17(+3)	16(+3)	19(+4)

Saving Throws Dex +10, Int +7, Cha +9
Skills Acrobatics +10, History +7, Insight +7, Perception +7, Sleight of Hand +14, Stealth +14
Senses passive Perception 17
Languages Common, Elvish, Draconic, Giant, Gnomish, Goblin, Halfling, Orc
Challenge 9 (5,000 XP)

Cunning Action. Rita can take a special bonus action on each of her turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion. If the Rita is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Master Thief. Rita adds double her proficiency to her Dexterity (Sleight of Hand) and Dexterity (Stealth) checks (already included in skill totals).

Medium humanoid, chaotic good

Only Playing. Even in life or death situations, Rita isn't fond of ending lives. Rita must make a DC 14 Wisdom saving throw whenever she targets a creature that is below 25% of their maximum hit points with an attack. On a failed save, she is unable to strike and wastes the attack.

Sneak Attack (1/Turn). Rita deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of one of her allies that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack. Rita makes three attacks with her pincers, and can replace up to one of those attacks with an outmaneuver.

Outmaneuver. Rita can attempt to outmaneuver a target adjacent creature by making an opposed Dexterity (Acrobatics) check. If she succeeds on this opposed check, Rita has advantage on all attacks against the target creature until the beginning of her next turn.

Serrated Pincers. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 6) slashing damage.



Rita Mantodea was the first daughter of a wealthy traveling merchant, she spent her youth traveling across the world with her family. While not attending the duties of her family, she spent her time exploring the exotic locals and learning about the local cultures first hand. She was a natural linguist, she would quickly make friends with members of both high and low society wherever she went, and easily found a fit in any and all social settings. Her parents eventually wanted to see their child get a first rate education at a noble women's finishing school. A path that would make sure she could marry someone of high station and live out the rest of her days comfortably.

After pulling several strings and placing several bribes, Rita was accepted into Yenthine's Academy for Women of Nobility, or Y.A.W.N. There she was expected to walk with her head down, only converse with polite topics such as the weather and not learn anything to "radical" for a young and impressionable mind. It only took a single day before Rita attempted her first escape, and was thwarted by the groundskeeper, Ms. Killgorerock. After a long detention of reciting mind-numbing platitudes about the joys of embroidery, Rita knew she had to play her next move carefully.

Rita spent years acquiring the knowledge and skills she needed to escape in secret. She would steal trinkets from other schoolmates she disliked, or teachers that abused their power over their students. She managed to collect the funds to pay the staff to get her books from the outside. She learned to scale the walls from outside the university to gain access to the forbidden section of the library, and how to picklocks and sneak unseen in formalwear. She also developed a talent for finding people with the necessary skills or connections she needed and how to make quick friends with them.

After 4 years of suffering from Yenthine's coma inducing curriculum, Rita had gathered all the tools and skills in private she needed to escape and set out on her new life anywhere but there. She used several homemade smoke bombs to cause a distraction during a school wide baking party. Then she disguised herself as a nurse to gain access to the medical supplies where she crafted a sedative she applied to a throwing dart. She finally made a break for the front door, using the dart to immobilize Ms. Killgorerock before she could attempt to stop Rita.

With perfect timing and execution, Rita Mantodea was free and had the rest of her life to do what she wanted. This unfortunately led to the horrifying realization that Rita had no idea what she wanted. The past four years of her existence was defined by her need to escape Y.A.W.N. and now that she had done that, she felt empty. She couldn't go back home to her parents, they would be furious with her for leaving and send her back, and she moved about so much as a child that she had no close friends.

Alone in the world, Rita soon found that she had a wealth of knowledge and skills gained from her time at Y.A.W.N. and she realized she could make a living as a thief. She learned of the location of several local treasures held by wealthy nobles and merchants and within the month, acquired them all with little effort. Of course, she began to feel bad for the local guards, as they never had to deal with a thief of her caliber before. She began leaving cryptic clues showing where she hid the treasure, or about her next crime or even where she would be hiding, anything in order to make the theft itself more fun and interesting. Over the next few years, words of her daring crimes and bold use of clues gained her international fame as she played a game of cat-and-mouse with any investigator that tried to capture her.

RITA MANTODEA IN YOUR ADVENTURES

As a playful antagonist:

The players are asked to move a priceless artifact from one city to the next when they get a cryptic clue from Rita claiming she is going to steal it right from under them.

As a quest giver:

Rita learns that after her escape, Yenthine has snapped and started abusing the students at Y.A.W.N. Feeling a bit guilty, she hires the party to help find evidence of the abuse so that Yenthine would be arrested and the cursed school would be shut down for good.

As a villain turned ally:

The party is hired by a local order of paladins to help stop the infamous criminal once and for all. But while on the trail, it appears that Rita is helping the paladins discover a more sinister plot of ne'er-do-wells that seek to control the local populace with a mind-control fungus.



THE WATCHER

THE WATCHER

Large aberration, neutral

Armor Class 17 (natural armor)

Hit Points 153 (18d10+54)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	18(+4)	17(+3)	24(+7)	20(+5)	12(+1)

Saving Throws Dex +10, Int +7, Cha +9

Skills Acrobatics +10, History +7, Insight +7, Perception +7, Sleight of Hand +14, Stealth +14

Senses passive Perception 17

Languages Common, Deep Speech, Primordial, Telepathic to a range of 60 ft.

Challenge 15 (13,000 XP)

Dimensional Gaze. The Watcher can see 60 ft. into the Ethereal Plane when she is on the Material Plane, and vice versa. She can also see a strangely colored aura around creatures and objects within 30 feet that are non-native to the plane they currently occupy. This sense does not penetrate other objects or creatures and only applies to creatures and objects she observes directly. The Watcher gains a +5 bonus to any Intelligence checks made to analyze extraplanar creatures or objects.

Inexplicable Aura. Attacks have a way of inexplicably missing The Watcher, all attacks against her have disadvantage. **Orbiting Eyes.** The Watcher has three orbiting eyes. She can see clearly through these eyes and they normally float around her person. As a bonus action, she can separate from one of her orbiting eyes. While separated from her these eyes have a fly speed of 15 feet and can move independently of her during her turn, allowing her to see different perspectives without moving to those locations herself. The orbiting eyes cannot take actions, bonus actions, or reactions, and can only utilize movement speed. Her orbiting eyes cannot wear armor of any kind, have an AC of 18, and have 23 hit points. The Watcher's orbiting eyes heal fully during short or long rests and if an eye is destroyed she can spend some time and effort to create or grow a new one during a long rest. She loses sight through her orbiting eyes if they are ever farther than 500 feet from her or if they are on a different plane from her. Orbiting eyes separated from her in this way will attempt to return to her, and will wither away and die if separated from her for more than 24 hours.

Enormous Nose. This creature gains advantage on any check involving putting things in its nose.

Actions

Multiattack. The Watcher makes two attacks with her tentacles, and can replace up to one of those attacks with a use of her etherealness or her fate twist abilities.

Etherealness. The Watcher enters the Ethereal Plane from The Material Plane, or vice versa. It is visible on The Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Fate Twist. A target creature within 60 ft must make a DC 21 Charisma saving throw. On a failed save, some extremely unlikely and disastrous event inexplicably afflicts the target, The Watcher may choose one of the following effects:

- The target makes a weapon attack using the weapon they're wielding against itself or another creature within range (The Watcher's choice) that automatically results in a critical hit.
- The target has a sudden and inexplicable physical malady, and gains the poisoned condition until they finish a short or long rest.
- The target's magical abilities suddenly short circuit and the target must immediately cast a spell they know or have prepared, (The Watcher's choice of both spell and targets).

Tentacles. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 1) bludgeoning damage.



From beyond the veil of the material plane, she watched. Throughout countless ages and historical events, she watched. While other beings plotted and schemed as their grand plans unfolded across the planes, she watched.

Nothing is truly known about the watcher. It's not unheard of for beings to watch and record the events of creatures from across the planes of existence, but it is usually done as a means to an end. Great powers gather information for some higher purpose, or just to record information. But the watcher does not record information, nor does she report her findings to any other being. She simply travels the realms to witness things as they happen. Even the events she watches are an oddity. One moment she'll be present at an historic event, watching intently as grand armies march or political deals are struck. The next moment she'll be watching the crawling of a small insect across a field, or a young farmhand at their labors.

Many scholars and magicians have tracked The Watcher's movements throughout the years, and some have even made contact with her. They offer her gifts in the hopes that she might share what she has seen, or even just an explanation. But never once in any of these meetings has she communicated even a single word. She barely acknowledges their existence, unless they proved hostile. Even then she would simply use her magic to escape to other planes and continue watching. There are rumors of an ancient traveler that was a close friend to the watcher, and that the traveler's journals could provide much sought after insight into just what it is the watcher is looking for.

A truly alien creature, The Watcher seems to be the only member of her kind across the planes. While records of her existence date back through the ages, it is possible that there is or was a whole race of these beings and only one has been seen at a time. Whatever the case, The Watcher seems to be preoccupied watching things unfold. Once she finds a subject to watch, she will watch it intently from the ethereal plane. She never pauses to eat or sleep until some arbitrary point, and then she will seek a new subject to watch. On several occasions, when the subject she is watching encounters danger, she has used her magic to enter the material plane and save the subject from any harm. She has also on more than one occasion, caused the death of several beings that she was watching by causing accidents to happen around them. While The Watcher is the subject of many debates amongst scholars, philosophers, wizards and clergy, little if any information was ever gathered about her directly. All the information of what she is, and her motivations, are largely the works of conjecture and second-hand observations.

THE WATCHER IN YOUR ADVENTURES

As a quest goal and elusive antagonist:

A scholar that has spent his life's work tracking down The Watcher has placed a bounty on her head. Anyone that can bring her in alive and relatively unharmed will get a massive reward. This is no easy task as the watcher seemingly can travel between the planes with ease.

As a mystery and antagonist:

The ruling nobleman of the land has recently acquired some ancient journals that seem to relate to The Watcher. However, any person that attempts to read them suffer bizarre accidents that grow increasingly dangerous. The noble pays the players to learn the secrets of the journals and is seemingly growing desperate to learn what truths they hold.

As a curious sidequest:

The players stumble across an item that the watcher is watching and as long as they have it in their possession, the watcher will follow them. At several points during any rest, the watcher will come into the material plane to watch the object and will not interact with the players unless provoked, in which case she will escape back to the ethereal plane to watch the object.



VVYANDER



VVYANDER

Armor Class Armor Class 20 (natural armor)
Hit Points Hit Points 121 (22d6+44)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	15 (+2)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Dex +11, Wis +8
Skills Acrobatics +11, History +6, Insight +7, Performance +10, Persuasion +10
Damage Vulnerabilities Necrotic, Poison
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 13 (10,000 XP)

Cunning Action. Vvyander can take a special bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion. If Vvyander is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Small fey, lawful good

Shimmer Glare. Vvyander's fey purity shimmers and sparkles distractingly. Attack rolls made against Vvyander have a -2 penalty. Creatures who have blindsight, tremorsense, or are immune to the charmed condition are immune to Vvyander's shimmer glare and do not suffer an attack penalty due to it.

Actions

Multiattack. Vvyander makes four attacks with his rapier.

Rapier. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 11 (1d8 + 6) piercing damage and 7 (2d6) radiant damage.

Reactions

Parry and Riposte. When Vvyander is targeted by a melee weapon attack, he can use his reaction to parry the attack and reduce the amount of damage that attack would deal by 10. If this reduction would reduce the damage of the attack to 0, Vvyander may immediately make a rapier attack against the creature whose attack triggered the parry.

Vvyander towers over most sprites and pixies at 3 feet tall, giving him a princely bearing. His long flowing locks of blond hair seem to shimmer in the sunlight while the flapping of his wings emit the softest sounds of harps.

Vvander's origins are mysterious and there are only rumors of how he came into being, any firm details of his birth are kept secreted away in the courts of the fey. He is undoubtedly one of the many sons of Oberon and has the highest distinction of being his most favored son, giving him the title, The Prince of Princes.

During his youth, Vvander would sit at his father's side and listen to the stories of great heroes and legends of when the world was young. Inspired, he sought to model himself after the ideal great heroes of legend, questing nobles that were pure of heart and quick of wit. He used all of his free time to train his hand at all the weapons fitting his position and absorbed all he could of proper courtly procedure. He would often do favors for members of the fey courts to test his mettle and resolve, as well as garner political support and allies.

As soon as he was able, Vvyander left the comforts of his home to seek out noble deeds and to help any and all that he could. After a few years of questing across the land, helping any and all who needed righteous aid without need of reward, something seemed to surprise Vvyander. It wasn't a lack of people in need of heroes, everywhere he travelled there seemed to be people in desperate need, it was the shocking unwillingness of people in positions of power to help. Few and far between were the adventuring nobles that he molded himself after. Vvyander believed that it was his reasonability to teach the holders of power of the world how to properly act with such power, or if that proves impossible, to do what he can to see that someone worthy of the power takes it.

Bearing the weight of his father's pride, Vvyander must make sure that even his smallest actions do not bring even a hint of dishonor to himself, his lineage, or the whole of the fey. While an untrained eye might see a confident noble act flawlessly throughout his day-to-day routine, a careful observer will see the stressful and painstaking decision making. While Vvyander has lived his entire life under this pressure, he still feels blessed to be in such high standing and feels that such status grants him the power to do good things to help as many people as possible.

At his heart Vvyander believes that it is the duty of those with power to help those without and will often use his power and standing in the fey courts to undo tyrants and despots he notices across the world. He has also been known to take quests to find and slay mighty monsters or to help any poor souls under threat from such beasts. This kindheartedness is a double-edged sword however, as many conniving members of the fey court use the suffering of others to lure him away, using the time spent on his selfless quest to manipulate things in their favor. Because of this, Vvyander is often away from the feywild and the heart of the summer and spring courts, preventing him from using his political influence to his advantage.

VVYANDER IN YOUR ADVENTURES

As a roleplaying encounter:

Vvyander has learned that his title of "prince" might be taken away by the schemes of political rivals if he does not marry someone by the setting of the next full moon. He might seek the aid of worthy adventures to help find him a bride, or if willing, take the hand of an adventure and make them a princess and all that might entail.

As a combat/roleplay encounter:

A wicked bugbear has tricked Vvyander into believing that the party has kidnapped a fairy noble and is holding them for ransom. Vvyander will stop at nothing to rescue the fictional noble and see the "evildoers" receive justice.



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