

MEN AND MONSTERS



MAGE HAND PRESS

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FOREWORD

Too often, the races which populate fantasy worlds are pulled whole-cloth from a Tolkienesque template, leaving little room for interpretation. Elves are intelligent and long-lived, but otherwise look like humans with pointy ears, dwarves are stoic and industrious, but otherwise look like squat, bearded humans. Halflings are lethargic and friendly, but otherwise look like very short humans. In absence of other works, these character archetypes are truly inspired, but with the march of fiction, they've simply become tired staples of the genre.

But by their definition, fantastic worlds can play host to a much broader family of races, which provoke the reader's (or in this case, the player's) imagination, bringing them deeper into the world through its astonishing residents. This book, *Men and Monsters*, seeks to provide some new races to populate fantasy worlds, each of which defies conventional fantasy tropes in some way. Some races herein will include talking animals and talking dolls, living machines and living slimes, and much more.

But before we introduce this cavalcade of new races in detail, we should briefly probe the similarities, and the differences, they have to the Tolkienesque archetypes.

Much Like Dwarves, tortugans are enduring and strong, keep long traditions, and never flinch in hardship. They are smaller than most big folk, but are living proof that size can be misleading, especially in battle. Wise and steadfast, they make lifelong friends and steady allies, always available in a time of need.

Unlike dwarves, which are content to live underground, mining ore and filling their coffers, tortugans are a living wanderlust, always marching and migrating in large bands. Whereas dwarves carve the mountains into enduring fortresses, tortugans form a living fortress of shells and

steel, never to be slowed or halted. And where dwarves have historically fallen to feuds and wars over territory and material, tortugans are staunchly neutral, and remain uninvolved whenever possible.

Much Like Halflings, mousefolk are quiet, small, and exceedingly brave. While other might look over

them, they seek to make a difference in the world, and view their size as a discreet advantage over much larger folk.

Unlike halflings, mousefolk are not content to live in a quiet village drinking mead and playing chess; they crave adventure and yearn to breathe deep the air of new lands. Many mousefolk are renowned mouse-knights, famed for their valor and tenacity. They have deep traditions, which they keep until their final days (for, of course, a mouseling is never seen without his hood.) And they sing the songs of heroes of old, for all who are willing to listen, hoping one day to join those very songs with even greater deeds.

Much Like Elves, mandrakes are steeped in wisdom and are deeply connected with the land. Each live for centuries and look genuinely mystical alongside their adventuring companions; living evidence of ancient magic at work in the current age.

Unlike elves, which look much like humans, mandrakes bear only the faintest resemblance to other humanoids, looking instead very much like a tree made flesh. Where elves are skilled in magic, mandrakes are talented in it, casting magic naturally that bends and warps nature to their whim. And where the elves originate in fey spirits known for lightly dancing across the snow, mandrakes originate in a much older and stranger legends, which paint them as being deeply threatening things of nature.

Enjoy the new races,
and Happy Gaming,

Mage Hand
Press



CHAPTER 1: RACES

AMOEBOID

YR ALWAYS HATED COLLECTING NEW SUBJECTS.

He hated the squirming, the protesting, the inevitable memory-erasure. Only rarely were the experiments terribly invasive, and always conducted in the safety of his dungeon – he hadn't lost a patient yet.

Reaching out to a man the man before him, who was strapped to a table and yelling incoherently, Yr's shape changed, taking on more human-like proportions, but with a grossly overlarge head and only vague impressions of eyes. He apologized about his adventurers abducting him and explained the purpose of the procedure, how it might help to unlock the mysteries of alchemy, and better life for everyone. Without pausing for breath, the man continued to scream for help.

Yr's central nucleus flashed dark red, an amoeboid version of a resigned sigh. Then, scalpel in hand, he gestured the familiar motions for the sleep spell.

— Yr, amoeboid alchemist, conducting research

Amoeboids are intelligent, vaguely humanoid-shaped, translucent oozes that can mimic the form of any creature they touch. These creatures live deep underground, building lairs, laboratories, research stations far from the prying eyes of the world above.

FLUID ANATOMY

Amoeboid bodies are almost entirely composed of a translucent jelly-like substance, with a complex network of nerves visible throughout, which emit a dim blue light. Within their heads, a large, brain-like nucleus floats, surrounded by five eyespots spaced radially around it. Their fluid bodies can take the genetic imprint of creatures they touch, molding into an inexact copy, visibly made of the same jelly material. When in this form, however, amoeboids can speak the language of their copy, and move in much the same way, allowing them to empathize with virtually any creature.

No one is sure exactly how the bizarre anatomy of the amoeboids came to be, despite extensive alchemical and historical efforts. The elves believe that their strange forms were created deep underground, perhaps as a corruption of oozes or mimics, but the dwarves maintain that no such creature could originate deep under the surface, that their perplexity probably came from an alchemical experiment gone wrong: likely in the hands of elves.



SCIENTISTS AND DUNGEON-KEEPERS

Though elves and dwarves are apt to bicker about who is to blame for the amoeboids, for their part, the amoeboids are largely unconcerned, choosing instead to occupy themselves with scientific endeavors. They keenly believe that the multiverse is founded on an objective, concrete reality defined solely by magic and physics, all of which can be understood. All things, including the elusive mysteries of the planes, can be unraveled with proper attention, experimentation, and reasoning. Most amoeboids regard no subject as taboo and have few qualms about any kind of research, as long as its methodology is sound and is reasonably likely to produce useful data.

As such, amoeboids often conduct their research in far-removed places, where meddlesome laymen with prying eyes are unlikely to interrupt their work; dungeons are a particular favorite. In their research lairs, amoeboids are

happy to leave others well-enough alone, unless a research subject or rare material must be secured.

With their keen intellects, amoeboids make excellent alchemists, craftsmen, and wizards, but amoeboids can be found in most any profession. Some use their transformative abilities for performance, becoming jesters and bards, while others turn them to less savory endeavors; after all, thieves' guilds are always looking for someone that can squeeze through iron bars effortlessly.

MIMICLIKE

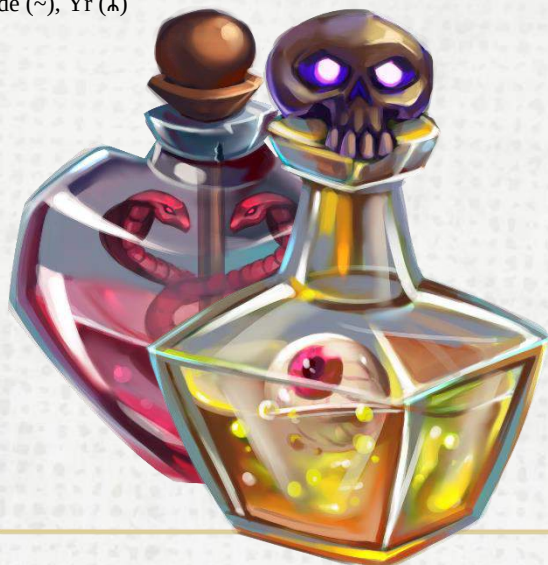
Amoeboids possess profound transformative abilities, which allow them to shape and mold their bodies at will; however, unlike the closest comparable monster, the mimic, their transformative abilities are strictly limited. While transformed, whether into an object or into the form of a creature they have touched, they only vaguely imitate the intended shape, without replicating color, texture, or fine details. Copying most humanoids gives them a rounded, almost faceless appearance that is unlikely to deceive anyone.

Though their transformations are not useful for disguises, they do have other uses. Amoeboids can speak and understand unfamiliar languages while transformed into another creature, they can squeeze to fit through small gaps, and they can imitate inanimate objects, for a wide variety of applications.

AMOEBOID NAMES

Ever concerned with efficiency, amoeboid names can traditionally be represented by a single unusual character, to differentiate it from the rest of a particular alphabet. Amoeboids do not differentiate between males and females, nor are their names particularly masculine or feminine.

Amoeboid Names. Ash (Æ), Chevron (Λ), Digamma (F), Eth (Ð), Ezh (З), Macron (.), Pilcrow (¶), Solidus (/), Thorn (Þ), Tilde (~), Yr (ȷ)



AMOEBOID TRAITS

Your bizarre anatomy grants you the following racial traits:

Ability Score Increases. Your Intelligence score increases by 2 and your Constitution score increases by 1.

Age. Amoeboids swiftly reach maturity, growing to full size in a mere 3 years, and have especially long lifespan, living as long as 200 to 300 years.

Alignment. Natural-born scientists, amoeboids tend to be skeptical and deductive. They lean toward neutral alignments.

Size. Amoeboids have a roughly similar mass to other humanoid creatures and stand 4 to 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Flexible Form. You can use your action to stretch, compress, and mold your body into a myriad of shapes. You can transform into any static form that you choose that is no larger than 8 feet in any dimension. When you assume this form, you can replicate something's basic shape but not its color, texture, moving parts, or fine details. You can't change your body's volume, nor can you move, attack, or cast spells while you're transformed into a static shape.

You can also use your action to touch a creature and assume its general form. Your size and other statistics don't change. You gain the ability to speak and understand that creature's language, and if the target has a burrowing, climbing, or swimming speed, you gain those with the same speed, up to a maximum of 40 feet.

You can end a transformation on your turn (no action required.) If you transform into a form incapable of wearing armor, your armor falls off. You can only take actions while transformed if you are in the form of a creature; as a creature, you can only take actions that a creature of that type would be able to take.

Amorphous. You can compress your body enough to squeeze through a 1-inch wide space. You cannot expand inside a space that offers any resistance.

Reform. Whenever you take bludgeoning, piercing, or slashing damage from a nonmagical weapon and you are not reduced to 0 hit points, you can use your reaction to immediately regain 1d4 hit points, up to a maximum of the amount of damage taken.

Languages. You can speak, read, and write Common and Amoeboid. Most creatures are only able to approximate speaking Amoeboid, for its burbling words are made using the amoeboid's fluid body. If you are transformed into a creature that has a language, you can speak and understand that language.



AVIA-RA

UPON THE BLACK AND NIGHT CRUSADE,
Rode the fearless, heroes they.
Citadel, unto their grasp,
Fleets adjoined; O' pilgrim's wrath.
Prostrate before the Sun Above,
All to arms – never love.

— 3rd Hymn of the Night Crusade

The avia-ra are a sun-worshipping race of wingless birdmen, which seek to spread their ancient religion to all corners of the globe.

ANCIENT GOD-KINGS

The Sun Kings of the ancient avia-ra were as gods to their subjects, and commanded the construction of incredible, lasting monuments to their legacy and the Sun Above. Though the kingdoms of these kings have long since turned to dust, their memory is ever-fresh in the minds of the avia-ra, who see the kingdoms as exemplars of perfect societies, where all are dedicated to the Sun Above.

Armed with a vast library of dogma, the avia-ra evangelize wherever they travel, especially seeking out more primitive cultures as converts. To the avia-ra, the Sun Above is the only true deity, so to spread its message is always a blessing, regardless of the recipient.

Some races consider the avia-ra an ancient and wise people, dedicated to their religion and its tenets. Others cast them as charlatans and false prophets, who routinely prey upon primitive and defenseless peoples. The truth depends largely on perspective, but the avia-ra view themselves only a grand tool to carry the momentum of the Sun's glory to new peoples.

KEEPERS OF THE CITADEL

The heart of the avia-ra's religion is at the Solar Citadel, a singular keep standing tall over a desolate, featureless desert. Only the truly faithful, those who honor no other gods than the Sun Above, may step foot on this holy ground. Most avia-ra make pilgrimage to this site at least once in their lives to bask in the rays of their holy sun, which (in their philosophy) gives warmth and meaning to all light, including other stars.

DEEP SYMBOLISM

Avia-Ra are inclined to view the events around them as omens of much larger struggles, such as those between light and dark, good and evil, and law and chaos. All things have symbolic importance to them; even fundamentally objective things like science and mathematics have a place in the underlying allegory for avia-ra.

Most avia-ra hold dreams in especially high regard, for interpreted dreams can tell the future, lend insight into the past, or provide guidance for the present. Those with the gift to interpret dreams are honored highly as priests in the avia-ra and given elaborate titles, such as Grand Rememberancer, or Dream-Teller Most High.

AVIA-RA NAMES

Avia-Ra names come in two-part cartouches, with one or both parts of the name being composed of the names of ancient avia-ra heroes and great ideals.

Front Cartouche. Apophis, Cani, Canopis, Helio, Hotep, Ira, Lux, Nefer, Oculus, Terra, Verum

Rear Cartouche. Amet, Anubis, Bast, Horus, Isis, Ma'at, Omet, Osiris, Ptah, Set, Thoth

AVIA-RA TRAITS

As an Avia-Ra, you have the following racial traits:

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

Age. Avia-Ra are long lived, and due to their long lives, they have been revered as gods by more primitive beings. They reach maturity at roughly 30 years of age, and can live as long as 500 years.

Alignment. The avia-ra draw their morality and philosophy from the sun. The sun rises, and the sun sets, there is nothing you can do that will stop it. They have a strong inclination to be lawful.

Size. Avia-Ra stand between 5 and 6 feet in height and weigh roughly 120 to 170 pounds. Your size is medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. Thanks to the rituals of your ancestors the light of the sun dances in your eyes, giving you 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.

Avia-Ra Weapon Training. You have proficiency with the scimitar, shortbow, spear, and whip.

Doctrine. You have proficiency in the Religion skill.

Blessings of the Sun. You can cast the spell *bless*, targeting only yourself, without using a spell slot. For the spell's duration, if you roll a 4 on the d4 that you add to attacks and saving throws, you gain advantage on that attack or saving throw.

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

Sun's Chosen. You know the *sacred flame* and *thaumaturgy* cantrips. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Avia-Ra. Avia-Ra is a language filled with soft consonants and long vowel sounds. Its written form uses the Celestial script.

MANDRAKE

THERE WAS LITTLE DOUBT IN OUR MINDS THAT *these woods were dangerous—haunted, even. The locals told tales about people who had been lost within it and speculated what horrors might be lurking in its shade. After some consideration, we laid these superstitions aside, and pressed on anyway. What folly!*

We had nightshade for werewolves, garlic for vampires, but nothing for what awaited us.

On our first night in the forest, a mandrake strode up to our camp. It was an ancient thing of moss-covered wood, breathing and speaking as a man. It warned us that this forest was not protected by any monster, nor force of man; it was under his purview alone. Silently, but steadily, the trees themselves crept in closer around us...

— An expedition encountering a mandrake warden

The layman will say that mandrakes are screaming, crying babies grown from the roots of the mandrake plant; however, this could not be further from the truth. Small, crying mandrakes are those which are harvested too early, literally children still in infancy. If allowed to grow for a year and a day before being harvested, they emerge fully-formed, able to mature into great and powerful tree people.

FLESH FROM WOOD

With a skin of thick bark and leaves growing at their extremities, you could be forgiven for believing that mandrakes are simply living plants, treants or animated trees. This might even be partially true: it seems that mandrakes originated from some plant ancestor, but through strange magic or stranger evolution, they have become something midway between animal and plant.

Mandrake anatomies are filled with paradoxes: they bleed a ruby ichor, reminiscent of both blood and sap. Their hearts, which look much like a knot of roots, pump this around their body, enriching it with oxygen borne by leaves and special pores on their extremities. Simultaneously, mandrakes can bask in the sunlight or consume living things to gain nourishment, and can even absorb nutrients through their feet, though they don't often subsist by sunlight and water alone.

FOREST ENVOYS

Alchemists and arcanists alike scratch their heads at mandrakes, but druids know them well as the green emissaries, who stand between the realms of animals and plants, making peace for all parties. To druidic tradition, mandrakes are unique, ancient constructions of Mother Nature herself, intended to act as delegates for her will. Mandrakes are credited by old druids with aligning elves

with the natural world and dwarves with the mountains; only with the rising tide of humanoids and their preponderance of gods did most creatures forget about Mother Nature and her half-plant ambassadors.

Today, mandrakes are rare, and make their homes in the forests near where villages and cities meet the true wilds. Humans tell tales of mandrakes savaging those who enter their domain, but druids and those who respect the old traditions of the forest, know that such ire is seldom undeserved.

MANDRAKE NAMES

Taking their names from the old spirits of the forest, which have long been forgotten by men, mandrakes treat all names with great reverence.

Male Names. Akathaso, Bistonis, Cithaeron, Hathor, Nomina, Orseis, Othrys, Yggdras

Female Names. Argyra, Circe, Claea, Hadryade, Helike, Lauma, Moria, Thronia

MANDRAKE TRAITS

Because you are neither beast nor plant, you have the following characteristics:

Ability Score Increase. Your Wisdom score increases by 1.

Age. Mandrakes must grow undisturbed for a year and a day before they are harvested. They then mature in a decade and live for centuries, growing wider, with more gnarled bark as they age.

Alignment. Mandrakes are known to keep centuries old concords known only to the oldest of creatures. Though they stay neutral in most matters, they tend to lean toward lawful alignments.

Size. Mandrakes usually stand tall and slim, usually almost seven feet high, with spring mandrakes being smaller, and winter mandrakes being slightly larger, and often hunched over. Your size is Medium.

Speed. Your base movement speed is 30 feet.

Plant Nature. Even though you are not fully a plant, you still possess many of the same traits as one. As long as you are within direct sunlight for at least 4 hours a day, you do not need to eat. Additionally, you can breathe through your leaves and extremities and can absorb water and nutrients through your feet.

Even if you are not proficient in Stealth, you can add your proficiency bonus to Dexterity (Stealth) checks that you make while in natural environments, such as forests.

Root Magic. You know the *shillelagh* cantrip and can target yourself with the spell, imbuing your unarmed strikes



with magic. When you reach 3rd level, you can cast the *goodberry* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *barkskin* spell once with this trait and regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common. You can also communicate simple ideas to nonmagical plants and can question plants about events that occurred nearby during the past day, gaining information about creatures that have passed, weather, and other circumstances.

Seasonal Subrace. Depending on the season in which mandrakes are harvested, they take on vastly different characteristics when they mature. Pick one seasonal subrace from Spring, Summer, Autumn, and Winter.

SPRING

Mandrakes harvested in the spring are limber and flexible, with lighter bark and short green buds instead of leaves. They are by far the thinnest and also the most agile of the mandrakes.

Ability Score Increase. Your Dexterity score increases by 2.

Storm Resistance. Accustomed to the thunderstorms of spring, you have resistance to lightning damage.

Sprightly Movement. Your base movement speed increases by 5 feet.

SUMMER

Summer mandrakes grow high and strong, with they are accustomed to the warm months and ever-abundant sunlight. Their leaves almost form a canopy, and the roots along their feet can hold fast to the loam, when the need arises.

Ability Score Increase. Your Strength score increases by 2.

Wildfire Resistance. Having withstood the dry conditions and occasional forest fires of midsummer, you have resistance to fire damage.

Deep Roots. As long as your feet are on natural ground, you have advantage on Strength saving throws and all ability checks you make to resist being pushed, shoved, knocked prone, or otherwise moved involuntarily.

AUTUMN

Mandrakes of the autumn are more colorful than their kin, often literally so, decorated with leaves in a myriad of reds, purples, and yellows, and also representing all the hues in between. They reflect the natural world at its most bountiful and seek to share the harvest's gifts with all who will accept them.

Ability Score Increase. Your Charisma score increases by 2.

Toxin Resistance. The vibrant colors of autumn bring with them the promise of harvests to come. To protect such a harvest, you have resistance to poison damage.

Abundance. You gain the ability to cast the *goodberry* spell, as per your Root Magic trait, when you choose this subrace at 1st level, rather than at 3rd level. When you cast this spell using this trait, each creature that consumes a berry regains hit points equal to your proficiency bonus.

WINTER

Mandrakes which are harvested in winter first glimpse the natural world at its harshest, becoming harsh in return. Winter mandrakes never grow leaves and develop gnarled bark that makes them look much older than they are. In addition, they grow large, for surviving the winter months fosters a certain strength that other mandrakes rarely, if ever, develop.

Ability Score Increase. Your Constitution score increases by 2.

Frost Resistance. Due to the bitter frost of the long winter months, you have resistance to cold damage.

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

MATRYOSHKA

"AS SOON AS HE REACHED HOME,
*Geppetto took his tools and began to cut and
shape the wood into a Marionette.*"

— Carlo Collodi, *Le Avventure di Pinocchio*

Ever a joy to children, matryoshka resemble living playthings made of wood, cloth, or porcelain. Though easily mistaken for puppets, matryoshka are not manipulated by a just-out-of-sight puppeteer; they are animated, sentient, and independent.

DIVERSE ODDITIES

As a race, the matryoshka are an oddity. While they are sparse, the lot of them are numerous enough and share enough similarities with each other that they may be counted as an actual race of people, and not just freak mishaps of magic. While it may be that there are dedicated creators of matryoshka, as there were with the vect, a significant number of them have come to life on their own.

Physically, matryoshka are quite small, often slightly shorter than halflings. Their physical features vary greatly from type to type, but they are almost always humanoid in shape. For simplicity, matryoshka are classified by the materials by which they are composed: bisque are porcelain, gepettin are wood, and raggedy are made of fabric.

Despite being made of somewhat flimsy materials, sentience seems grant them an odd heartiness. As well, due to their non-living nature, they never hunger, rarely tire, and are very adept at being innocuous. Most find some form of work or profession in entertainment, but many find fantastic success as spies and assassins.



CHARMING, YET UNCANNY

Though they bring delight to children, matryoshka instill a cold fear in many adults, the type of fear that accompanies the uncanny realization that something inanimate is, in fact, alive. A person's first reactions to a matryoshka can be most telling, and usually fall into two camps: some people find the moving matryoshka delightful, perhaps recalling some cherished childhood memory brought to life, while others are taken by an unnerving phobia, feeling a sudden chill upon seeing a doll move of its own impetus.

MATRYOSHKA NAMES

Like other constructs, matryoshka rarely name themselves. Typically, a construct has no conception that living creatures obsessively name everything, and have a name bestowed upon them – in this case, matryoshka are normally named by children, or are given terms of endearment by adults.

Names. Birdie, Cuddles, Desmond, Dusty, Hobbs, Fluffie, Frowny, Lizzie, Patches, Princess, Pup-pup, Red Jacket, Teddy

MATRYOSHKA TRAITS

As a matryoshka, you have the following racial traits:

Ability Score Increase. Your Constitution score increases by 2.

Age. As constructs, matryoshka do not age, and are mature as soon as they become sentient.

Alignment. Matryoshka, as varied as they are, run the gamut of alignments: Raggedies are generally good, bisques tend towards evil, and gepettins are usually in between.

Speed. Your base walking speed is 25 feet.

Size. Matryoshka are small creatures, rarely breaking 3 feet in height.

Darkvision. Matryoshka have superior vision in dim light and darkness. You can see in dim light within 60 feet of you as if it was bright light, and darkness as if it was dim light. You can't discern color in darkness, only shades of gray.

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

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

enemies and other events as normal. You can still be placed into a torpor by sleep-inducing magic.

Innocuous. Matryoshka are generally indistinguishable from non-living dolls of the same type. Because of that, they have learned to be very stealthy when required. You have advantage on Dexterity (Stealth) checks you make to appear as a mundane toy.

Languages. Matryoshka can read and write common as well as one other language based on their creator's race (your choice).

BISQUE

Bisque matryoshka are a form of porcelain doll, crafted with exacting specification and often luxurious clothing materials. Though they are designed to look as realistic as possible, they are often thought to be the most terrifying of matryoshka, due to their lifeless visage. Though their faces are often very fragile, their construction is generally much harder than their brethren

Ability Score Increase. Your Strength score increases by 1.

Terrifying. Your lifeless eyes and face tend to instill fear in people, often without even trying. You gain proficiency in Intimidation, and gain advantage on any such rolls where you are attempting to scare someone that was not initially aware you are alive.

China Doll. Any Wisdom (Insight) check made to discern your true emotions has disadvantage.

Child's Play. Bisque know that their small size and natural stealth lead to being very efficient stalkers. You deal an additional 1d6 damage when attacking a creature who you have advantage against using a light or finesse weapon. You not need advantage if neither you nor the target has an ally adjacent to it.

GEPETTIN

Gepettin are physically similar to marionettes, made mostly out of wood, with painted faces and carved clothing. Due to their construction, their limbs are quite flexible, and they are known to be fantastic dancers.

Ability Score Increase. Your Dexterity score increases by 1.

Clipped Strings. You gain the ability to manipulate your old strings, allowing you to use them to climb, attack, and restrain. You gain a climbing speed equal to your walking speed.

Additionally, while wielding a light melee weapon, you can add 5 feet to your reach with that weapon. Lastly, you can use your strings to grapple creatures up to two sizes larger than you.

RAGGEDY

Raggedy matryoshka are usually a larger form of stuffy doll. Also commonly referred to as Plushies, raggedy are any form of stuffed or soft doll. Though they often look humanoid, they may also look like animals, monsters, or any other form of anthropomorphic creature.

Ability Score Increase. Your Charisma score increases by 1.

Adorable. Raggedy, before coming to life, were designed to be appealing to children. As such, you gain proficiency in Persuasion, and have advantage on Charisma (Persuasion) rolls you make against children or other humanoids that are fond of cute things.

Stuffed with Fluff. Raggedy are filled with a lightweight, soft material. As such, you have resistance to non-magical bludgeoning damage and take no damage from falling less than 30 feet. Unfortunately, whenever you take fire damage, you also take an additional 1d8 fire damage at the start of your next turn.

MERFOLK

SAILORS WERE RUNNING ABOUT, JUMPIN' overboard, and screamin' about folks underwater – not just folks: women. I thought it had to be scurvy, or maybe just the heat; we hadn't made landfall in weeks, and it was sure getting' to the men. But then I looked over the bow and saw them for a split second: a trio, a lad and two lasses.

Their gorgeous, serene shapes glided underwater, a long fish's tail propellin' them forward. Beautiful, incandescent hues danced on their skin as they neared the surface.

Then, just as suddenly as they arrived, they plunged back down into the depths, and out of sight. We had good tides and saw many other wondrous things on our voyage, but we never did see their like again.

— Zide, human sailor, on spotting merfolk

Merfolk are aquatic humanoids who can be found throughout the seas and oceans of the world. Possessing the upper body of a human (albeit with webbed fingers and fins instead of hair) and the lower body of a fish, they are at home in the water, able to swim faster than most humanoids can run and dive deep in search of food and treasure.

SCATTERED TRIBES

The sea is a dangerous place, filled with predators and hostile peoples, such as merrow and sahuagin. Moreover, the technological developments that have helped humans to conquer the lands are not available underwater. This means that merfolk society has remained tribal and undeveloped, in small, scattered communities.

Although there are some merfolk cities built into easily-defended mazes of rock and coral, there are relatively few locations in the world that are suitable for such development, and little incentive for merfolk to settle in one place. Generally, the tribes are at the mercy of the tides, forced to follow the schools of fish they hunt—or flee the monsters that prey on them.



Merfolk eat fish, both by hunting them in the wild and by herding domesticated ones. Merfolk have selectively bred large, docile fish to use as sources of meat and leather, and the sharks, seals, octopi, and seahorses they keep as pets are trained as well as any human's hunting dogs.

DIVERGENT EVOLUTION

One of the great strengths of the merfolk people is their adaptability. Their bodies quickly change in response to changes in their environment, and isolated pockets of merfolk can end up looking completely different from others of their race after just a few generations.

Generally, merfolk adaptations resemble those of fish that live in their regions, ranging from the bright colors and toxins of tropical fish to the bioluminescence and pressure resistance of deep-sea creatures.

MERFOLK NAMES

Merfolk names sound like waves, rolling off the tongue. Their tribe names, which are usually spoken before given names, generally refer to a great deed done by a historical figure, or else a location that is important or sacred to the tribe.

Tribe Names: Darkfathom, Deepreach, Lightbringer, Stormbinder, Waveseeker

Merman Names: Allaton, Aniel, Genaho, Hodaton, Kyron, Luniho, Nitono, Tiliel

Mermaid Names: Anu, Asahi, Callani, Jimani, Kosurai, Oru, Thinahi, Uluyu

MERFOLK TRAITS

Merfolk have the following racial traits:

Ability Score Increase. Your Dexterity score increases by 2.

Age. Merfolk reach maturity at 16 and can expect to live for 80 or 90 years in optimal conditions.

Alignment. Merfolk subscribe to a variety of alignments and worldviews, and there is no universal merfolk culture. A good number tend towards neutrality, focusing only on the survival of themselves and their tribe.

Size. A merfolk's body length is deceptive because of its tail. On land, they are the same size as humans. Your size is Medium.

Speed. Your base walking speed is 25 feet and your base swimming speed is 40 feet. Your tail transforms into a pair of legs while you are on dry land.

Darkvision. Your large eyes are well-adapted to dark and murky waters. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were

dim light. You can't discern color in darkness, only shades of grey.

Amphibious. You can breathe normally in air and water.

Watery Sanctuary. While you are swimming, you have advantage on saving throws against spells and magical effects.

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

Subrace. Many different subraces of merfolk exist. Choose either littoral, tropical, or pelagic.

LITTORAL

Littoral, or coastal, merfolk live and hunt in the shallow waters near the shores of oceans and seas. Though they rarely stay on dry land for long, these merfolk are the most likely to fraternize with surface-dwellers, bartering for useful tools with rare undersea treasures, like pearls and seashells.

Ability Score Increase. Your Wisdom score increases by 1.

Net Escapist. Due to the perils of fishing nets, you have advantage on ability checks you make to escape grapple, slip bindings, and escape nets.

Shipwreck Scavenger. You are adept at making do with whatever flotsam and jetsam the tides deliver to you. As an action, you can assemble any simple weapon or piece of adventuring gear whose value is no more than 5 gp out of whatever random junk is lying around. The item falls apart after 1 minute.

PELAGIC

Often called deep merfolk, the pelagic live in the depths of the ocean, rarely approaching the surface. Their dim scales and large eyes have adapted to the scarce sunlight, making them excellent hunters in the dark.

Ability Score Increase. Your Constitution score increases by 1.

Bioluminescence. You are able to produce a small amount of light using photophores in your skin. As a bonus action, you can activate this ability to shed dim light in a 10-foot radius. You can deactivate this ability with a further bonus action.

Superior Darkvision. Your darkvision has a range of 120 feet.

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.

TROPICAL

Making their homes in the warm water around the equator, tropical merfolk are more lighthearted and colorful (often literally) than their fellow merfolk. Their brightly hued scales serve as a defense mechanism, warning predators that their bodies are poisonous.

Ability Score Increase. Your Charisma score increases by 1.

Venomous Secretions. Your body produces exotic chemicals that help you survive amongst the vicious predators found in tropical waters. When a creature hits you with a melee attack, you can use your reaction to deal 1d8 poison damage to that creature. If you are swimming, this ability does not cost a reaction. Once you use this trait, you can't use it again until you finish a short or long rest.

The damage increases to 2d8 at 6th level, 3d8 at 11th level, and 4d8 at 16th level.

MOUSEFOLK

"YOU LAUGHED WHEN I SAID I WOULD REPAY YOU,"
said the Mouse. "Now you see that even a Mouse can
help a Lion."

— Aesop, *The Lion and the Mouse*

Never to be looked down upon, the slight, unassuming mousefolk are kindhearted to a fault, and possess courage greater than most giants.

TINY BUT BRAVE

Though the tiny, big-eared mousefolk are often overlooked by larger creatures, history is brimming with stories of gallant mouse-knights staring down dragons, crossing blades with warlords, and charging into grand battles. It happens that few histories are written about the valor of mousefolk – and many more should be – yet they make appearances in legend all the same, their bravery cementing their place in history.

Even excluding the long and proud history of mouse-knights, few mousefolk are apt to fear either big folk or monsters. Mousefolk are good to their neighbors and rarely pick fights; after all, most folks can be reasoned with. Those who can't should rightly fear mousefolk striking at their knees.

STORYTELLERS AND LEGEND-KEEPERS

The mousefolk language, Rodentia, has no written form, thus mousefolk preserve their history in story

and in song, passed from elders to children through the generations. Their oral tradition is rich, filled with stories of grand heroics, shrewd tricks, and swooning romance. Indeed, many mousefolk live to see themselves preserved in the legends of their people, their deeds remembered in a grand epic for the ages.

HOODED OR DISGRACED

Though ratlings have long abandoned the old ways, a mouseling is never to be seen without a hood. Following ancient tradition, mouselings wear their hoods, which they have sewn themselves, at all times, except in the direst circumstances. A hood is a symbol of wealth and social standing, and is sometimes replaced with hats or other headwear, when appropriate.

Where this tradition originated, none can say, but mouselings hold to it strongly. If one is seen without a hood, it is surely a sign of disgrace and exile, the most personal punishment a village of mouselings can inflict.



MOUSEFOLK NAMES

Most mousefolk names are derived from Rodentia, the mousefolk language, and are fairly squeaky when pronounced, as a result.

Names. Alipeep, Cheepicheet, Deek, Leepijeeek, Meechi, Peepicheek, Reepi, Seefidee, Skee, Teemeep, Zeep

MOUSEFOLK TRAITS

Slight and swift, you possess the following traits:

Ability Score Increase. Your Dexterity score increases by 2.

Age. Mousefolk mature in their teens and live around 80 years.

Alignment. Most mousefolk are neutral good. They tend to be kind-hearted and have deeply-rooted values.

Size. Mouselings stand around 3 feet tall, but appear slightly taller with their large ears, and normally weigh no more than 40 pounds. Ratlings, by contrast, stand almost 4 feet tall, but have much smaller ears. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Mousefolk have superior vision in dim light and darkness. You can see in dim light within 60 feet of you as if it was bright light, and darkness as if it was dim light. You can't discern color in darkness, only shades of gray.

Lightfooted. You have proficiency in the Stealth skill.

Scurry. You can move through the space of any hostile creature as if it were difficult terrain.

Squeeze. You suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.

Languages. You can speak, read, and write Common. You can also speak Rodentia, a quiet and squeaky language that has no established written form. Mouselings value the oral tradition highly and only take notes in Common, or using an improvised shorthand that approximates the sounds of Rodentia in Common script.

Subrace. Mousefolk are commonly divided into two subraces: mouselings and ratlings.

MOUSELING

Mouselings are smaller than their ratling cousins, but are all the more daring. They sport a wide variety of coats, from grey to brown, to very rare whites, but all possess large ears and round, black eyes. Though these features often make them look adorable to big folk, most mouselings want nothing more than to be taken seriously. They fancy themselves knights, merchants, minstrels, explorers, and a

wide variety of other occupations; mouselings rival only humans for ambition.

Ability Score Increase. Your Charisma score increases by 1.

Brave. You have advantage on saving throws you make against being frightened.

Nimble Escape. When a creature you can see makes an opportunity attack against you, you can use your reaction to impose disadvantage on the attack roll. You can't use this trait when wearing medium or heavy armor.

RATLING

Often, ratlings stand a full foot taller than their mouseling relatives, with longer tails and more pointed ears. They are tougher, more resistant to poison, and far more stubborn than other mousefolk, but are unquestionably resourceful. When needed, a ratling can escape just about any enclosure that isn't constructed entirely from metal and stone, a fact which many jailers hold in contempt.

Ability Score Increase. Your Strength score increases by 1.

Gnaw. You can use your action to crew through and break a small nonmagical object that isn't being worn or carried, like a rope, a wooden rod or handle, or a length of fabric. If you chew on a wooden wall or floor for 1 minute, you can gnaw a hole large enough for a Tiny creature. You can't chew through materials that are harder than your teeth, like metal, stone, or crystals.

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

NEAR-HUMAN

Humans are known for being ambitious, diverse, and extremely short-lived, but also have the dubious honor of being associated with an abundance of near-human offshoots; for it seems humans can breed with just about anything. Near-humans are still basically humans, bearing subtly different traits from a wide variety of sources, and are individually rare, but make up a surprisingly large portion of any human population.

If you choose a human for your race, you can use the Near-Human variant traits, which replaces the human's Ability Score Increase trait:

Ability Score Increase. Two different ability scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice. This feat must have Near-Human variant as a prerequisite.

SATYR

WHEN I AWOKE, A SINGLE BEAM OF LIGHT SHOT PAST my eyelid and landed, screeching, into my brain. By degrees, I fought past the pain in my cranium to take in my surroundings: a grassy field, far from the tavern in which I last remembered myself. Every detail of the night blurred together in a collage of shapes and colors, devoid of meaning.

"Rough night, huh?" a voice behind me beckoned suddenly. A cheerful satyr lounged on a broad stone nearby, his fingers quietly drumming on an idle pan flute in his lap.

As he began to raise the pipes to his lips, I sensed his intent far too late to intervene.

"Please, don't..." I choked out quietly.

Alas, he started on a melody, which thumped, and screeched, and howled into my throbbing brain.

My fellow adventurers: don't forget my mistake. Never try to out-drink a satyr.

— Mal, the Channeler, after drinking with a Satyr

Squat, hairy, human-shaped fey with goat-like features and hooved feet, satyrs love to dance, sing and frolic. They are wholly devoted to the pursuit of pleasure, and will celebrate any festival they hear of – the wilder the better! Satyrs will take any excuse to cut loose, often inventing flimsy pretexts to derail conversations and make themselves the center of attention.

LIFE OF THE PARTY

Given their proclivity for living in the moment, it can be difficult to get satyrs to follow orders or even stay in one place for any length of time—though in an adventuring party they make up for such flakiness with the entertainment they provide, as well as their unsurpassed skill at gossip and rumor-mongering. Satyrs are very much at home in inns and taverns, sometimes venturing into humanoid settlements (usually in disguise) purely to sample the atmosphere of a particularly famous common room, gaze upon an extremely beautiful person, or taste an especially rich food.

WILD AT HEART

Although they enjoy the pleasures of humanoid society, a satyr's true home is in the forest, and any visit to civilized lands will ultimately prove fleeting. Enchanted woodlands provide shelter and safety, as well as the companionship of other fey creatures, thus most satyrs make their homes in small, hidden villages. Others are more solitary, retreating to some secluded hermitage to perfect a piece of music or recover after a particularly intense festival.



CAPRINE APPEARANCE

Satyrs have many goat-like aspects, including thick fur on their arms and legs, curling horns on their heads and hooves instead of feet. This makes them easy to identify, for they generally make no attempt to hide these features. A variety of different shades of fur are found among satyrs, with whites and browns being most common. The grooming habits of satyrs are unpredictable, as fey fashions can change rapidly, but the vast majority put at least some effort into looking good at all times.

All Satyrs are male; female goat-legged fey are 'glaistigs', a completely different type of creature.

SATYR NAMES

Though satyrs are given a name by their parents, they also take great pride on any nickname they can earn through their revelry and debauchery.

Given Names. Adronus, Avery, Barases, Canteon, Dantes, Gilderos, Grover, Jed, O'Connor, Pan, Phaegan, Puck, Romeus, Silenus, Tarteron, Tum-Tum, Willie

Nicknames. Count Topsy, Fairy-Dance, The Holy Drinker, Horny Devil, Mister Handsome, Ol' Three Sheets, The Roarin' Lord

SATYR TRAITS

Cheerful and light-footed, satyrs have the following racial traits:

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

Age. Satyrs are shorter-lived than most fey, gaining adulthood at two years old and living for around 50 years.

Alignment. Satyrs care little for the consequences of their actions. They are almost always chaotic.

Size. Satyrs are fairly short, usually around five feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Fey Creature. You have advantage on saving throws against being charmed, and magic can't put you to sleep. You are, however, affected by any ability that would normally affect fey creatures. Your plane of origin is the Material Plane, the Feywild, or Ysgard.

In Vino Veritas. Any creature that has been drinking alcohol with you regards you as a trusted friend for as long as it remains drunk, unless you deliberately harm it. Additionally, you can never become sick or poisoned from drinking alcohol.

Satyr Music. You gain proficiency in the Performance skill and one of the following instruments: pan flute, singing, or viol. You have advantage on any ability check made relating to musical contests.

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

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

SPIRITHOST

HERS WAS A KIND OF UNEARTHLY BEAUTY THAT resisted the very confines of reality – her hair so airy that it flowed in defiance of gravity, her skin so fair that it could be seen right through. I knew not if she was alive – or if indeed, I was, given the circumstances – but very little of that mattered for the first few moments, which seemed to stretch on for eons.

— Jethro Meddlitt, gnome alchemist, meeting a spirithost

Half-immaterial and half-flesh, spirithosts are the eerie, spectral, humanlike residents of the Border Ethereal. Though often confused for specters, ghosts, and other incorporeal undead, spirithosts are very much alive, in as much as their shifting, partly-material bodies allow.

SPECTRAL SONS AND DAUGHTERS

The Ethereal Plane is generally thought to be lifeless, exclusively the domain of restless, incorporeal undead, and other transient souls. While it is true that there are no creatures native to that plane, the Border Ethereal has its fair share of adopted inhabitants, such as the blink dog, phase spider, and spirithost. The latter is the only humanoid to hail from this desolate plane, and might be considered its only true descendant.

Though most spirithosts reside on the Material Plane, they can step sideways into the Ethereal naturally, allowing them to bypass physical obstacles, and can see into the Ethereal effortlessly, allowing them to navigate both planes at once. They can even communicate with the dead directly, a feat few mediums take lightly.

BRANDED UNDEAD

Though their bodies resemble those of ghosts, slightly translucent, glowing from inside with a pale, white light, spirithosts are not undead. Far from it: they are born, grow old, and die, and can even raise children.

In spite of this, most spirithosts are wrongfully branded as undead, their eerie, spectral forms too similar to ghosts for the layman to differentiate. Many a well-meaning, but ignorant cleric has tried to turn or banish a spirithost, to no avail. To avoid such conflict, spirithosts often avoid large, unfamiliar towns, or disguise their ethereality from others.

SPIRITHOST NAMES

Spirithost names are gentle and sibilant, sounding as if they are whispered. They sound strange in most tongues, for they originate in an old, now forgotten, dialect of Common, practiced by the spirithost in days long past.

Male Names. Astras, Boreas, Cin'nilas, Cusnon, Fesim, Mesaron, Senvas, Servalas, Sesirops, Yalsin

Female Names. Amias, Belias, Heathimis, Lethreas, Nix'silia, Priscilla, Sayu, Shavaras, Sunda, Wishnas

SPIRITHOST TRAITS

Your borderline ethereal body grants you the following traits:

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

Age. Spirithost do not experience time in the same way as most mortal creatures. As a result, even though they mature in their teens, their lives can stretch on for hundreds of years.

Alignment. Though some spirithosts are evil, most are simply chaotic, harboring a deep distrust for institutions that so readily brand them as undead.

Size. Your size is Medium.

Speed. Spirithosts float gracefully, as if only loosely affiliated with gravity. Your base walking speed is 30 feet.

Ethereal Nature. You can go twice as long without eating, drinking, or breathing, without penalty.

Incorporeal Movement. You can move through other creatures as if they were difficult terrain. You can also move through solid objects, but your partially-material form cannot pass through more than one foot of stone, one inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

If you end your movement occupying the same spot as a solid object or creature, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

Ethereal Vision. Your supernatural nature grants you superior vision. 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. In addition, while you are on the Material Plane, you can see 60 feet into the Ethereal Plane.

Spirit Speech. You can cast the spell *speak with dead*, without using spell slots or material components. You can only ask one question of a corpse when you cast this spell in this way. Once you use this trait, you can't use it again until you finish a long rest.

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



TORTUGAN

THE EARTH SHOOK IN RHYTHM BENEATH our feet, long before their marching force came into our view. Ten thousand strong, marching in unison, their shells rising and falling in synchronicity, right up to our very gates. The turtle sentinels stopped at once, and a solitary horn rang out from among their number—a signal for us to throw open the gates and allow their passage. A long and terrible silence followed as we furtively exchanged glances upon the wall.

— Sir Tava, on Tortugans marching to Marblewolf

Always on the march, tortugans are a small but fearsome band, preferring to win conflicts through persistence and attrition, rather than wit or brute strength. As their name implies, they are distantly related to turtles, and are similarly squat, with tough skin and prominent shells upon their backs. Never underestimate a tortugan, for the proud "turtle sentinels", as they are called, are equal parts pragmatic and tireless, making for formidable foes and staunch allies.

PERSISTENT NOMADS

Tortugans are a nomadic race, known for moving slowly, but constantly, marching for days at a time without ceasing. To eat, they grow some food on the run, using long-held magic to sprout vegetables like onions, turnips, or cabbage on their staves (onions being a particular favorite), and hunt through persistence, pursuing prey on long chases until it simply dies of exhaustion. In this way, no matter how large a marching band of turtle sentinels, it is always self-sustaining, never needing to stop to farm or raid villages for supplies.

Tortugans have stepped foot on almost every continent, crossed every landbridge, and seen every shore. Their endless march takes them far and wide in pursuit of prey, bringing them into conflict with great armies and small outlaw bands alike; all equally have been repelled.



ENDURING TRADITIONS

Tortugan elders will often boast that they keep one thousand and one secrets never told to outsiders. Doubtless, such secrets include much of the complex Tortugan language, the means by which they grow vegetables on their staves, and the principles of turtle sentinel combat, but many more are proverbs and maxims that express the tortugan view on the world. When in need, a tortugan always has a nugget of wisdom on hand to lift their spirits and those of their allies.

TORTUGAN NAMES

Tortugan names are rooted in the Tortugan language, and are bestowed by a tortugan elder within a week of birth. Speakers of Common sometimes have trouble approximating tortugan names, which might call for complicated pronunciations.

Male Names. Aito, Ghido, Hideo, Iori, Kame, Kato, Okuma, Onaga, Ryoko, Tatsuya

Female Names. Chihomi, Haruko, Kazuko, Mizuko, Nayoko, Omori, Rio, Sadako, Shioko, Tao

TORTUGAN TRAITS

As a strong and proud tortugan, you have the following racial traits:

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

Age. Among nonmagical races, tortugans are exceptionally long-lived, generally living in excess of 150 years, but sometimes reaching up to 300 years old.

Alignment. Steadfast and certain in their actions, tortugans tend to be lawful. However, there are always those who rebel against tradition and leave their marching tribes; these individuals tend to be chaotic.

Size. Tortugans stand between 3 and 4 feet tall and weigh an average of 120 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Armored Shell. Your Armor Class increases by 1.

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

Entrench. At the end of a turn on which you did not move, you can use your bonus action to dig in your heels and fortify your armor, gaining half-cover from all sources until the beginning of your next turn. You must be wearing medium or heavy armor to use this trait.

Persistent. You have advantage on Constitution saving throws that you make to avoid exhaustion from a forced march.

Turtle Sentinel Training. You have proficiency with the mace, morningstar, pike, quarterstaff, and sling. Additionally, despite your size, you can wield heavy weapons with which you are proficient without penalty.

Languages. You can speak Common and Tortugan. The Tortugan writing system uses several thousand characters, each of which has an intrinsic meaning. Many characters have more than one pronunciation, which varies with context.

VECT

VERY GRADUALLY, BY DEGREES, PALE BLUE HUES INVADE the quiet of night, and Hammerer knows that only a few hours remain until dawn. Throughout the afternoon, evening, and night, he has meticulously inspected his tools, a wide array of mallets, sledges, and, of course, hammers, cleaning them, performing repairs, and organizing them by size and by color, only powering down for a few hours in the middle of the night.

Through the walls of his workshop, Hammerer can see the heat signatures of people waking up and preparing breakfast; he performs a similar ritual, polishing his chassis and running diagnostics for the day ahead. Mentally, he has a checklist of duties and chores before he begins the day's work.

— A typical morning for Hammerer, a vect craftsman

Living constructs designed by dwarves as laborers, the vect were awoken by a mysterious Spark, and are now free to search for meaning in the world.

EVOLVED GOLEMS

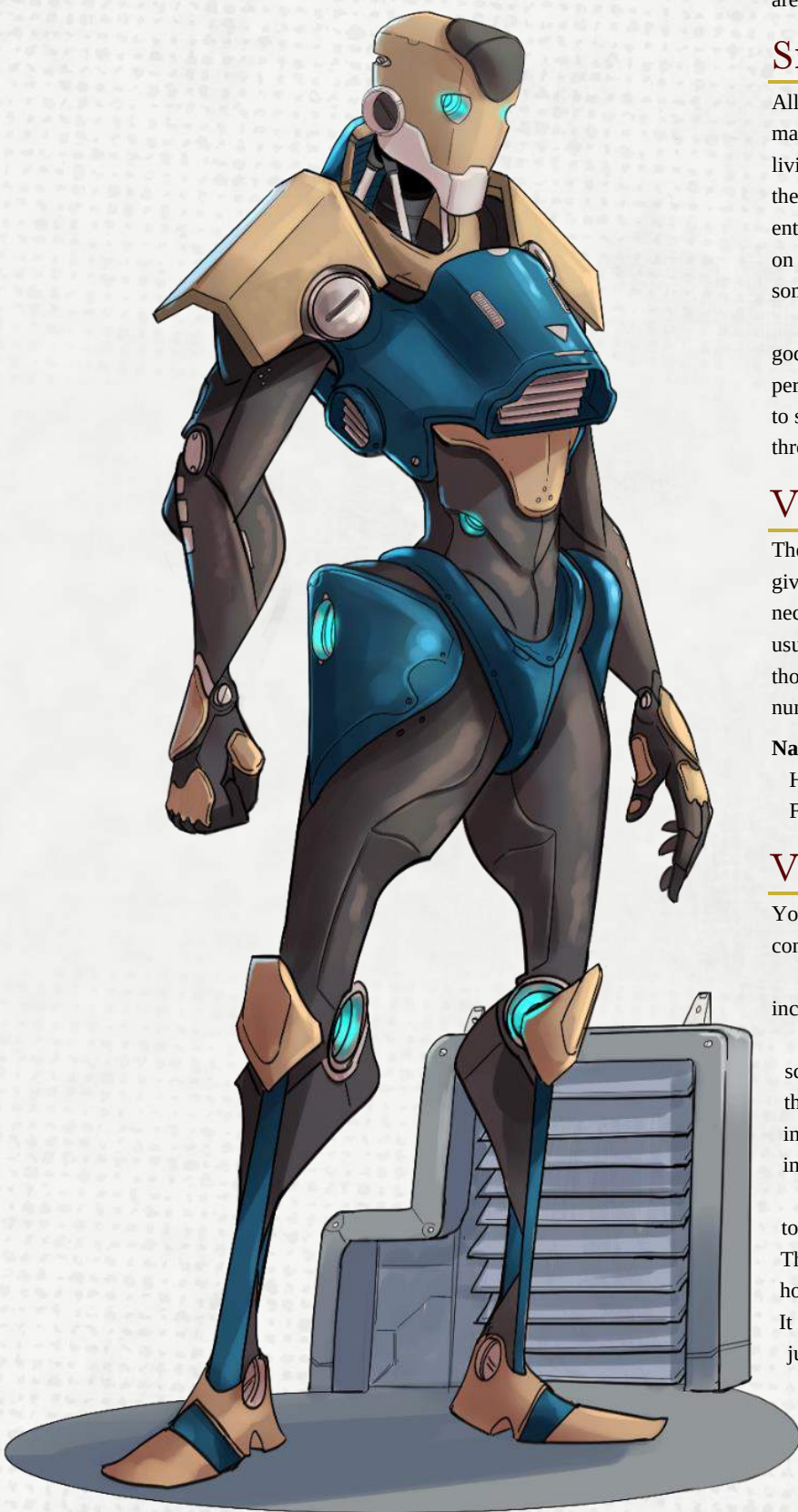
The vect were preceded by unthinking golems of various designs but, though they are still constructed rather than born, they are now fully living beings. Underneath their armored exteriors lies an organically-influenced anatomy, with a circulatory system crafted from leather piping and a network of magic nerves. At the core of each vect unit is an everlasting construct core, tinged with the influence of the Spark that awoke them.

Vect bodies are humanoid in shape, but unmistakably mechanical, with large air intakes, protective shoulder plates, toothless jaws, and glowing mechanical eyes. Though each of the Foundries produces its vect in slightly unique proportions, the general shape is always the same, and vect can normally scavenge spare parts from the deceased if they are ever grievously injured. In fact, many vect choose to install specially-designed embedded components to improve their bodies, up to and including replacing limbs with appropriate tools. If a vect unit is preparing for a dangerous journey, their preparation will likely include purchasing embedded components as replacement parts.

Vect can work tirelessly and never need to sleep, instead entering a dreamless period of inactivation each day. Most vect create endless lists of goals and chores, taking comfort in the sequence and monotony of tasks to break up the endless march of days, weeks, and months. It is not uncommon to see a vect standing watch over his party, sharpening tools and repairing armor while the others sleep.

MECHANICAL MINDS

Although vect units experience the same fear, anger, pain, loss, and other emotions that humanoids do, their expression of them is muted. Neither do their mechanical faces and harsh, metallic voices endear themselves, driving a wedge between vect and most other living things. Many vect, therefore, seek refuge in logical thinking. Some become emotionally distant and lack introspection, whereas others plumb the philosophies of existence and consider what it means to be alive. These become the two extremes, between vect who seek to embrace their status as living things, and those who wish to banish all within themselves that is not construct. The vast majority of vect exist between these extremes.



Vect are most comfortable existing within a small group of some kind, as long as it is dedicated to a purpose. Temples, adventuring parties, and voyages of exploration are deeply attractive to the vect.

SEARCH FOR MEANING

All vect are keenly aware that they were once nonliving material which suddenly came to be fully-formed as a living thing. And while there is no doubt that vect are alive, the destination of their souls upon death is another matter entirely. The philosophical implications of this are not lost on them, and the questions of existence echo loudly inside some vect.

Some vect find comfort in faith, normally worshipping gods of arcana, smiths, and constructs. Others seek permanent distraction in quests and chores. Others still look to science and alchemy for answers, and seek meaning through understanding.

VECT NAMES

The original vect were divided into working groups and given numbers by their dwarven keepers; nothing more was necessary. Now, however, all vect choose their own names, usually designations reflecting some function or purpose, though some vect choose to be identified by their serial number, or a nickname given to them by others.

Names. 176, Armory, Bolts, Clunk, Crusher, Glitch, Hammerer, Keeper, Lifter, Null, Phong, Scarce, Three-Four-Three, Titan, Unit Seventeen, Watcher

VECT TRAITS

Your mechanical body is driven by an inexhaustible construct core, and has the following traits:

Ability Score Increase. Your Constitution score increases by 2.

Reconfigurable Ability Score Increase. One ability score of your choice increases by 1 and you can change this selection whenever you finish a long rest. You can't increase Constitution using this trait and you can't increase any ability score above 20.

Age. With the proper replacement parts and activities to occupy yourself, you can conceivably exist indefinitely. The vect are known to degrade and lose their sanity, however, if they live too long without an explicit purpose. It is not known if this insanity visits all vect at old ages, or just those whose resolve wavers.

Alignment. Vect possess mechanical minds, which find logic comforting. Generally, vect are lawful.

Size. As constructs built by massive forges, the vect could conceivably be perfectly uniform, like the golems that preceded them. However, the Foundries are either inherently flawed, or otherwise have a fondness for making diverse vect units, for each created vect is in some way unique. Vect units stand between 5 and 7 feet tall and average about 150 to 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Thermalsight. You can see living creatures through darkness and heavily obscured conditions, such as fog, out to a range of 30 feet. You can also determine if a creature is living or dead though its body heat. However, you can't discern color, nor use this sense to see through illusions, invisibility, or magical darkness. This sense penetrates most materials, but is blocked by any one-inch barrier.

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

You have advantage on saving throws you make against exhaustion.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You can still be placed into a torpor by sleep-inducing magic.

Inflexible Mind. Your mechanical mind is inherently logical and is not easily swayed. You have advantage on saving throws against being charmed.

Embedded Armor. You can embed special armor plating directly onto your metal body. Installing or uninstalling this embedded armor requires 1 hour of work, and occupies the same place on your body as armor normally would; you can't wear conventional armor while you have embedded armor installed. This armor also takes the External slot for your vect components.

At 1st level, you choose one of the following types of embedded armor, though you can install other types if you acquire them in the world.

Velocity Plating. Your movement speed increases by 5 feet and your jump distance increases by 5 feet.

Composite Plating. Your Armor Class equals 13 + your Dexterity modifier.

Juggernaut Plating. Your Armor Class equals 16. You can only install this embedded armor if you are proficient with heavy armor.

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

CHAPTER 2:

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

NEAR-HUMAN FEATS

Near-humans come in all shapes and sizes and from all walks of life. They are the barest expression of human diversity; human offshoots from all corners of the world. Each near-human must take on the following feats at 1st level, which helps defines their heritage and grants them new racial traits.

ABOLETH SPAWN

Prerequisites: 1st level only, near-human variant

Somehow, you were created by an aboleth, and suffer from strange and hideous mutations as a result. As a result of these changes, you have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have uncanny psychic resistances. You have advantage on saving throws you make against being charmed.
- At least one of your limbs is muscular, rubbery, and pliant, acting more as a tentacle than a limb in its own right. You can use this limb as a natural weapon to make unarmed strikes. On a hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the normal damage for an unarmed strike.

AQUATIC

Prerequisites: 1st level only, near-human variant

One of your parents is a merfolk; consequently, you have aquatic features, like gills, webbed fingers and toes, and fishlike scales, which grant you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can breathe water as well as air.
- You have a swimming speed equal to your movement speed.

BEASTMAN

Prerequisites: 1st level only, near-human variant

With a short tail, coarse fur covering your face, and long teeth and claws, you appear more like a ferocious beast than a man. Perhaps your parentage includes a werecreature or an intelligent beast, granting you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks made to smell.
- You possess sharp claws, which are natural weapons that you can use to make unarmed strikes. On a hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

BOGGART

Prerequisites: 1st level only, near-human variant

The foul-smelling boggarts are half-human and half-hobgoblin. With great, flat noses, orange-tanned skin, coarse hair, and three knuckles on each finger, they don't quite resemble either of their parents, and many go to great lengths to resemble a normal human or hobgoblin in everyday life. You retain much of the talent for war enjoyed by hobgoblins, and have the following racial traits as a result:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency with flails, javelins, shortswords, slings, war picks, and whips.
- When you roll initiative and you are neither surprised nor unconscious, you can move up to 10 feet and can make one melee weapon attack against a creature within your reach.

FIREBRAND

Prerequisites: 1st level only, near-human variant

Either born imbued with, or later marked by, the powers of Elemental Fire, these near-humans have an affinity for fire magic. Their heritage makes them dangerous adversaries in combat, as does the volatile nature of their innate powers. Firebrands are human in shape, but have deep red skin and flames behind their eyes. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have resistance to fire damage.
- You know the *produce flame* cantrip. At 3rd level, you can also cast the *burning hands* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is Charisma.

GREEN SKIN

Prerequisites: 1st level only, near-human variant

Your people metabolize by basking in the sunlight, aided by your tough, photosynthetic skin, gaining the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have advantage on saving throws against being poisoned and have resistance to poison damage.
- While you are not wearing armor, your AC equals 12 + your Dexterity modifier.

GRENDLE

Prerequisites: 1st level only, near-human variant

With their green-tinted skin, riddled with boils, spindly fingers, and pointed teeth, few people will mark a grendle as half-human. Grendles exclusively favor the look of their troll parentage and have immense difficulty in human society. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You retain some of the regenerative properties of your troll parentage. Whenever you have fewer than one-fourth of your maximum hit points (rounded down), you regain 1 hit point each minute.

GRUE

Prerequisites: 1st level only, near-human variant

One of your parents was a creature of darkness, such as a shadow or a native to the Plane of Shadow. Grues, such as yourself, have blackened skin and cast a shadow in all directions, even when directly in light. In shadows, you are nearly invisible. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When hiding in dim light, you are concealed as if hiding in total darkness.
- Whenever you are hiding in darkness and you have not moved during your last turn, you have advantage on Dexterity (Stealth) checks you make to remain hidden.

MUL

Prerequisites: 1st level only, near-human variant

Though one of your parents was a human, the other was a dwarf. Such a pairing is unlikely to have produced offspring, but you have defied the odds to join the ranks of the few, and exclusively sterile, muls. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have darkvision, the ability to 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.
- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You can read, speak, and write Dwarven.

OGRE-BLOODED

Prerequisites: 1st level only, near-human variant

Your coarse features and monstrous build betray the foul blood that runs through your veins, evidence that one of your parents is an ogre. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

OWLBEARMAN

Prerequisites: 1st level only, near-human variant

You are a hulking thing of feathers, flesh, and fur; half-man, half-bear, and half-owl, none can say for sure what you are, other than the result of some mad wizard meddling in the gods' domain. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can attempt to grapple creatures two size categories larger than yourself, and have advantage on grappling checks you make on your turn against creature that are at least one size category smaller than you.
- You have a long, hooked beak, the like of which is normally only possessed by owlbears and birds of prey. Once on each of your turns when you take the Attack action, you can use this beak to make an unarmed strike. On a hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

PORTERLING

Prerequisites: 1st level only, near-human variant

You are a porterling, parented both by a human and one of the little folk, either a gnome or a halfling. You stand about as tall as a dwarf, but are far leaner, and also somewhat top-heavy, if fathered by a gnome. Though they are often confused for dwarves, porterlings rarely can grow large or thick beards. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- Porterlings are unnaturally flexible. You have advantage on checks you make to escape grapple or to slip bindings.
- You suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.

PROTO-MAN

Prerequisites: 1st level only, near-human variant

You come from a place of massive fauna and ancient creatures; your people are hearty and robust, much like very early humans. You gain the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can add your proficiency bonus on saving throws against being frightened.

- Once per day when you take a short rest, you can automatically regain 1 hit die and can choose to spend it immediately.

REPTILOID

Prerequisites: 1st level only, near-human variant

You bear the abrasive skin, slitted eyes, and split tongue of a reptile – perhaps due to a dragonborn or kobold parent – which grant you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can go twice as long as other humans without eating or drinking.
- You can speak, read, and write Draconic.
- You can use your action to spit acid from your mouth. When you do so, make a ranged attack roll against a creature within 30 feet. On a hit, the target takes 1d8 acid damage for each point of your proficiency bonus. Once you use this trait, you can't use it again until you finish a short or long rest.

ROGUEAN

Prerequisites: 1st level only, near-human variant

You hail from an icy, desolate land, prone to dramatic swings in temperature. Surviving the interminable harshness of your home gives you the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have resistance to cold damage.
- You can tolerate temperatures as low as -100 degrees Fahrenheit and as high as 300 degrees Fahrenheit.
- You have darkvision, the ability to see 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.

STONEBORN

Prerequisites: 1st level only, near-human variant

Their skin cracked and abrasive, stoneborn appear as if they were roughly hewn from granite and have personalities akin to stone. These near-humans are proud of their connection to Elemental Earth and believe themselves conquerors, divinely chosen to rule over every stone. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- Your Armor Class increases by 1.
- You have advantage on ability checks and saving throws you make to resist being knocked prone or moved against you will.
- By placing your hand on natural stone and using your action to focus, you can feel the presence of any natural gems or metals within 100 feet of the stone.

TAURAN

Prerequisites: 1st level only, near-human variant

Your large nose, strong jaw, and wide head do much to reveal your distantly bovine nature, but the prominent bull-horns atop your head reveal to all that you are half-minotaur. Tauran tower over most people, and can solve mazes with ease, but typically possess a shadow of their minotaur parent's might. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can perfectly recall any path you have traveled.
- On any turn in which you only move in a straight line, you can move an additional 5 feet.
- You have two horns that you can use to effectively gore your enemies. Once on each of your turns when you take the Attack action, you can use your horns to make an unarmed strike. On a hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

UNDROWNED

Prerequisites: 1st level only, near-human variant

Hailing at least in part from the Elemental Plane of Water, the undrowned have profound aquatic powers, even though they are not native to the ocean. They lack the webbed hands and gills of merfolk and their progeny, but have a deep, magical affiliation with water, which allows them to create water out of thin air, and to push and pull the waves with their minds. You have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can hold your breath for up to 30 minutes without drowning.
- By focusing your mind as an action, you can cause water within 30 feet of you to move. You can use this

ability to create a harmless effect, such as a splash, fountain, jet, ripple, or wave.

- You know the *acid splash* cantrip. At 3rd level, you can also cast the *create or destroy water* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is Charisma.

WINDSWEPT

Prerequisites: 1st level only, near-human variant

Carefree and constantly possessed of wanderlust, the extraordinarily pale windswept embody their connection to Elemental Air. Windswept humans are never likely to sleep in the same bed for two nights in a row; they are always moving, always exploring, and always following the wind. You are lighter than a normal human, capable of floating gently on the breeze, and have faint inborn power over the winds, which grant you have the following racial traits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You can jump twice as far and as high as a normal human and take half damage from falling.
- By focusing your mind as an action, you can manipulate the winds, creating a harmless effect, such as summoning a breeze, changing the direction of the wind, or stopping the wind altogether.
- Your whispers carry on the wind. You know the *message* cantrip.

RACIAL FEATS

The new races presented in this book are extremely diverse, running the gambit from almost entirely humanoid, to barely resembling a living creature. As such, these new races also have a deep well of expertise to draw upon, as represented in the following feats.

ADVENTUROUS

Prerequisites: Charisma 13 or higher, Fey Creature trait

You have grown used to the rigors of the adventuring life and feel at home around humanoids of every stripe. You gain the following benefits:

- You have advantage on any saving throw against a spell or effect that targets you or inflicts additional effects on you because you are a fey creature.
- Any spells you can cast innately because of your racial traits recharge on a short or long rest instead of only on a long rest.

CHURCHMOUSE

Prerequisites: Mousefolk race, 5th level

Churchmice are the holy arm of the mouse-knight guard, versed in both swordplay and doctrine. Trained by this group, you gain the following benefits:

- You are proficient in the use of shields.
- You can cast the following spells without using a spell slot or spell components: *healing word*, *aid*, and either *magic weapon* or *tongues*. You choose Wisdom or Charisma as your spellcasting modifier for these spells when you pick this feat. This selection can't be changed. Once you use this ability to cast a spell, you can't use this ability to cast that spell until you finish a long rest.

CLOCKWORK MARIONETTE

Prerequisite: Matryoshka race

You have upgraded your construct body with more rigorous components and embedded a few technological marvels, granting you the following benefits:

- You have augmented your brain with an algorithmic processing unit and have advantage on Intelligence checks to perform mathematical operations and solve logical dilemmas.
- Your Armor Class increases by 1.
- You know the *shocking grasp* cantrip. Intelligence is your spellcasting ability for this spell.

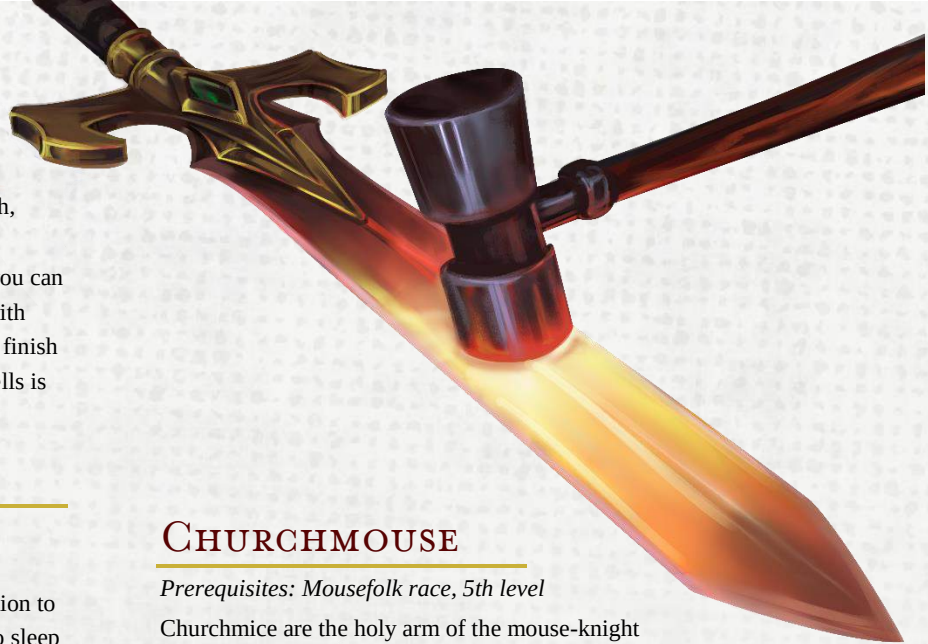
CONFIGURATION UPGRADE

Prerequisites: Vect race

When you use your Reconfigurable Ability Score Increase trait, you can increase a single ability score by 3, or increase 3 different ability scores by 1, to a maximum of 20.

DEATH MASK

Prerequisite: Spirithost race



You have grown familiar with the imprint left on the Ethereal Plane by souls leaving the bodies of the dead. By viewing this imprint, you gain the following benefits:

- As an action, you can touch the corpse of a humanoid creature that has been dead no longer than 24 hours, copying the image of its face. Your face appears exactly as that creature's for 1 hour, as per the spell *disguise self*. Your body ceases to glow and becomes completely opaque, but otherwise does not change.
- As an action, you can touch the eyes of a corpse that has been dead no longer than 7 days and view the last image seen before the creature's death.

DEEP PREDATOR

Prerequisite: Merfolk race

Through intense training of both mind and body, you have sharpened your hunter's instincts and strengthened your poison-producing glands to make you a more dangerous predator, able to compete with the myriad horrors of the deep oceans. You gain the following benefits:

- You can smell fresh blood (and similar bodily fluids) within 300 feet of you on land, or twice that distance in water. This includes any creature that has taken bludgeoning, slashing or piercing damage in the last hour.
- You have advantage on Wisdom (Perception) checks you make while you are underwater.
- Any creature that damages you with a bite attack or ingests any of your flesh or blood you must make a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or take 2d6 poison damage and be poisoned for one minute.

DOPPEL-BLOODED

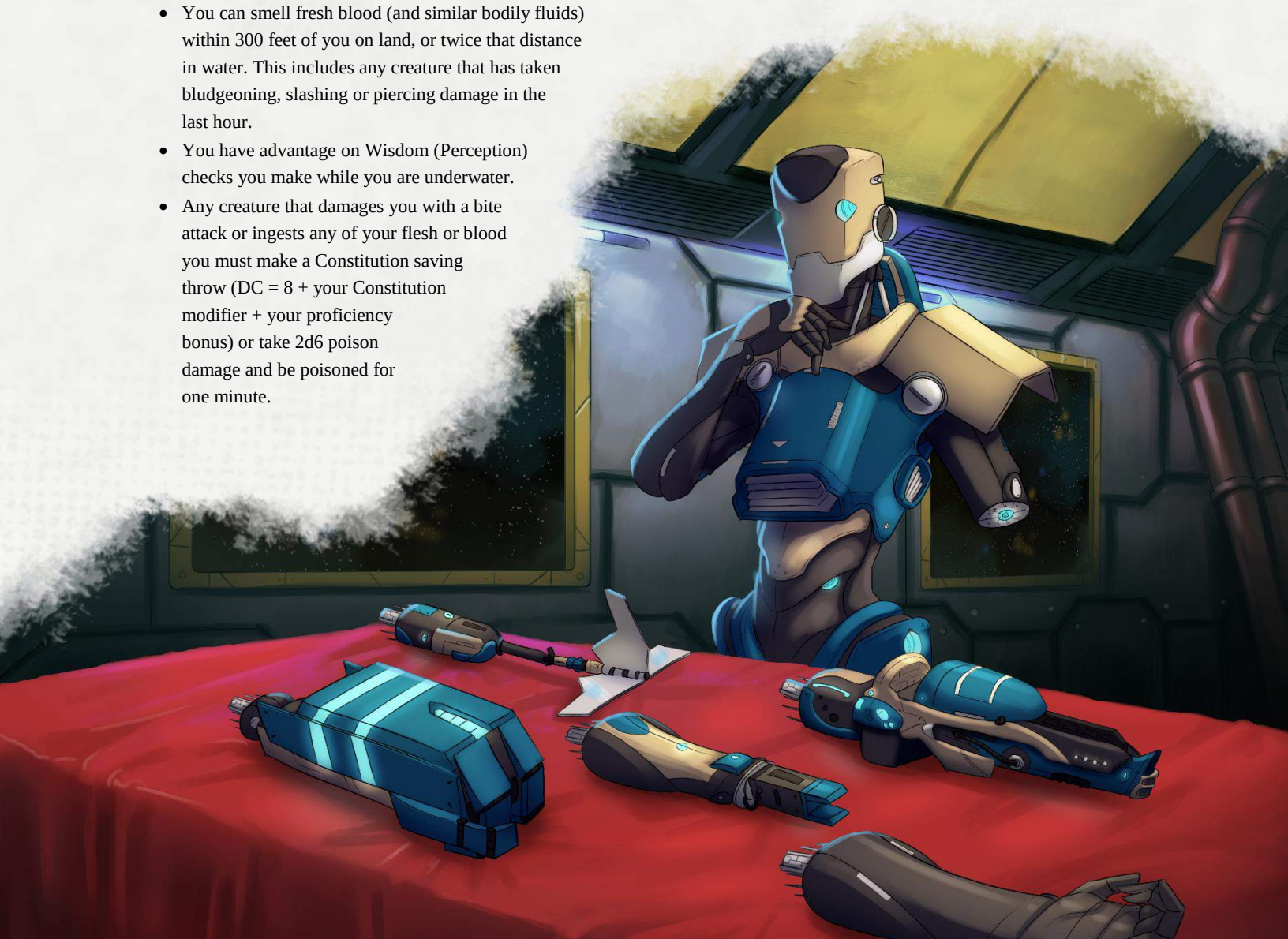
Prerequisite: Amoeboid race

When you use your Flexible Form ability to transform into a creature, you also fully assume the target's appearance, as per the spell *disguise self*, instead of only vaguely copying its shape. This is not a magical effect and can't be ended with *dispel magic* or similar effects. You can only maintain a target's appearance for 10 minutes, after which, you revert to a vague copy of the target's form.

FLEXIBLE REACH

Prerequisite: Amoeboid race

You have trained your body to produce lengthy pseudopods, extending your reach drastically. You can reach out to 10 feet. When you cast a spell that has a range of Touch, your range extends to that distance. Additionally, any melee weapon you use gains the Reach property if it did not already have it.



GARRISON

Prerequisite: Tortugan race

Whenever you take damage, you can use your reaction to use your Entrench trait, gaining half-cover from all sources until the beginning of your next turn. In addition to the +2 bonus you gain to AC from having half cover, you have an additional bonus to AC against the next attack that targets you equal to the number of friendly creatures within 5 feet of you.

GOLEM UPGRADE

Prerequisites: Vect race, Strength 17

You have chosen to embrace your golem heritage and redefine yourself as a construct. You cannot gain this feat if you have the Vitality Upgrade feat. You gain the following benefits:

- Increase two of your Strength, Dexterity, or Constitution scores by 1, to a maximum of 20. Decrease your Charisma score by 1.
- When you have Adamantine Plating or Juggernaut Plating installed, your AC is 18.
- You can't be poisoned, and magic can't put you to sleep.
- You can add your proficiency bonus to any saving throw you make against a spell.

MANTLE OF THE SUN

Prerequisite: Avia-Ra race

You are a paragon of the avia-ra, and your faith in the sun never wavers. You cannot gain this feat if you have the Nonbeliever feat. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You can use a bonus action to undergo a divine transformation, which lasts for 1 minute. Once you have used this ability, you can't use it again until you finish a long rest. You can invest this divine power in one of the following abilities:

Aura. You manifest an aura of radiant light, which sheds bright light in a radius of 10 feet, and dim light for an additional 10 feet. Additionally, each creature which comes within 5 feet of you or ends its turn in that area takes 1d8 radiant damage.

Shield. You manifest a glorious shield of red energy and your Armor Class increases by 2 if you are not wielding a shield. You have resistance to fire, necrotic, and radiant damage.

Wings. You manifest luminous, incorporeal wings and a sunlike disk appears behind your head. These wings grant you a flight speed of 30 feet.

MOUSE-KNIGHT

Prerequisites: Mousefolk race, Dexterity 13

You have been inducted into the proud mouse-knight guard and trained on their ways, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You have learned to use the weapons of a mouse-knight, and gain proficiency with daggers, light armor, rapiers, shortbows, and shortswords.
- You know that valor comes before self-preservation. When you make a melee attack on your turn, you can use your bonus action to gain advantage on that roll. Once you use this ability, you can't use it again until you finish a long rest or reduce a hostile creature to 0 hit points.

NET-FIGHTER

Prerequisite: Swim speed or the ability to breathe underwater

You are experienced in doing battle underwater, where enemies can strike from any direction and many weapons are rendered useless. You gain the following benefits:

- You gain proficiency with daggers, nets, and tridents.
- When you take the Attack action on your turn, you can throw a net with a bonus action. Additionally, you are not limited to making only 1 attack on your turn when you throw a net.
- You can spend 1 minute re-tying a net's knots to be more difficult to slip. The AC and escape DC of a net you modify becomes 10 + your proficiency bonus.
- Whenever you throw a trident, it deals damage as if it were being wielded in two hands.

NONBELIEVER

Prerequisite: Avia-Ra race

You are a heretic of the Avia-Ra, and have turned your back on the Sun Above. You cannot gain this feat if you have the Mantle of the Sun feat. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.

- Whenever you reduce a creature to 0 hit points, and that creature begins to make death saving throws, it automatically gains one failure.
- You can cast the spell *darkness* once without expending a spell slot or spell components. Once you use this trait, you can't use it again until you finish a long rest.
- When a creature you can see regains hit points due to magic, you can use your reaction to cause that creature to lose that many hit points instead. Once you use this trait, you can't use it again until you finish a long rest.

REAL BOY

Prerequisite: Matryoshka race

By undergoing a dramatic transmutation ritual, you transform your body into flesh and blood. When you take this feat, you lose all your matryoshka racial traits, and instead gain the racial traits of your choice of either a halfling or gnome, with a subrace of your choosing. Once this selection is made, it cannot be changed. While transformed, you are no longer considered a matryoshka for the purposes of abilities or features, with the exception of this feat. You also gain the additional racial trait:

Bad Liar. You have disadvantage on Charisma (Deception) checks you make to tell a lie.

You can reverse this transformation or undergo the transformation ritual again by spending 100 gp in incense, magic chalk, and other ingredients and spending 24 hours conducting the ritual.

SHIELD SHELL

Prerequisite: Tortugan race

You have reinforced your natural shell with additional armor and trained to use it in combat. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you are not holding a shield, you are treated as holding one, and gain a +2 bonus to your armor class. If you are also holding a shield, it grants a +3 bonus to your armor class, instead of a +2.
- You can add your Constitution modifier, rather than your Dexterity modifier, to Dexterity saving throws you make against effects you can see.

SPEAKER OF THE ROOTS

Prerequisites: Mandrake race, 5th level

Your words can compel the green things of nature to action. You can cast the following spells without using a spell slot or spell components: *entangle*, *spike growth*, and either *plant growth* or *speak with plants*. Wisdom is your spellcasting modifier for these spells. Once you use this ability to cast a spell, you can't cast that spell again using this ability until you finish a long rest.

THERMAHSIGHT UPGRADE

Prerequisite: Vect race

You upgrade your optics to make better use of your thermal vision, gaining the following benefits:

- The range of your thermalsight extends to 60 feet.
- Your thermalsight penetrates one foot of any material.
- You see invisible creatures within range of your thermalsight as if they were visible. This does not apply to creatures that are in the Ethereal Plane.

UNDYING LEGACY

Prerequisites: Spirithost race, 5th level

By pushing and pulling at the walls of the planes, you can defy physical rules and strike fear into the hearts of mortals. You can cast the following spells without using a spell slot or spell components: *unseen servant*, *levitate*, and either *fear* or *vampiric touch*. Charisma is your spellcasting modifier for these spells. Once you use this ability to cast a spell, you can't cast that spell again using this ability until you finish a long rest.

VITALITY UPGRADE

Prerequisite: Vect race

You have chosen to embrace your destiny as a living thing, despite your mechanical nature. You cannot gain this feat if you have the Golem Upgrade feat. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you use your Reconfigurable Ability Score Increase trait to increase a single ability score, you can become proficient with one skill of your choice associated with that ability score until you take a long rest.
- Whenever you take a short rest, your body naturally heals. You can roll one hit die without spending it and regain hit points equal to the number rolled.

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