

# NEW GENASI SUBRACES

**G**ithin the untamed islands, far beyond the civilized shores, there have always been communities with an exceptional connection to the Elemental Planes. These people are known as genasi, obtaining the gift of the elements through bloodlines or extraplanar anomalies. Despite the rest of the world recognizing only four distinct variations of genasi among their peers, a few others have begun to appear wholly unique to these lands.

## GENASI TRAITS

Your genasi character has certain characteristics in common with all other genasi.

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Genasi mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, up to 120 years.

**Alignment.** Independent and self-reliant, genasi tend toward a neutral alignment.

**Size.** Genasi are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

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

**Languages.** You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

**Subraces.** Alongside the four subraces of genasi provided within the Elemental Evil Player's Companion, six more subraces of genasi are found among the far islands: ash, clay, cloud, frost, lava, and storm genasi. Choose one of these subraces.



## CLAY GENASI

Clay genasi are descendants of the elementals residing in the Mud Hills, on the border of the Planes of Earth and Water. While earth genasi typically have sharp features upon their skin or rough exteriors, the skin of clay genasi are impossibly smooth and cool to the touch. Their skin manifests in a variety of shades, from a light tan to a heavy brown, to hue of red and pale grey. On hotter days their skin warms and adheres to garments and surfaces. Clay genasi are usually cool-headed and slow to speech. Just like their earth genasi cousins, occasionally fractures appear on the surface of their bodies, revealing a pale light from within.

**Ability Score Increase.** Your Strength or Wisdom score increases by 1.

**One with Stone.** Climbing stone surfaces doesn't cost you extra movement.

**Binding Clay.** You can cast the *maximilian's earthen grasp* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

## CLOUD GENASI

Born of the djinn from the Mistral Reach, cloud genasi are very much similar to their air genasi cousins. Their light-colored hair always seems tousled and weightless, and their voices are often wisp-like and soothing. Their dispositions are carefree and whimsical, never being in one place for too long. They abhor enclosed spaces, feeling restricted in movement. Cloud genasi are rarely temperate individuals - either they have more energy than they can handle, or keep entirely to themselves, avoiding social interaction. Whenever they travel, it always feels like a gentle breeze trails closely behind.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Trace the Skies.** When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

**Words of the Wind.** You can cast the *skywrite* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.



## FROST GENASI

These ice-laden individuals are incredibly rare, even among genasi communities. Frost genasi are descendants of the djinns of Frostfell, on the precipice of the Air and Water planes. Favoring colder climates, most frost genasi retreat towards the tall peaks of mountains, living within the cooler caverns for respite.

Frost genasi very rarely associate with anyone beyond their immediate clans, as interactions with the outside world would expose them to the elements. Due to this isolation, they often have strange nuances to the way they speak, foreign to all but other frost genasi. Their skin, hair and eyes are shades of white and pale blue, and their hair often resembles sharpened icicles. A frigid air escapes their lips whenever they speak, and on warmer days they constantly exude a cool mist from their skin. Most frost genasi prefer to be active at night, when the sun has set and the air has cooled considerably.

**Ability Score Increase.** Your Dexterity or Wisdom score increases by 1.

**Cold Resistance.** You have resistance to cold damage.

**Frost Walk.** You can move across difficult terrain created by ice or snow without expending extra movement. While crossing bodies of water, you can freeze a thin layer of water below the soles of your feet, and walk across the surface of water as if on solid ground. The thin ice sheets beneath your soles melt as soon as you lift your feet, and you cannot carry anything heavier than your carrying capacity.

**Command Over Ice.** You know the *frostbite* cantrip. Once you reach 3rd Level, you can cast the *snillocc's snowball swarm* spell once with this trait as a 2nd-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

## ASH GENASI

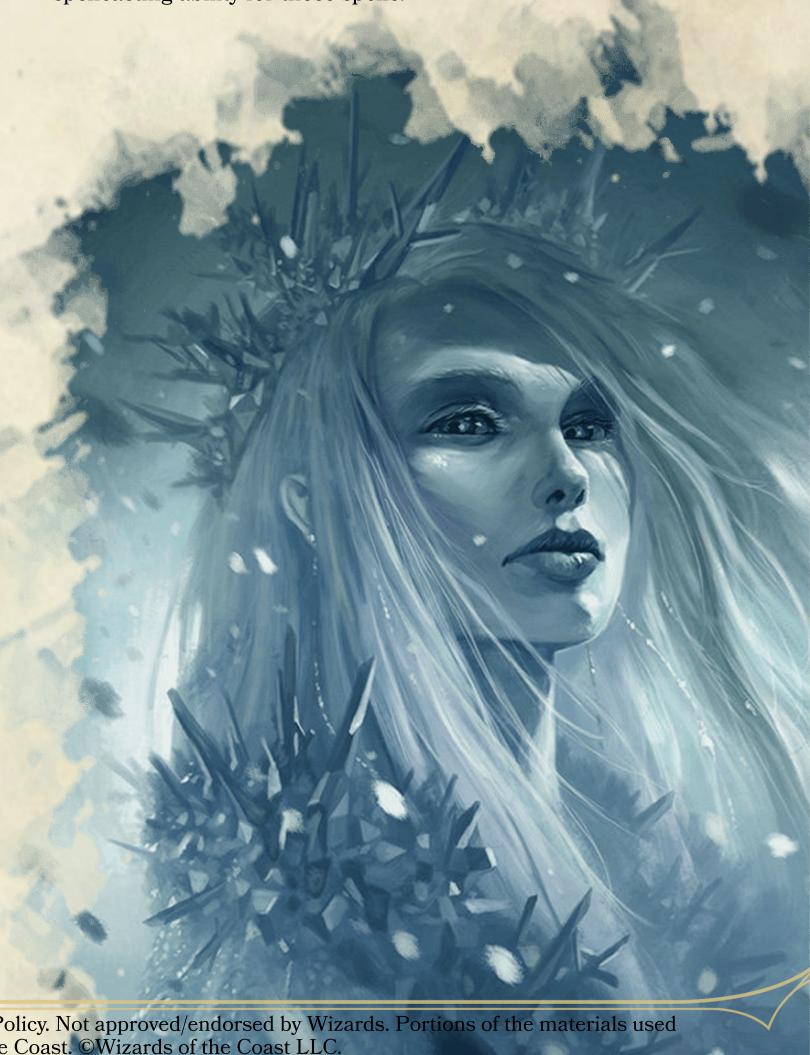
Ash genasi are kin to the efreeti clans of the Cinder Wastes. Their skin tones typically range from a silver-grey to a blackened ash. Their body is always warm to the touch, and on colder days they radiate a pale smoke from their skin. Their eyes illuminate like a furnace when angered, and their voices have permanent rasps akin to a low growl. Ash Genasi are typically introverted or antisocial, preferring time alone. They lean towards cynical in most scenarios; they prefer perspectives grounded in reality rather than idealistic goals and dreams. An ash genasi has every ounce of passion as their fire genasi cousins, but very scarcely reveal it.

**Ability Score Increase.** Your Dexterity or Intelligence score increases by 1.

**One with the Veil** You can detect the faint shifts in clouds and darkened vapors; lightly obscuring fog and smoke do not impose disadvantage on Wisdom (Perception) checks that rely on sight. While heavily obscured by fog or smoke, you have advantage on Dexterity saving throws.

**Fire Resistance.** You have resistance to fire damage.

**Spark and Smoke.** You know the *create bonfire* cantrip. Once you reach 3rd level, you can cast the *fog cloud* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.





## LAVA GENASI

Lava genasi are a recent advent to history, only appearing within the last two centuries. Commonly believed to be the offspring of a fire and earth genasi, the resulting child takes on the appearance of both parents. With fiery hair and cracked, jagged skin, their appearance is very much akin to the volcanoes that loom above fire genasi settlements. At first they were revered, said to be born with the might of molten rock, but their dispositions proved to be volatile and unpredictable.

Lava genasi are incredibly temperamental - their hair, akin to charred wisps of smoke, glow white hot when experiencing intense emotions like anger or sorrow. The crevices in their frame emit an orange glow, as if a fire was contained within them, and during these outbursts would be scorching to the touch. The efreeti leaders of genasi clans branded them as a mistake, an affront to the purity of the fire genasi lineage. The lava genasi were banished from their villages to fend for themselves.

In present day, these genasi tend to congregate in distant molten mountains, away from the public eye. A few monasteries have been founded to better control their dispositions, channeling the teachings of the earth primordials. They are still feared and shunned from most societies simply due to their threatening appearances.

**Ability Score Increase.** Your Strength or Intelligence score increases by 1.

**Molten Shell.** After a long rest, you gain a layer of protective rock, providing temporary hit points equal to twice your Constitution modifier. When an enemy deals damage to the layer with a melee attack, they take 5 fire damage. If you choose to gain temporary hit points from any other source, this feature is immediately lost. The layer cannot be replenished except by taking a long rest.

**Fire Resistance.** You have resistance to fire damage.

**Searing Combustion.** You know the *firebolt* cantrip. Once you reach 3rd level, you can cast the *pyrotechnics* spell once with this trait as a 2nd-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

## STORM GENASI

Storm genasi are the wild and boisterous relatives of the more common water genasi. Water-dwelling individuals born within the Sea of Worlds, these genasi are wholly unpredictable, quite literally displaying vast shifts in appearance and personality based on the weather. Their skin matches the multitude of ocean hues, from a darkened grey on cloudy days to a bright cerulean in sunlight. Storm genasi always carry the faint smell of petrichor. During lightning storms, the eyes of storm genasi illuminate with a pale yellow glow.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Lightning Resistance.** You have resistance to lightning damage.

**Amphibious.** You can breathe air and water.

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

**Beckon the Storm.** You know the *lightning lure* cantrip. When you reach 3rd level, you can cast the *warding winds* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

## CREDITS

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