

RACES OF LYRA



This is a guide for the playable races on the world of Lyra.

EIPEKS

ToDo - DESCRIPTION

- Poisonous skin
- Victims of ostracism
- Typically inhabit jungles, and swamps

EIPEKS TRAITS

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

Age. Eipeksis mature at their early teens, and share a similar lifespan with humans, although their body ages faster.

Alignment. Eipeksis tend toward no particular alignment. Their alignment is typically influenced by their neighbours behaviour toward them, as they are often victims of ostracism, and believed to be portents of evil, or carriers of diseases and plagues.

Size. Eipeksis are 6 feet tall on average and weigh between 150 and 180 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit swamps and forests, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Poisonous Skin. Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with your skin can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Resistance. You have resistance to poison damage.

Poison Savvies. You have proficiency with the poisoner's kit.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy or any other terrain with ample obscuring plant life.

Prime Sniffer. Your nose is your main tool to sense any lurking peril out in the wilderness. Membranes in your nose allow your body to filter any noxious particles from gases you breath, and help you identify these. You are immune to any condition transmitted through gases, and have advantage on any check to identify a gas that relies on smell. Additionally, your high concentration of myoglobin helps you store large amounts of oxygen in your body tissues worth of 15 minutes of breathable air.

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

TAXIARCHAE

ToDo - DESCRIPTION

- Lack emotions
- Judge everything rationally
- Harness Energy. You have the ability to harness the energy of your body at will and use it for your advantage in combat.
- Inhabit any biome such as humans

TAXIARCHAE TRAITS

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

Age. Taxiarchos mature at the same rate humans do, however their lifespan greatly exceeds that of humans. They usually live up to 500 years.

Alignment. Taxiarchos are typically neutral, due to their inability to experience, express or feel emotions, and the urge to rationalise over everything. They understand the concept of good and evil, but they rarely take sides on this dilemma, feeling inclined to rationalise over the reasons and outcomes of such acts instead.

Size. Taxiarchos are taller and bulkier than humans, standing between 6 and 7 feet tall, and averaging almost 230 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Stone-Faced Your lack of emotions can tip the scales of a conversation in your favour, but it can also prove to be a hinder occasionally. You have advantage on Charisma (Deception) checks and disadvantage on Charisma (Intimidation) checks when attempting to deceive or intimidate a sentient creature respectively.

Bullseye. You have proficiency with the greataxe, battleaxe, and any simple weapon that has the thrown property.

Energy Shield While you are not wearing armour or wielding a shield, your AC equals $11 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. Cosmetically the energy shield resembles a plate armour to the naked eye. A creature that succeeds on a DC 10 Intelligence (Investigation) check, or a DC 12 Wisdom (Perception) is able to identify the nature of your armour. The shield can be activated as a bonus action, and once activated you are able to sustain its energy for 8 consecutive hours, before it dismisses itself. You can also dismiss the shield as a bonus action. Once you use this trait, you can't use it again until you finish a short or long rest.

Acid Resistance. While your Energy Shield is active, you have resistance to acid damage.

Untouchable. While your Energy Shield is active, you can't be targeted by grapple or shove special melee attacks.

Deflect Missiles. While your Energy Shield is active, you can use your reaction to deflect any nonmagical ranged weapon attack targeting you. Your energy shield absorbs $1d8 + 3$ damage. If the damage is reduced to 0, the missile shatters mid-flight.

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

MAANAI

ToDo - DESCRIPTION

- Desert foragers, and hunters
- Urmugolu maanais live on burrows underneath the desert sands
- Tappeh maanais inhabit badlands

MAANAI TRAITS

Ability Score Increase. Your Wisdom score increases by 2.

Age. Maanais reach adulthood at their early 20s. On average, they live around 70 years.

Alignment. Maanais are most often neutral good. They acknowledge the desert can be very punishing to non-resilient creatures like them, especially for outlanders, so they tend to be kind to other creatures they come across on their desert journeys, and even going to some extent to help those in need.

Size. Maanais are slightly shorter than humans, averaging about 5 feet tall, and match on average weight. Your size is Medium.

Speed Your base walking speed is 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Tremorsense. You can detect and pinpoint the origin of vibrations within a 30 feet radius when standing on sand or mud, provided that the source of the vibrations is in contact with the same ground or substance as you. You cannot detect flying or incorporeal creatures with this trait.

Fire Resistance. You have resistance to fire damage.

Sand Stalkers. You have a natural aptitude to blend with the desert stillness. While you crouch and remain motionless, you are indistinguishable from the desert landscape, and automatically succeed on any hide attempt made 30 feet away from any creature.

Adept Foragers. You have advantage on Wisdom (Survival) checks made on deserts, badlands, wastelands or similar terrains.

Hazard Evasion. Your training and deftness to survive on barren lands renders you the knowledge on how to evade or deal with desert hazards. While conscious and able to move, you are unaffected by sandstorms, quicksands, and other desert hazards effects.

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

Subrace. Two subraces of maanais populate the realms of Lyra: urmugolu maanais and tappeh maanais. Choose one of these subraces.

URMUGOLU MAANAI

Ability Score Increase. Your Strength score increases by 1.

Skilled Burrowers. You have a burrow speed of 10 feet. You can use this speed to move through sandy or muddy terrain.

Hold Breath. Accustomed to spend time digging tunnels under sand, you developed the ability to hold your breath for 10 minutes.

TAPPEH MAANAI

Ability Score Increase. Your Dexterity score increases by 1.

Feather Striders. When walking on sandy or muddy terrain, you leave behind no tracks or other traces of your passage.

Badlands Ambushers. You have proficiency with nets and light crossbows.

INIIDAE

ToDo - DESCRIPTION

- Aquatic race
- Gon iniid live on the depths of the sea
- Isth iniid build their homes on rocky shores
- Typically friendly with any aquatic species, and surface denizens that respect the sea

INIIDAE TRAITS

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

Age. Iniid mature rate is very slow when compared to humans. These only reach adulthood at the age of 45, and can live up to 350 years.

Alignment. Most of iniid are chaotic good. They typically don't share much contact with or care for surface denizens customs, but they are known for occasionally helping castaways, creatures among flotsam, or fishers lost at sea.

Size. Iniid are taller and bulkier than humans, standing well over 7 feet tall. Your size is Medium.

Speed Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Keen Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

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

Denizens of the Sea Depths. Antifreeze protein runs on your blood. You have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment. Additionally, while underwater, 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.

Bio Sonar. You rely on your bio sonar for navigation and scouting underwater. While underwater, you can emit mental waves out to the environment and listen to the returning echoes. You can locate any object or creature up to 120 feet away from you. This trait also gives you an estimate on how far the object or creature is, its shape, and size.

Lack of Olfactory Organs. You have no sense of smell. You automatically fail on Wisdom (Perception) checks that rely on smell.

Adept Jewellers. From the treasures of the deep seas, the iniid create beautiful jewels coveted by many land dwellers. You have proficiency with the artisan's tool (jeweler's tool).

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

Subrace. Two subraces of iniid populate the realms of Lyra: gon iniid, and isth iniid. Choose one of these subraces.

GON INIID

Ability Score Increase. Your Dexterity score increases by 1.

Underwater Camouflage. You have advantage on Dexterity (Stealth) checks made while underwater.

Patrol Training. You have proficiency with 2 simple weapons of your choice.

ISTH INIID

Ability Score Increase. Your Intelligence score increases by 1.

Water Symbiosis. You can cast *create or destroy water* spell with this trait. Starting at 3rd level, you can cast *animal messenger* spell with this trait, and starting at 5th level, you can also cast *water walk* spell with this trait. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

AKA'ZRUUVAN

To Do - DESCRIPTION

- No reproductive organs
- Asexual
- Magical flying creatures
- Totally detached from any customs and cultures of other races
- Dragonkin aka'zruuvan typically share their homes with dragons
- Frost aka'zruuvan inhabit frosty mountain peaks

AKA'ZRUUVAN TRAITS

Ability Score Increase. Your Intelligence score increases by 2.

Age. Aka'zruuvan are the result of powerful magic streams that leaked from mysterious ancient rifts. These are immortal beings born with their current physical maturity.

Alignment. Aka'zruuvan are a rare sight amidst other humanoid races, and also alien to their customs and habits. They tend to not mingle on other races matters due to their lack of understanding of those races' proceedings, motives, or laws. Aka'zruuvan share no concept of good and evil, and typically stand for neutrality.

Size. Aka'zruuvan are all 7 feet tall, and weigh around 200 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Magical Nature. The flow of magic on your veins grants you all aka'zruuvan's traits. All your racial traits count as magical.

Magical Prowess. You have proficiency in the Arcana skill.

Sense of the Occult. You can cast *detect magic* spell with this trait. Once you cast this spell, you can't cast it again with this trait until you finish a short or long rest.

Keen Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

Uncanny Dodge. You have advantage on Constitution, and Intelligence saving throws against spells and other magical effects.

Magic Suppression. Your magical blood makes you especially vulnerable to the effects of any field that suppresses magic, such as the effects of the *antimagic field* spell. While under its effects, the magic in your blood is suppressed, depriving you of all your racial traits. For each hour spent under the field's effects you suffer a level of exhaustion. Leaving the anti-magic field ends its effects on your body. However, the magic stream takes 1d4 days to return to its normal flow. During your body's recovering period, your level of exhaustion increases by 2 instead when under the effects of an anti-magic field.

Takers of the Sky. Starting at 3rd level, fervent magic manifests within yourself. As an action you can channel this magic to become light as a feather. You gain a flying speed of 45 feet for 10 minutes or until you end it as a bonus action. When the spell ends, you fall if you are still aloft. If your fall starts at an altitude no higher than 60 feet, you can use your reaction and attempt to slowdown the descent speed. If you succeed on a DC 15 Dexterity (Acrobatics) check you take no falling damage and can land on your feet. 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 Zend.

Subrace. Two subraces of aka'zruuvan populate the realms of Lyra: dragonkin aka'zruuvan and frost aka'zruuvan. Choose one of these subraces.

DRAGONKIN AKA'ZRUUVAN

Ability Score Increase. Your Charisma score increases by 1.

Dive Attack. While flying, you can dive at least 30 feet straight toward a target and then hit it with a melee weapon attack, this attack deals an extra 1d6 damage to the target.

FROST AKA'ZRUUVAN

Ability Score Increase. Your Strength score increases by 1.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

Flyby. You don't provoke an opportunity attack when flying out of an enemy's reach.

FAEDUIRN

ToDo - DESCRIPTION

- Value their intellect
- Communication barriers with mental inferior races
- Psionic
- Telepaths
- Follow no religion, deities, patrons or otherworldly teachings
- Crystallin faeduirnea live on remote lands and are far more uncommon than their relatives
- I'ludere faeduirnea any biome such as humans

FAEDUIRN TRAITS

Ability Score Increase. Your Intelligence score increases by 2.

Age. Faeduirnea possess the highest developed minds amidst humanoid races. They reach mental maturity at the age of 10, long before their physical peak at their 40s. They live longer than humans, the older reaching the 200 years.

Alignment. Faeduirnea value their individuality and intellect, but understand the need for basic rules. Most faeduirnea are deist-like, following their own conscience instead of any deity tenets, patrons, or religion teachings. They tend for chaotic alignments, but faeduirnea lawful societies are not unheard of.

Size. Faeduirnea match humans on average size, but have slender builds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Deists. Faeduirnea reject gods revelations or interference with the cosmos, and see religion and cults as sources of power aimed to control ordinary people or societies. Rather, they rely on reasoning and empirical evidence as source of their knowledge. You have disadvantage on Intelligence (Religion) checks.

Psychic Resistance. You have resistance to psychic damage.

Mental Discipline. You have advantage on saving throws against the charmed and frightened conditions.

Natural Telepaths. Faeduirn's communication is more often than not done via telepathic link. You can communicate at will among faeduirnea. Additionally, you can create a one way telepathic link between yourself and a willing creature within 30 feet that can understand a language, and with which you are familiar. This form of telepathy allows you to transmit simple messages, but doesn't allow the receiving creature to telepathically respond. The target recognises you as the creature transmitting the messages, but automatically fails to understand these if it doesn't speak the language. Once you use this trait, you can't use it again until you finish a long rest.

Shielded Mind You are immune to scrying and to any effect that would read your thoughts, or detect your location.

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

Subrace. Two subraces of faeduirnea populate the realms of Lyra: i'ludere faeduirnea, and crystallin faeduirnea. Choose one of these subraces.

I'LUDERE FAEDUIRN

Ability Score Increase. Your Dexterity score increases by 1.

Innate Spellcasting (Psionics) You can cast expeditious retreat spell once with this trait, and you regain the ability to do so when you finish a long rest. Starting at 3rd level, you can cast *misty step* spell once with this trait, and you regain the ability to do so when you finish a long rest. Starting at 5th level, you can cast *gaseous form* spell with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Swift Defence. You have proficiency with light and medium armour.

CRYSTALLIN FAEDUIRN

Ability Score Increase. Your Wisdom score increases by 1.

Innate Spellcasting (Psionics) You can cast *unseen servant* spell once with this trait, and you regain the ability to do so when you finish a long rest. Starting at 3rd level, you can cast *hold person* spell once with this trait, and you regain the ability to do so when you finish a long rest. Starting at 5th level, you can cast *major image* spell with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Crystal Clear. You have proficiency in the Insight skill.

TE-KOHI

ToDo - DESCRIPTION

- Have a bond with nature
- Peaceful race
- Able to magically polymorph
- Naosi can inhabit different environments
- Velisans inhabit high mountains
- Ke'raines inhabit desolated areas such as deserts

TE-KOHI TRAITS

Ability Score Increase. Your Charisma score increases by 1.

Age. Te-Kohis mature a little faster than humans, reaching adulthood at the age of 16. They also tend to outlive humans, living up to 120 years.

Alignment. Te-Kohis are typically good aligned. They share a bond with nature, and life in general, very rarely treading on a path of death or destruction. They also see other races as equals, only becoming hostile against creatures that disrespect nature, otherwise treating them kindly, in a fair and friendly manner.

Size. Te-Kohis are slightly shorter than humans, averaging about 5 feet tall, and have slender builds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Mystifying Ancestry. When Te-Kohis reach adulthood their ancestry manifests itself in eerie ways. From the beginning of their last year of youth they are assailed by mysterious dreams that culminate with the new adult sealing a pact with a beast always present on these dreams. This pact grants the te-kohi the ability to assume the form of the best it bonded with. Choose a beast with a CR of 1/4 or lower, with no swimming or flying speed, once per day you can assume the shape of this beast as if you were casting the *polymorph* spell on yourself, except that you retain your Intelligence and Wisdom scores. You regain this ability when you finish a short or long rest.

Celestial Navigation. Te-Kohis are experts at navigating based on the position of celestial bodies. You never lose your sense of orientation, and you have advantage on checks to locate places you are familiar with. You can't use this trait if you are blinded, or if the sky is covered by anything that prevents you from seeing the celestial bodies, such as clouds.

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

Subrace. Three subraces of te-kohis populate the realms of Lyra: naos, velis, and ke'raine. Choose one of these subraces.

NAOS

Ability Score Increase. Your Wisdom score increases by 2.

Fond of Nature. You have proficiency in the Nature skill.

Supernatural Endotherm. You have the ability to maintain your body temperature under extreme weather without the help of external ambient heat. While conscious and not incapacitated, you can adjust your metabolic activity to regulate your body temperature, negating any effect caused by weather conditions that rely on temperature, such as extreme cold and extreme heat.

Food Gatherers. The naosi live off what the land has to offer, granting them knowledge of what can be found out in the wilderness. You have advantage on Wisdom (Survival) checks to forage for food or water.

VELIS

Ability Score Increase. Your Strength score increases by 2.

Cold Immunity. You are immune to cold damage.

Susceptible to Fire. If you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

Traders of the Heights. Velisans often trade with other mountain denizens, keeping a friendly relationship with your neighbours. You can speak, and read two languages of your choice from Dwarvish, Gnomish, Gol-Kaa, and Zend, but you cannot write.

Slide to Action. You can take the Dash action as a bonus action on each of your turns, and you can move an extra 10 feet as part of this action.

Hunter Training. You have proficiency with javelins, spears, slings, light crossbows, and scimitars.

KE'RAINE

Ability Score Increase. Your Constitution score increases by 2.

Heated Body. Any creature that grapples you or otherwise comes into direct contact with your skin takes 1d6 fire damage. If you are wearing armour, the damage is reduced to 1d4. The effect ends on a creature no longer in direct contact with your skin or armour.

Fire Resistance. You have resistance to fire damage.

Thermal Insulated Your natural skin ointment and hairs operate as a thermal insulator, conserving your body heat and reflecting the cold. This protects you from being vulnerable to cold damage.

KRASSO

ToDo - DESCRIPTION

- Follow no gods
- Most shun magic
- Very disciplined and regimented society
- Societies are typically led by warlords
- Inhabit any biome such as humans

KRASSO TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. Krassos mature at the same rate as humans, and reach adulthood at the age of 25, but can live slightly longer, up to 120 years.

Alignment. Krassos are typically lawful neutral. Discipline is the central pillar of krassos society, and is deeply believed to be key for a strong and long lasting civilisation. They regard anything chaotic as a menace to their regimented society. However, similar to humans, they occasionally waver between good and evil alignments, helping others in times of need, or placing their interests above anyone or anything else.

Size. Krassos are usually over 7 feet tall and weigh between 250 and 300 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Military Training. You have proficiency with firearms.

Firearms Prowess. You have proficiency with the artisan's tool (alchemist's and smith's tool). Using those tools, you can spend 1 hour and 2 gp worth of materials to produce 10 piece of ammunition for any firearm you are familiar with.

Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. Additionally, you gain proficiency in saving throws using Constitution.

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

Natural Athlete. You have proficiency in the Athletics skill.

Ride to War. Trained on the arts of controlling your mount in battle, you have advantage on any check you make to remain mounted regardless of the saddle you are sat on.

Defy Fate. Krassos believe in the power of discipline as the pillar of their society, holding little thought for anything else. Religion and magic are often seen as trifle by krassos societies, sometimes to the extent of being forbidden. You have disadvantage on Intelligence (Religion) checks.

Languages. You can speak, read, and write Common and Anu'crest.

Subrace. Two subraces of krassos populate the realms of Lyra: pr'tors and clibanarii. Choose one of these subraces.

PR'TOR

Ability Score Increase. Your Strength score increases by 1.

Reject Chaos. SUBRACE openly shun magic, seeing magic as the portray of chaos, and a major threat to their regimented society. You have disadvantage on Intelligence (Arcana) checks.

Menacing. You have proficiency in the Intimidation skill.

Sure-Footed You have advantage on Strength saving throws made against effects that would knock you prone.

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

CLIBANAR

Ability Score Increase. Your Intelligence score increases by 1.

Combat Discipline. You gain proficiency with shields, medium armour.

Fleet of Foot. Your base walking speed increases to 35 feet.

HEIKO

ToDo - DESCRIPTION

- Hatch from eggs
- Value their freedom above anything else
- Live underground on cold regions
- Taiga heikos inhabit snowy taigas
- Grotto heikos inhabit long tunnel networks embedded frosty mountains

HEIKO TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Heikos mature at early age, before their 5, and reach adulthood by 12. Their lifespan is slightly shorter than humans, living on average 70 years.

Alignment. Heikos have an innate tendency toward chaos. Their most precious possession is their own freedom, also, in similar fashion to halflings, they don't recognise any sort of nobility or royalty, and barely abide or recognise rules or laws implemented by these.

Size. Heikos match humans on average size and weight. Your size is medium.

Speed Your base walking speed is 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Fear of Fire. If you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.

Torpor. As a bonus action you can reduce your heart rate, respiration and body temperature. At the expense of your movement and reflexes, you end all the effects of Fear of Fire. You have disadvantage on Dexterity saving throws and your movement is reduced by 10 feet until the end of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

Peeled Eyes. You gain a +2 bonus to initiative.

Ice Walk. You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.

Cold Resistance. You have resistance to cold damage.

Furry Feet. The fur covering your feet allow you for a better grip on ice but, in combination with your strong and flexible leg bones, it can also help absorb the impact of a fall. If your fall starts at an altitude lower than 60 feet on snowy terrain or 30 feet on any other terrain, you can use your reaction and attempt to slowdown the descent speed. If you succeed on a DC 15 Dexterity (Acrobatics) check you take no falling damage and can land on your feet.

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

Subrace. Two subraces of heikos populate the realms of Lyra: taiga heikos, and grotto heikos. Choose one of these subraces.

TAIGA HEIKO

Ability Score Increase. Your Intelligence score increases by 1.

Spiky Feet. You have 8 spikes which you can use as weapons you are proficient with. These count as light and finesse, and have the thrown property with a range of 20/60. Used spikes regrow by the time you finish a long rest.

Spike Attack. As an action you can throw one of your feet spikes to make a ranged attack, dealing 1d6 piercing damage on a hit.

Healing Salve. Each day you prepare a natural ointment with healing properties. As a bonus action you can rub this ointment on yourself or on a creature 5 feet from you, healing the target for $1d4 + 2$ hit points. Once you use this ointment, you can prepare it again when you finish a long rest. The salve takes 1 hour to gather the ingredients, and an additional hour to prepare.

GROTTO HEIKO

Ability Score Increase. Your Wisdom score increases by 1.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

ELF

ToDo - DESCRIPTION

- Went mad after their home resources have been exhausted by a plague, wiped out of most of its life, leaving only a corrupted land behind
- Inhabit petrified forests, or woods

Subrace. The felaradan are a subrace of elves that populates the realms of Lyra.

FELARADAN ELF (ACCURSED ELF)

Ability Score Increase. Your Wisdom score increases by 1.

Plant Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in any terrain with ample obscuring plant life, and you leave behind no tracks or other traces of your passage.

Forest's Striders. You can move through nonmagical plants without being slowed and without taking damage from them if these have thorns, spines, or a similar hazard.

High on the Trees. You can jump up to twice your normal jump distance, with or without a running start.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.