

Drya'boli

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<https://www.dndbeyond.com/races/1091391-dryaboli>

Drya'boli Bloodline

The history of this strange race is almost unknown, what is known is that they wander about the countryside living their life as they please. Something that's been observed about them, is that they're usually a mix between two specific bloodlines that amalgamate to make them. But their bloodline has a higher chance of producing either an Elf or a Tiefling, it's not impossible for them to create another like them, but it hasn't been proven yet.

Drya'boli Appearance

The appearance of this race varies, but they almost always have the horns and tail of their infernal heritage, and in the dark, their eyes glow a solid color. While also holding a resemblance to an elf with their unearthly grace and haunting beauty. The main attraction of their appearance though comes from the nonsensical infernal markings that cover their elven skin

Drya'boli Names

The names of this race have been noted to use a combination of Elven and Infernal names to symbolize their nature

Drya'Boli Traits

Drya'boli share certain racial traits as a result of their Infernal and Elven descent.

Ability Score Increase

With your Elven traits, you can ease your way in and out through conversations resulting in a higher Charisma score (+2). With your Infernal background, you can move around much quicker than normal creatures resulting in a higher Dexterity score (+1).

Size

Drya'boli range from 5 to 7 feet tall and have varied builds. Your size is Medium.

Age

Although Drya'boli reaches physical maturity at about 18-24, their understanding of adulthood goes a little beyond physical growth to encompass worldly experience. A Drya'boli typically claim adulthood around the ages of 60-70 and can live to be around 450-600 years old.

Languages

You can speak, read, and write in Common, Elvish, and Infernal.

Darkvision

Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry

Your elvish blood has given you resistance to being charmed or put to sleep through magic. You have advantage on saving throws against being charmed and magical sleep.

Wall Climb

With your allegiance to Lolth the Queen of Spiders and Verrona, you have been granted some abilities of the nimble spider. This grants you the ability to climb walls, stick to walls, and hang from ceilings with a movement speed of 20ft.

When falling from any point you can make a DEX Saving Throw to see if you negate the damage from the fall otherwise you take the full damage from the fall.