

**AARAKOCRA****DMG'14** p282**Ability Scores:** Dexterity +2; Wisdom +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 20 feet, Fly 50 feet

**Dive Attack.** If you are flying and dive at least 30 ft. straight toward a target and then hit it with a melee weapon attack, the attack deals an extra 1d6 damage to the target.

**Talons.** You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

**Language.** You can speak, read, and write Auran.

**AARAKOCRA****EEPC** p5**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 25 feet, Fly 50 feet

**Age.** Aarakocra reach maturity by age 3. Compared to humans, aarakocra don't usually live longer than 30 years.

**Alignment.** Most aarakocra are good and rarely choose sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

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

**Flight.** You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

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

**Language.** You can speak, read, and write Common, Aarakocra, and Auran.

**AARAKOCRA****MPMM** p5**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet, Fly equal to your walking speed

**Flight.** Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

**Talons.** You have talons that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

**Wind Caller.** Starting at 3rd level, you can cast the gust of wind spell with this trait, without requiring a material component. Once you cast the spell with this trait, you can't do so again until you finish a long rest. You can also cast the spell using any spell slots you have of 2nd level or higher.

Intelligence, Wisdom, or Charisma is your spellcasting ability for when you cast gust of wind with this trait (choose when you select this race).

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## AASIMAR

DMG'14 p286

**Ability Scores:** Charisma +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Aasimar mature at the same rate as humans but live a few years longer.**Size.** Aasimar are built like well-proportioned humans. Your size is Medium.**Darkvision.** Thanks to your celestial 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 grey.**Celestial Resistance.** You have resistance to necrotic and radiant damage.**Celestial Legacy.** You know the light cantrip. Once you reach 3rd level, you can cast the lesser restoration spell once with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the daylight spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.**Language.** You can speak, read, and write Common and Celestial.

## AASIMAR

MPMM p7

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet**Size.** You are Medium or Small. You choose the size when you select this race.**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.**Darkvision.** 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 discern colors in that darkness only as shades of gray.**Healing Hands.** As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus. The creature regains a number of hit points equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.**Light Bearer.** You know the light cantrip. Charisma is your spellcasting ability for it.**Celestial Revelation.** When you reach 3rd level, choose one of the revelation options below. Thereafter, you can use a bonus action to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using your revelation below, you can't use it again until you finish a long rest.**Necrotic Shroud.** Your eyes briefly become pools of darkness, and ghostly, flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Until the transformation ends, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.**Radiant Consumption.** Searing light temporarily radiates from your eyes and mouth. For the duration, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes radiant damage equal to your proficiency bonus. Until the transformation ends, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.**Radiant Soul.** Two luminous, spectral wings sprout from your back temporarily. Until the transformation ends, you have a flying speed equal to your walking speed, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## AASIMAR

VGM P104**Ability Scores:** Charisma +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Aasimar (Fallen)
- Aasimar (Protector)
- Aasimar (Scourge)

### TRAITS

**Age.** Aasimar mature at the same rate as humans, but they can live up to 160 years.

**Size.** Aasimar have the same range of height and weight as humans.

**Darkvision.** Blessed with a radiant soul, your vision can easily cut through darkness. 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.

**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.

**Healing Hands.** As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

**Light Bearer.** You know the light cantrip. Charisma is your spellcasting ability for it.

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

## AASIMAR

PHB'24 P186**Creature Type:** Humanoid**Size:** Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species**Speed:** 30 feet

**Celestial Resistance.** You have Resistance to Necrotic damage and Radiant damage.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Healing Hands.** As a Magic action, you touch a creature and roll a number of d4s equal to your Proficiency Bonus. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.

**Light Bearer.** You know the Light cantrip. Charisma is your spellcasting ability for it.

**Celestial Revelation.** When you reach character level 3, you can transform as a Bonus Action using one of the options below (choose the option each time you transform). The transformation lasts for 1 minute or until you end it (no action required). Once you transform, you can't do so again until you finish a Long Rest.

Once on each of your turns before the transformation ends, you can deal extra damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your Proficiency Bonus, and the extra damage's type is either Necrotic for Necrotic Shroud or Radiant for Heavenly Wings and Inner Radiance.

Here are the transformation options:

**Heavenly Wings.** Two spectral wings sprout from your back temporarily. Until the transformation ends, you have a Fly Speed equal to your Speed.

**Inner Radiance.** Searing light temporarily radiates from your eyes and mouth. For the duration, you shed Bright Light in a 10-foot radius and Dim Light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes Radiant damage equal to your Proficiency Bonus.

**Necrotic Shroud.** Your eyes briefly become pools of darkness, and flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you must succeed on a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus) or have the Frightened condition until the end of your next turn.

## AASIMAR (FALLEN)

VGM<sub>P105</sub>**Ability Scores:** Charisma +2; Strength +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Aasimar mature at the same rate as humans, but they can live up to 160 years.**Size.** Aasimar have the same range of height and weight as humans.**Darkvision.** Blessed with a radiant soul, your vision can easily cut through darkness. 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.**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.**Healing Hands.** As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.**Light Bearer.** You know the light cantrip. Charisma is your spellcasting ability for it.**Languages.** You can speak, read, and write Common and Celestial.**Necrotic Shroud.** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## AASIMAR (PROTECTOR)

VGM<sub>P105</sub>**Ability Scores:** Charisma +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Aasimar mature at the same rate as humans, but they can live up to 160 years.**Size.** Aasimar have the same range of height and weight as humans.**Darkvision.** Blessed with a radiant soul, your vision can easily cut through darkness. 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.**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.**Healing Hands.** As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.**Light Bearer.** You know the light cantrip. Charisma is your spellcasting ability for it.**Languages.** You can speak, read, and write Common and Celestial.**Radiant Soul.** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## AASIMAR (SCOURGE)

VGM<sub>P105</sub>**Ability Scores:** Charisma +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Aasimar mature at the same rate as humans, but they can live up to 160 years.**Size.** Aasimar have the same range of height and weight as humans.**Darkvision.** Blessed with a radiant soul, your vision can easily cut through darkness. 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.**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.**Healing Hands.** As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.**Light Bearer.** You know the light cantrip. Charisma is your spellcasting ability for it.**Languages.** You can speak, read, and write Common and Celestial.**Radiant Consumption.** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## AETHERBORN

PSK P17

**Ability Scores:** Charisma +2; Choose any other two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Aetherborn come into being as adults and live no more than a few years.

**Alignment.** As a rule, aetherborn are driven by hedonism and self-interest, making them neutral at best and thoroughly evil at worst. Neutral aetherborn might devote much of their time (and wealth) to parties and social activity, while evil aetherborn are usually involved in the criminal underworld.

**Size.** Aetherborn are about the same size as humans, ranging from 5 to 6 feet tall. They are quite light—only about 100 pounds—and their weight diminishes as they age and more and more of their substance returns to the aethersphere. Your size is Medium.

**Darkvision.** Thanks to your 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.

**Born of Aether.** You have resistance to necrotic damage.

**Menacing.** You have proficiency in the Intimidation skill.

**Languages.** You can speak, read, and write Common and two other languages of your choice.

### GIFT OF THE AETHERBORN

An unknown aetherborn, desperately seeking a means to extend their short life, discovered a process of transformation that prolonged their existence—by giving them the ability to feed on the life essence of other beings. Since then, other aetherborn have learned and carried out this monstrous transformation, and aetherborn with this "gift" have become a small minority among an already small population.

A gifted aetherborn has the ability to drain the life essence of other beings. Similar to the way heat is transferred from a warm object to a cold one, a gifted aetherborn need only touch another living being with a clawed hand to draw life essence out, fueling their own continued existence while draining strength and vitality from their victim.

For many aetherborn, living as they do for indulgence and instant gratification, the concepts of "want" and "need" are virtually synonymous. But Aetherborn with this gift understand what it is to truly need, for they develop a hunger for life essence that far exceeds any desires they might have felt before their transformation. A gifted aetherborn who abstains from this feeding deteriorates even more rapidly than other aetherborn, while enduring unspeakable agony caused by the deprivation of life energy.

At the DM's option, an aetherborn character can research methods of achieving this dark "gift." The process is similar to inventing and manufacturing a rare magic item (see "Inventing and Manufacturing Devices" earlier in this document). But rather than aether, the process requires a variety of rare unguents and unusual ingredients that make up the cost of researching and undergoing the transformation.

An aetherborn with this gift gains the Drain Life ability: a natural attack that deals 1d6 necrotic damage and restores the same number of hit points to the aetherborn. However, if the aetherborn goes for 7 days without dealing this damage, their hit point maximum is reduced by 1d6 per week. This reduction can't be removed until the aetherborn has used their Drain Life ability and completed a long rest.

## ASTRAL ELF

AAG p10

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Creature Type.** You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

**Astral Fire.** You know one of the following cantrips of your choice: dancing lights, light, or sacred flame. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this race).

**Darkvision.** You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Keen Senses.** You have proficiency in the Perception skill.

**Starlight Step.** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Astral Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

Whenever you finish this trance, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory and the experiences of entities on the Astral Plane, and you retain them until you finish your next long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## AUTOGNOME

AAG p11

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Construct

**Size:** Small

**Speed:** 30 feet

**Creature Type.** You are a Construct.

**Armored Casing.** You are encased in thin metal or some other durable material. While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.

**Built for Success.** You can add a d4 to one attack roll, ability check, or saving throw you make, and you can do so after seeing the d20 roll but before the effects of the roll are resolved. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Healing Machine.** If the mending spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).

In addition, your creator designed you to benefit from several spells that preserve life but that normally don't affect Constructs: cure wounds, healing word, mass cure wounds, mass healing word, and spare the dying.

**Mechanical Nature.** You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe.

**Sentry's Rest.** When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

**Specialized Design.** You gain two tool proficiencies of your choice, selected from the Player's Handbook.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.



## AVEN

PSA P15

**Ability Scores:** Dexterity +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 25 feet, Fly 30 feet

This race has multiple subraces, as listed below:

- Aven (Hawk-Headed)
- Aven (Ibis-Headed)

## TRAITS

**Age.** Like humans, aven reach adulthood in their late teens and can theoretically live into their 80s. Of course, most find a glorious (or inglorious) death long before that point.

**Alignment.** Most aven lean toward some form of neutrality. Ibis-headed aven, focused more on knowledge than any other virtue, are usually neutral. Hawk-headed aven are inclined toward lawful neutral.

**Size.** Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

**Flight.** You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

## AVEN

PSD P6

**Ability Scores:** Dexterity +2; Wisdom +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 25 feet, Fly 30 feet

**Age.** Like humans, aven reach adulthood in their late teens and can live into their 80s.

**Alignment.** Aven are inclined toward the lawful good alignment of the Church of Serra

**Size.** Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

**Flight.** You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

**Hawkeyed.** You have proficiency in the Perception skill. In addition, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

## AVEN (HAWK-HEADED)

PSA p16

**Ability Scores:** Dexterity +2; Wisdom +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet, Fly 30 feet

**Age.** Like humans, aven reach adulthood in their late teens and can theoretically live into their 80s. Of course, most find a glorious (or inglorious) death long before that point.

**Alignment.** Most aven lean toward some form of neutrality. Ibis-headed aven, focused more on knowledge than any other virtue, are usually neutral. Hawk-headed aven are inclined toward lawful neutral.

**Size.** Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

**Flight.** You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

**Hawkeyed.** You have proficiency in the Perception skill. In addition, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

## AVEN (IBIS-HEADED)

PSA p16

**Ability Scores:** Dexterity +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet, Fly 30 feet

**Age.** Like humans, aven reach adulthood in their late teens and can theoretically live into their 80s. Of course, most find a glorious (or inglorious) death long before that point.

**Alignment.** Most aven lean toward some form of neutrality. Ibis-headed aven, focused more on knowledge than any other virtue, are usually neutral. Hawk-headed aven are inclined toward lawful neutral.

**Size.** Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

**Flight.** You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

**Kefnet's Blessing.** You can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.

## BARDING

TLotRR p28 

**Ability Scores:** Strength +1; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Adventuring Age.** Between 18–40 years of age. Bardings rarely become adventurers before their 18th year, and retire in their forties, when they return home to serve their family and folk.

**Archers of Dale.** You have proficiency with the great bow.

**Starting Virtue.** You gain one cultural virtue of your choice (see Chapter 4).

**Trading People.** You have proficiency in the Persuasion skill.

**Languages.** You can speak, read and write Westron and Dalish, a language that can be described as a very old form of the Common Speech.

**Standard of Living: Prosperous.** The city of Dale and nearby Esgaroth are successful trading towns. Those among the Bardings who choose a life of adventure are usually members of less affluent families—yet, their wealth is still superior to that of most of the denizens of Eriador.

## STARTING GEAR

TLotRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Dragon Stories
- Healing Hands
- A Patient Hunter
- By Hammer and Anvil
- Gifted Senses
- Wordweaver

## BREE-HOBBIT

TLoTRR p183 **Ability Scores:** Dexterity +2**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Bree-Hobbit (Fallohide)
- Bree-Hobbit (Harfoot)
- Bree-Hobbit (Stoor)

### TRAITS

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Bree-Hobbit Curiosity.** You have proficiency in the Insight skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

### STARTING GEAR

TLoTRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

**Cultural Virtues.** Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- Bree-Pony
- Small Folk
- The Art of Smoking
- Decorate Caverns
- Strange as News from Bree
- Tough as Old Tree Roots

• Desperate Courage

• Strange as News from Bree

• Tough as Old Tree-Roots

## BREE-HOBBIT (FALLOHIDE)

TLotRR p38 

**Ability Scores:** Dexterity +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Bree-Hobbit Curiosity.** You have proficiency in the Insight skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

### STARTING GEAR

TLotRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

**Cultural Virtues.** Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- Bree-Pony
- Small Folk
- The Art of Smoking
- Desperate Courage
- Strange as News from Bree
- Tough as Old Tree-Roots

**Skill in Language and Song.** You have proficiency with the tools of your choice: calligrapher's supplies, cartographer's tools, or a musical instrument.

## BREE-HOBBIT (HARFOOT)

TLotRR p38 

**Ability Scores:** Dexterity +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Bree-Hobbit Curiosity.** You have proficiency in the Insight skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

STARTING GEAR		
Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

**Cultural Virtues.** Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- Bree-Pony
- Small Folk
- The Art of Smoking
- Desperate Courage
- Strange as News from Bree
- Tough as Old Tree-Roots

**Skilful with Tools.** You have proficiency with the artisan's tools of your choice: herbalism kit, mason's tools, or weaver's tools.

## BREE-HOBBIT (STOOR)

TLOtRR p38 

**Ability Scores:** Dexterity +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Bree-Hobbit Curiosity.** You have proficiency in the Insight skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

STARTING GEAR		
Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

**Cultural Virtues.** Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- Bree-Pony
- Small Folk
- The Art of Smoking
- Desperate Courage
- Strange as News from Bree
- Tough as Old Tree-Roots

**Riverside Dweller.** You have proficiency with the tools of your choice: carpenter's tools, water vehicles, or woodcarver's tools.

## BUGBEAR

ERLW p25

**Ability Scores:** Strength +2; Dexterity +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Bugbears reach adulthood at age 16 and live up to 80 years.**Alignment.** Bugbears live on the fringes of society even in Darguun, where they value self-sufficiency and violence. They are generally chaotic, organizing in loose tribes under charismatic and powerful leaders.**Size.** Your size is Medium.**Darkvision.** 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.**Long-Limbed.** When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.**Sneaky.** You are proficient in the Stealth skill.**Surprise Attack.** If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.**Languages.** You can speak, read, and write Common and Goblin.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

6'

**Base Weight**

200 lb.

**Height Modifier**

+2d12

**Weight Modifier**

× 2d6 lb.

## BUGBEAR

MPMM p8

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Creature Type.** You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.**Darkvision.** 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 discern colors in that darkness only as shades of gray.**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.**Long-Limbed.** When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.**Sneaky.** You are proficient in the Stealth skill. In addition, without squeezing, you can move through and stop in a space large enough for a Small creature.**Surprise Attack.** If you hit a creature with an attack roll, the creature takes an extra 2d6 damage if it hasn't taken a turn yet in the current combat.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.



## BUGBEAR

VGM<sub>P119</sub>**Ability Scores:** Strength +2; Dexterity +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Bugbears reach adulthood at age 16 and live up to 80 years.**Size.** Bugbears are between 6 and 8 feet tall and weigh between 250 and 350 pounds. Your size is Medium.**Darkvision.** 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.**Long-Limbed.** When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.**Sneaky.** You are proficient in the Stealth skill.**Surprise Attack.** If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.**Languages.** You can speak, read, and write Common and Goblin.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
6'

**Base Weight**  
200 lb.

**Height Modifier**  
+2d12

**Weight Modifier**  
× 2d6 lb.

## BULLYWUG

DMG'14<sub>P282</sub>**Ability Scores:** Intelligence -2; Charisma -2**Creature Type:** Humanoid**Size:** Medium**Speed:** 20 feet, Swim 40 feet**Amphibious.** You can breathe air and water.**Speak with Frogs and Toads.** You can communicate simple concepts to frogs and toads when you speak in Bullywug.**Swamp Camouflage.** You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.**Standing Leap.** Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start.**Languages.** You can speak, read, and write Bullywug.

## CENTAUR

GGR<sub>P15</sub>

**Ability Scores:** Strength +2; Wisdom +1

**Creature Type:** Fey

**Size:** Medium

**Speed:** 40 feet

**Age.** Centaurs mature and age at about the same rate as humans.

**Alignment.** Centaurs are inclined toward neutrality. Those who join the Selesnya are more often neutral good, while those who join the Gruul are typically chaotic neutral.

**Size.** Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Your size is Medium.

**Fey.** Your creature type is fey, rather than humanoid.

**Charge.** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

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

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

**Survivor.** You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

**Languages.** You can speak, read, and write Common and Sylvan. Sylvan is widely spoken in the Selesnya Conclave, for it is rich in vocabulary to describe natural phenomena and spiritual forces.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
6'	600 lb.	+1d10	× 2d12 lb.

## CENTAUR

MOT p18

**Ability Scores:** Strength +2; Wisdom +1

**Creature Type:** Fey

**Size:** Medium

**Speed:** 40 feet

**Age.** Centaurs mature and age at about the same rate as humans.

**Alignment.** Centaurs are inclined toward neutrality. Lagonna centaurs tend to be more lawful, while Pheres centaurs are more often chaotic.

**Size.** Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Pheres centaurs tend to be slightly larger than Lagonna centaurs. Your size is Medium.

**Fey.** Your creature type is fey, rather than humanoid.

**Charge.** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

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

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

**Survivor.** You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

6'

**Base Weight**

600 lb.

**Height Modifier**

+1d10

**Weight Modifier**

× 2d12 lb.

## CENTAUR

MPMM p9

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Fey

**Size:** Medium

**Speed:** 40 feet

**Creature Type.** You are a Fey.

**Charge.** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet instead of the normal 1 extra foot.

**Hooves.** You have hooves that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

**Natural Affinity.** Your fey connection to nature gives you an intuitive connection to the natural world and the animals within it. You therefore have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## CERVAN

HWCS p22 

**Ability Scores:** Constitution +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Cervan (Grove)
- Cervan (Pronghorn)

### TRAITS

**Age.** Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

**Alignment.** Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

**Size.** Grove cervans stand between 5 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds. Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

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

**Practical.** Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.

**Surge of Vigor.** All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to 1d12 + your Constitution Modifier. You can't use this feature again until you have completed a long rest.

**Languages.** You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

## CERVAN (GROVE)

HWCS P22 

**Ability Scores:** Constitution +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 35 feet

**Age.** Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

**Alignment.** Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

**Size.** Grove cervans stand between 5 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds. Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

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

**Practical.** Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.

**Surge of Vigor.** All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to 1d12 + your Constitution Modifier. You can't use this feature again until you have completed a long rest.

**Languages.** You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

**Swift.** Your base walking speed increases to 35 feet.

**Standing Leap.** Your base long jump is 30 feet, and your base high jump is 15 feet, with or without a running start.

**Nimble Step.** Opportunity attacks made against you are rolled with disadvantage.

## CERVAN (PRONGHORN)

HWCS P22 

**Ability Scores:** Constitution +2; Strength +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

**Alignment.** Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

**Size.** Grove cervans stand between 5 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds. Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

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

**Practical.** Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.

**Surge of Vigor.** All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to 1d12 + your Constitution Modifier. You can't use this feature again until you have completed a long rest.

**Languages.** You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

**Robust Build.** Your carrying capacity is doubled, as is the weight you can push, drag, or lift.

**Antlers.** You have a set of large, strong antlers that can be used to make devastating charge attacks. You can use your unarmed strike to gore opponents, dealing 1d6 + your Strength Modifier piercing damage on a hit.

Additionally, if you move at least 20 feet in a straight line towards an opponent, you can spend a bonus action to charge them, dealing an extra 1d6 points of piercing damage. If the target of your charge is Large or smaller, they must make a Strength saving throw against a DC of your Proficiency Bonus + 8 + your Strength Modifier. On failure, the target is pushed 10 feet away from you into a space of your choice.

## CHANGELING

ERLW p17

**Ability Scores:** Charisma +2; Choose any other +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Changelings mature slightly faster than humans but share a similar lifespan—typically a century or less. While a changeling can transform to conceal their age, the effects of aging affect them similarly to humans.**Alignment.** Changelings tend toward pragmatic neutrality, and few changelings embrace evil.**Size.** Your size is Medium.**Shapechanger.** As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

**Changeling Instincts.** You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.**Languages.** You can speak, read, and write Common and two other languages of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

Base Height	Base Weight	Height Modifier	Weight Modifier
5'1"	115 lb.	+2d4	× 2d4 lb.

## CHANGELING

MPMM p10

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Fey**Size:** Small or Medium**Speed:** 30 feet**Creature Type.** You are a Fey.**Size.** You are Medium or Small. You choose the size when you select this race.**Changeling Instincts.** Thanks to your connection to the fey realm, you gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, Performance, or Persuasion.**Shapechanger.** As an action, you change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height between Medium and Small. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## CORVUM

HWCS P12 

**Ability Scores:** Intelligence +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Corvum (Dusk)
- Corvum (Kindled)

### TRAITS

**Age.** Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

**Alignment.** Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

**Size.** Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Learned.** You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

**Appraising Eye.** You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.



## CORVUM (DUSK)

HWCS p12 

**Ability Scores:** Intelligence +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

**Alignment.** Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

**Size.** Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Learned.** You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

**Appraising Eye.** You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Skulker.** You have advantage on Dexterity (Stealth) checks made in dim light or darkness.

**Street Smarts.** You gain proficiency in the Insight skill.

## CORVUM (KINDLED)

HWCS p12 

**Ability Scores:** Intelligence +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

**Alignment.** Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

**Size.** Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Learned.** You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

**Appraising Eye.** You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Convincing.** Kindled corvums have a way with words, and are accomplished at saying what someone wants or needs to hear. You have proficiency in either the Deception or Persuasion skill. Additionally, you have advantage on all Charisma checks made to convince someone of your exceptional knowledge on any topic related to the skill you selected with your learned trait (Arcana, History, Nature, or Religion).

**Sharp Mind.** You learn one additional language of your choice, gain proficiency in a tool of your choice, and are able to accurately recall with perfect clarity anything you have seen or heard within the past month.

## CUSTOM LINEAGE

TCE p8

**Ability Scores:** Choose any +2

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet

Instead of choosing one of the game's races for your character at 1st level, you can use the following traits to represent your character's lineage, giving you full control over how your character's origin shaped them:

***Creature Type.*** You are a humanoid. You determine your appearance and whether you resemble any of your kin.

***Size.*** You are Small or Medium (your choice).

***Feat.*** You gain one feat of your choice for which you qualify.

***Variable Trait.*** You gain one of the following options of your choice: (a) darkvision with a range of 60 feet or (b) proficiency in one skill of your choice.

***Languages.*** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

Your race is considered to be a Custom Lineage for any game feature that requires a certain race, such as elf or dwarf.

## DARA

O:TTG p125 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Small or Medium

This race has multiple subraces, as listed below:

- Dara (Blue)
- Dara (Red)

### TRAITS

Your dara character gains traits that enable it to traverse and flourish on the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** From the moment dara pop into existence they have all basic motor functions mastered. By the time a month has passed they are a fully functioning member of society. It's unknown how long a dara can live for, but the average is roughly 100 years.

**Alignment.** Dara tend to lead slow-paced observant lives. Their natural curiosity and desire to learn often leads them down a life as passive bystanders. They're not easily swayed and tend to stay neutral both in conflict and life.

**Size.** Dara naturally come in a variety of sizes ranging anywhere from 2 to 7 feet tall, with a weight between 65 and 300lbs. Your size is either small or medium depending on which type of dara you are: Small (red) or Medium (blue)

**Speed.** Your base walking speed is based on your size: 25 feet if you're Small, or 30 feet if you're Medium.

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

**Awakened Skills.** You gain proficiency in three skills of your choice.

**Create Talisman.** As an action, you can create a magical paper talisman, which can bestow unique abilities to any creature in possession of it. When you do so, choose one of the following forms for the talisman:

- **Sun Talisman.** A creature in possession of this talisman can use its bonus action to activate the talisman, granting it the benefit of the Disengage or Dash action (its choice).
- **Earth Talisman.** When a creature in possession of this talisman is reduced to 0 hit points but not killed outright, the talisman activates, causing the creature to drop to 1 hit point instead.
- **Moon Talisman.** This paper talisman can be placed on any weapon as an action. The next time this weapon successfully hits a target, the talisman activates, dealing extra radiant damage equal to your level.

The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

**Sacred Revelation.** You possess an innate gift allowing you to perceive and absorb information from the peculiar glyphs strewn across the island. These glyphs take the form of intricate symbols resembling thumbprints and hold the potential to convey anything from simple messages, to complex skills to you. As an action you can touch and absorb any information stored inside one of these glyphs.

**Impart Knowledge.** In Dara culture, the individuals who go on to obtain wisdom truly worth sharing are blessed with a unique ability to impart glyphs before their death. This extraordinary skill is revered amongst the dara.

When you reach 10th level, you gain the ability to impart messages through dara glyphs. As an action you can press your hand against any surface and create a thumbprint shaped glyph unique to you. When creating this glyph you recite a message, which is stored inside the magical symbol. The glyph can only be seen by other dara and can be absorbed by using the Sacred Revelation ability.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## DARA (BLUE)

O:TTG p127 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

Your dara character gains traits that enable it to traverse and flourish on the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** From the moment dara pop into existence they have all basic motor functions mastered. By the time a month has passed they are a fully functioning member of society. It's unknown how long a dara can live for, but the average is roughly 100 years.

**Alignment.** Dara tend to lead slow-paced observant lives. Their natural curiosity and desire to learn often leads them down a life as passive bystanders. They're not easily swayed and tend to stay neutral both in conflict and life.

**Size.** Dara naturally come in a variety of sizes ranging anywhere from 2 to 7 feet tall, with a weight between 65 and 300lbs. Your size is either small or medium depending on which type of dara you are: Small (red) or Medium (blue)

**Speed.** Your base walking speed is based on your size: 25 feet if you're Small, or 30 feet if you're Medium.

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

**Awakened Skills.** You gain proficiency in three skills of your choice.

**Create Talisman.** As an action, you can create a magical paper talisman, which can bestow unique abilities to any creature in possession of it. When you do so, choose one of the following forms for the talisman:

- **Sun Talisman.** A creature in possession of this talisman can use its bonus action to activate the talisman, granting it the benefit of the Disengage or Dash action (its choice).
- **Earth Talisman.** When a creature in possession of this talisman is reduced to 0 hit points but not killed outright, the talisman activates, causing the creature to drop to 1 hit point instead.
- **Moon Talisman.** This paper talisman can be placed on any weapon as an action. The next time this weapon successfully hits a target, the talisman activates, dealing extra radiant damage equal to your level.

The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

**Sacred Revelation.** You possess an innate gift allowing you to perceive and absorb information from the peculiar glyphs strewn across the island. These glyphs take the form of intricate symbols resembling thumbprints and hold the potential to convey anything from simple messages, to complex skills to you. As an action you can touch and absorb any information stored inside one of these glyphs.

**Impart Knowledge.** In Dara culture, the individuals who go on to obtain wisdom truly worth sharing are blessed with a unique ability to impart glyphs before their death. This extraordinary skill is revered amongst the dara.

When you reach 10th level, you gain the ability to impart messages through dara glyphs. As an action you can press your hand against any surface and create a thumbprint shaped glyph unique to you. When creating this glyph you recite a message, which is stored inside the magical symbol. The glyph can only be seen by other dara and can be absorbed by using the Sacred Revelation ability.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Knowledge Talisman.** As a blue dara you gain the use of the knowledge talisman and are able to produce it once per day in addition to other talismans you know:

As an action, you can create a knowledge talisman. When a creature in possession of this talisman makes an ability check, it can activate the talisman, rolling a d6 and adding the number rolled to the check; the creature can roll the die before or after making the ability check. The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

## DARA (RED)

O:TTG P127 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

Your dara character gains traits that enable it to traverse and flourish on the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** From the moment dara pop into existence they have all basic motor functions mastered. By the time a month has passed they are a fully functioning member of society. It's unknown how long a dara can live for, but the average is roughly 100 years.

**Alignment.** Dara tend to lead slow-paced observant lives. Their natural curiosity and desire to learn often leads them down a life as passive bystanders. They're not easily swayed and tend to stay neutral both in conflict and life.

**Size.** Dara naturally come in a variety of sizes ranging anywhere from 2 to 7 feet tall, with a weight between 65 and 300lbs. Your size is either small or medium depending on which type of dara you are: Small (red) or Medium (blue)

**Speed.** Your base walking speed is based on your size: 25 feet if you're Small, or 30 feet if you're Medium.

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

**Awakened Skills.** You gain proficiency in three skills of your choice.

**Create Talisman.** As an action, you can create a magical paper talisman, which can bestow unique abilities to any creature in possession of it. When you do so, choose one of the following forms for the talisman:

- **Sun Talisman.** A creature in possession of this talisman can use its bonus action to activate the talisman, granting it the benefit of the Disengage or Dash action (its choice).
- **Earth Talisman.** When a creature in possession of this talisman is reduced to 0 hit points but not killed outright, the talisman activates, causing the creature to drop to 1 hit point instead.
- **Moon Talisman.** This paper talisman can be placed on any weapon as an action. The next time this weapon successfully hits a target, the talisman activates, dealing extra radiant damage equal to your level.

The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

**Sacred Revelation.** You possess an innate gift allowing you to perceive and absorb information from the peculiar glyphs strewn across the island. These glyphs take the form of intricate symbols resembling thumbprints and hold the potential to convey anything from simple messages, to complex skills to you. As an action you can touch and absorb any information stored inside one of these glyphs.

**Impart Knowledge.** In Dara culture, the individuals who go on to obtain wisdom truly worth sharing are blessed with a unique ability to impart glyphs before their death. This extraordinary skill is revered amongst the dara.

When you reach 10th level, you gain the ability to impart messages through dara glyphs. As an action you can press your hand against any surface and create a thumbprint shaped glyph unique to you. When creating this glyph you recite a message, which is stored inside the magical symbol. The glyph can only be seen by other dara and can be absorbed by using the Sacred Revelation ability.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Might Talisman.** As a red dara you gain the use of the might talisman and are able to produce it once per day in addition to other talismans you know:

As an action, you can create a might talisman. When a creature in possession of this talisman makes a saving throw, it can activate the talisman, rolling a d6 and adding the number rolled to the save; the creature can roll the die before or after making the saving throw. The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

## DEEP GNOME

MPMM p11

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 30 feet

**Creature Type.** You are a Humanoid. You are also considered a gnome for any prerequisite or effect that requires you to be a gnome.

**Darkvision.** You can see in dim light within 120 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

**Gift of the Svirfneblin.** Starting at 3rd level, you can cast the disguise self spell with this trait. Starting at 5th level, you can also cast the nondetection spell with it, without requiring a material component. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these using spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Gnomish Magic Resistance.** You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells.

**Svirfneblin Camouflage.** When you make a Dexterity (Stealth) check, you can make the check with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## DHAMPIR

VRGR p16

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 35 feet, Climb equal to your walking speed

**Size.** You are Medium or Small. You choose the size when you gain this lineage.

**Ancestral Legacy.** If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

**Darkvision.** 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 discern colors in that darkness as shades of gray.

**Deathless Nature.** You don't need to breathe.

**Spider Climb.** You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

**Vampiric Bite.** Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier, instead of your Strength modifier, to the attack and damage rolls when you attack with this bite. It deals 1d4 piercing damage on a hit. While you are missing half or more of your hit points, you have advantage on attack rolls you make with this bite.

When you attack with this bite and hit a creature that isn't a Construct or an Undead, you can empower yourself in one of the following ways of your choice:

- You regain hit points equal to the piercing damage dealt by the bite.
- You gain a bonus to the next ability check or attack roll you make; the bonus equals the piercing damage dealt by the bite

You can empower yourself with this bite a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.



## DRAGONBORN

PHB'14 P32

**Ability Scores:** Strength +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Size.** Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

**Draconic Ancestry.** You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

### Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

**Breath Weapon.** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

**Damage Resistance.** You have resistance to the damage type associated with your draconic ancestry.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
5'6"	175 lb.	+2d8	× 2d6 lb.



## DRAGONBORN

PHB'24 p187

**Creature Type:** Humanoid**Size:** Medium (about 5-7 feet tall)**Speed:** 30 feet

**Draconic Ancestry.** Your lineage stems from a dragon progenitor. Choose the kind of dragon from the Draconic Ancestors table. Your choice affects your Breath Weapon and Damage Resistance traits as well as your appearance.

### Draconic Ancestors

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

**Breath Weapon.** When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

You can use this Breath Weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

**Damage Resistance.** You have Resistance to the damage type determined by your Draconic Ancestry trait.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Draconic Flight.** When you reach character level 5, you can channel draconic magic to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the same energy as your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.

## DRAGONBORN (BASE)

**Ability Scores:** Strength +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Dragonborn
- Dragonborn (Draconblood)
- Dragonborn (Ravenite)

### TRAITS

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Size.** Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

**Draconic Ancestry.** You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

#### Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

**Breath Weapon.** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

**Damage Resistance.** You have resistance to the damage type associated with your draconic ancestry.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

## DRAGONBORN (CHROMATIC)

FTD p10

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Chromatic Ancestry.** You have a chromatic dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Chromatic Ancestry table. This determines the damage type for your other traits, as shown in the table.

### Chromatic Ancestry

Dragon	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

**Breath Weapon.** When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Chromatic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Draconic Resistance.** You have resistance to the damage type associated with your Chromatic Ancestry.

**Chromatic Warding.** Starting at 5th level, as an action, you can channel your draconic energy to protect yourself. For 1 minute, you become immune to the damage type associated with your Chromatic Ancestry. Once you use this trait, you can't do so again until you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## DRAGONBORN (DRACONBLOOD)

EGW p168

**Ability Scores:** Intelligence +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Size.** Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

**Draconic Ancestry.** You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon is determined by the dragon type, as shown in the table.

### Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

**Breath Weapon.** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

**Forceful Presence.** You can use your understanding of creative diplomacy or intimidation to guide a conversation in your favor. When you make a Charisma (Intimidation or Persuasion) check, you can do so with advantage. Once you use this trait, you can't do so again until you finish a short or long rest.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

**Darkvision.** 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
5'6"	175 lb.	+2d8	× 2d6 lb.

## DRAGONBORN (GEM)

FTD p11

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Gem Ancestry.** You have a gem dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Gem Ancestry table. This determines the damage type for your other traits, as shown in the table.

### Gem Ancestry

Dragon	Damage Type
Amethyst	Force
Crystal	Radiant
Emerald	Psychic
Sapphire	Thunder
Topaz	Necrotic

**Breath Weapon.** When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Gem Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Draconic Resistance.** You have resistance to the damage type associated with your Gem Ancestry.

**Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.

**Gem Flight.** Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## DRAGONBORN (METALLIC)

FTD p12

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Metallic Ancestry.** You have a metallic dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Metallic Ancestry table. This determines the damage type for your other traits, as shown in the table.

### Metallic Ancestry

Dragon	Damage Type
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

**Breath Weapon.** When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Metallic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Draconic Resistance.** You have resistance to the damage type associated with your Metallic Ancestry.

**Metallic Breath Weapon.** At 5th level, you gain a second breath weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation in a 15-foot cone. The save DC for this breath is 8 + your Constitution modifier + your proficiency bonus. Whenever you use this trait, choose one:

**Enervating Breath.** Each creature in the cone must succeed on a Constitution saving throw or become incapacitated until the start of your next turn.

**Repulsion Breath.** Each creature in the cone must succeed on a Strength saving throw or be pushed 20 feet away from you and be knocked prone.

Once you use your Metallic Breath Weapon, you can't do so again until you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## DRAGONBORN (RAVENITE)

EGW p168

**Ability Scores:** Strength +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Size.** Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

**Draconic Ancestry.** You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon is determined by the dragon type, as shown in the table.

### Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

**Breath Weapon.** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

**Vengeful Assault.** When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack with the weapon against that creature. Once you use this trait, you can't do so again until you finish a short or long rest.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

**Darkvision.** 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
5'6"	175 lb.	+2d8	× 2d6 lb.

## DUERGAR

MPMM P12

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Creature Type.** You are a Humanoid. You are also considered a dwarf for any prerequisite or effect that requires you to be a dwarf.

**Darkvision.** You can see in dim light within 120 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

**Duergar Magic.** Starting at 3rd level, you can cast the enlarge/reduce spell on yourself with this trait, without requiring a material component. Starting at 5th level, you can also cast the invisibility spell on yourself with this trait, without requiring a material component. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Dwarven Resilience.** You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

**Psionic Fortitude.** You have advantage on saving throws you make to avoid or end the charmed or stunned condition on yourself.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.



## DWARF

PHB'14 p18

**Ability Scores:** Constitution +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Dwarf (Duergar)
- Dwarf (Hill)
- Dwarf (Mark of Warding)
- Dwarf (Mountain)

### TRAITS

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

**Speed.** Your speed is not reduced by wearing heavy armor.

**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 color in darkness, only shades of gray.

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

**Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

## DWARF

PHB'24 p188

**Creature Type:** Humanoid**Size:** Medium (about 4-5 feet tall)**Speed:** 30 feet

**Darkvision.** You have Darkvision with a range of 120 feet.

**Dwarven Resilience.** You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

**Dwarven Toughness.** Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

**Stonecunning.** As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

## DWARF

TLotRR p31 

**Ability Scores:** Constitution +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Dwarf (Blue Mountain)
- Dwarf (Erebor)
- Dwarf (Iron Hill)
- Dwarf (Wandering)

## TRAITS

**Adventuring Age.** Between 50–100 years of age. Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, many among them choose to dedicate themselves solely to the perfection of their crafts.

**Axes of the Dwarves.** You have proficiency with the battle axe, great axe, and mattock.

**Endurance of the Dwarves.** Your hit point maximum increases by 1, and it increases by an additional 1 every time you gain a level.

**Make Light of Burdens.** Armour doesn't impose disadvantage on your fatigue saving throws, and your carrying capacity (including the weight you can carry before you are encumbered or heavily encumbered, and the weight you can push, drag or lift) is doubled.

**Tool Proficiencies.** You have proficiency with the artisan's tools of your choice: jeweler's tools, mason's tools, or smith's tools.

**Languages.** You can speak, read and write Westron and Khuzdul, the secret language of the Dwarves.

**Standard of Living: Prosperous.** With the fabulous Dragon-hoard of Erebor reclaimed and their kingdom restored, the Dwarves of Durin's Folk are the richest of the seven houses.



## STARTING GEAR

TLotRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bitter Exile
- Far Trader
- A Life of Toil
- Eloquent Orator
- The Grief of Azanulbizar
- A Penetrating Gaze

## DWARF (BLUE MOUNTAIN)

TLotRR <sub>p32</sub> 

**Ability Scores:** Constitution +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Adventuring Age.** Between 50–100 years of age. Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, many among them choose to dedicate themselves solely to the perfection of their crafts.

**Axes of the Dwarves.** You have proficiency with the battle axe, great axe, and mattock.


**Endurance of the Dwarves.** Your hit point maximum increases by 1, and it increases by an additional 1 every time you gain a level.


**Make Light of Burdens.** Armour doesn't impose disadvantage on your fatigue saving throws, and your carrying capacity (including the weight you can carry before you are encumbered or heavily encumbered, and the weight you can push, drag or lift) is doubled.

**Tool Proficiencies.** You have proficiency with the artisan's tools of your choice: jeweler's tools, mason's tools, or smith's tools.

**Languages.** You can speak, read and write Westron and Khuzdul, the secret language of the Dwarves.

**Standard of Living: Prosperous.** With the fabulous Dragon-hoard of Erebor reclaimed and their kingdom restored, the Dwarves of Durin's Folk are the richest of the seven houses.

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TLotRR <sub>p70</sub> 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bitter Exile
- Far Trader
- A Life of Toil
- Eloquent Orator
- The Grief of Azanulbizar
- A Penetrating Gaze

**Songs of the Halls.** You gain proficiency in the Old Lore skill, and with a musical instrument of your choice.

## DWARF (DUERGAR)

MTF p81

**Ability Scores:** Constitution +2; Strength +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

**Speed.** Your speed is not reduced by wearing heavy armor.

**Superior Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Duergar Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage. You also have advantage on saving throws against illusions and against being charmed or paralyzed.

**Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common, Dwarvish, and Undercommon.

**Duergar Magic.** When you reach 3rd level, you can cast the Enlarge/Reduce spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the Invisibility spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

**Sunlight Sensitivity.** You have disadvantage on attack rolls and 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.

## DWARF (EREBOR)

TLOtRR p32 

**Ability Scores:** Constitution +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Adventuring Age.** Between 50–100 years of age. Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, many among them choose to dedicate themselves solely to the perfection of their crafts.

**Axes of the Dwarves.** You have proficiency with the battle axe, great axe, and mattock.

**Endurance of the Dwarves.** Your hit point maximum increases by 1, and it increases by an additional 1 every time you gain a level.

**Make Light of Burdens.** Armour doesn't impose disadvantage on your fatigue saving throws, and your carrying capacity (including the weight you can carry before you are encumbered or heavily encumbered, and the weight you can push, drag or lift) is doubled.

**Tool Proficiencies.** You have proficiency with the artisan's tools of your choice: jeweler's tools, mason's tools, or smith's tools.

**Languages.** You can speak, read and write Westron and Khuzdul, the secret language of the Dwarves.

**Standard of Living: Prosperous.** With the fabulous Dragon-hoard of Erebor reclaimed and their kingdom restored, the Dwarves of Durin's Folk are the richest of the seven houses.

### STARTING GEAR

TLOtRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bitter Exile
- Far Trader
- A Life of Toil
- Eloquent Orator
- The Grief of Azanulbizar
- A Penetrating Gaze

**Wrights of the Mountain.** You gain proficiency with the artisan's tools of your choice: jeweler's tools, mason's tools, or smith's tools. If you are already proficient with the tools of your choice, you add double your proficiency bonus to checks you make with them. Additionally, whenever you make an Intelligence check related to the origin of jewellery, metal-work, or stone-work, you are considered proficient in the Old Lore skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Extra Language.** You can speak, read, and write Dalish.

## DWARF (HILL)

PHB'14 P20

**Ability Scores:** Constitution +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

**Speed.** Your speed is not reduced by wearing heavy armor.

**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 color in darkness, only shades of gray.

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

**Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

**Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
3'8"	115 lb.	+2d4	× 2d6 lb.

## DWARF (IRON HILL)

TLotRR p32 

**Ability Scores:** Constitution +2; Strength +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Adventuring Age.** Between 50–100 years of age. Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, many among them choose to dedicate themselves solely to the perfection of their crafts.

**Axes of the Dwarves.** You have proficiency with the battle axe, great axe, and mattock.

**Endurance of the Dwarves.** Your hit point maximum increases by 1, and it increases by an additional 1 every time you gain a level.

**Make Light of Burdens.** Armour doesn't impose disadvantage on your fatigue saving throws, and your carrying capacity (including the weight you can carry before you are encumbered or heavily encumbered, and the weight you can push, drag or lift) is doubled.

**Tool Proficiencies.** You have proficiency with the artisan's tools of your choice: jeweler's tools, mason's tools, or smith's tools.

**Languages.** You can speak, read and write Westron and Khuzdul, the secret language of the Dwarves.

**Standard of Living: Prosperous.** With the fabulous Dragon-hoard of Erebor reclaimed and their kingdom restored, the Dwarves of Durin's Folk are the richest of the seven houses.

STARTING GEAR		
Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bitter Exile
- Far Trader
- A Life of Toil
- Eloquent Orator
- The Grief of Azanulbizar
- A Penetrating Gaze

**Shod with Iron.** You have proficiency with all armour and shields.

## DWARF (KALADESH)

PSK<sub>P19</sub>

**Ability Scores:** Constitution +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Alignment.** Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

**Size.** Dwarves stand around 5 feet tall and average about 150 pounds. Your size is Medium.

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

**Darkvision.** Accustomed to life underground in your race's ancient past, 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.

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

**Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

**Artisan's Expertise.** You gain proficiency with two kinds of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. In addition, whenever you make an Intelligence (History) check related to the origin of any architectural construction (including buildings, public works such as canals and aqueducts, and the massive cogwork that underlies much of the construction of Ghirapur), you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.



## DWARF (MARK OF WARDING)

ERLW P51

**Ability Scores:** Constitution +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

**Speed.** Your speed is not reduced by wearing heavy armor.

**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 color in darkness, only shades of gray.

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

**Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

**Warder's Intuition.** When you make an Intelligence (Investigation) check or an ability check using thieves' tools, you can roll a d4 and add the number rolled to the ability check.

**Wards and Seals.** You can cast the alarm and mage armor spells with this trait. Starting at 3rd level, you can also cast the arcane lock spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells, and you don't need material components for them when you cast them with this trait.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Warding Spells table are added to the spell list of your spellcasting class.

### Mark of Warding Spells

Spell Level	Spells
1st	alarm, armor of Agathys
2nd	arcane lock, knock
3rd	glyph of warding, magic circle
4th	Leomund's secret chest, Mordenkainen's faithful hound
5th	antilife shell

## DWARF (MOUNTAIN)

PHB'14 P20

**Ability Scores:** Strength +2; Constitution +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

**Speed.** Your speed is not reduced by wearing heavy armor.

**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 color in darkness, only shades of gray.

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

**Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Languages.** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

**Dwarven Armor Training.** You have proficiency with light and medium armor.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'	130 lb.	+2d4	× 2d6 lb.

## DWARF (WANDERING)

TLotRR p32 

**Ability Scores:** Constitution +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet

**Adventuring Age.** Between 50–100 years of age. Dwarves generally start their life on the road in their fifties, and do not usually consider retiring before their nineties. Around that time, many among them choose to dedicate themselves solely to the perfection of their crafts.

**Axes of the Dwarves.** You have proficiency with the battle axe, great axe, and mattock.


**Endurance of the Dwarves.** Your hit point maximum increases by 1, and it increases by an additional 1 every time you gain a level.


**Make Light of Burdens.** Armour doesn't impose disadvantage on your fatigue saving throws, and your carrying capacity (including the weight you can carry before you are encumbered or heavily encumbered, and the weight you can push, drag or lift) is doubled.

**Tool Proficiencies.** You have proficiency with the artisan's tools of your choice: jeweler's tools, mason's tools, or smith's tools.

**Languages.** You can speak, read and write Westron and Khuzdul, the secret language of the Dwarves.

**Standard of Living: Prosperous.** With the fabulous Dragon-hoard of Erebor reclaimed and their kingdom restored, the Dwarves of Durin's Folk are the richest of the seven houses.

 [-]

TLotRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bitter Exile
- Far Trader
- A Life of Toil
- Eloquent Orator
- The Grief of Azanulbizar
- A Penetrating Gaze

**Wandering People.** You gain proficiency in the Travel skill.

## ELADRIN

MPMM P13

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

*Choose your eladrin's season: autumn, winter, spring, or summer. When finishing a long rest, you can change your season. See the "Info" tab for more information.*

**Creature Type.** You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Fey Step.** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you reach 3rd level, your Fey Step gain an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose when you select this race):

**Autumn.** Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to the creatures.

**Winter.** When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

**Spring.** When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

**Summer.** Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your proficiency bonus.

**Keen Senses.** You have proficiency in the Perception skill.

**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Whenever you finish this trance, you can change your season, and you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## ELF

PHB'14 p21

**Ability Scores:** Dexterity +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Elf (Drow)
- Elf (Eladrin) (DMG'14)
- Elf (Eladrin) (MTF)
- Elf (High)
- Elf (Mark of Shadow)
- Elf (Pallid)
- Elf (Sea)
- Elf (Shadar-kai)
- Elf (Wood)

## TRAITS

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

## ELF

PHB'24 p189

**Creature Type:** Humanoid**Size:** Medium (about 5-6 feet tall)**Speed:** 30 feet**Darkvision.** You have Darkvision with a range of 60 feet.**Elven Lineage.** You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

**Elven Lineages**

Lineage	Level 1	Level 3	Level 5
Drow	The range of your Darkvision increases to 120 feet. You also know the Dancing Lights cantrip.	Faerie Fire	Darkness
High Elf	You know the Prestidigitation cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	Detect Magic	Misty Step
Wood Elf	Your Speed increases to 35 feet. You also know the Druidcraft cantrip.	Longstrider	Pass without Trace

**Fey Ancestry.** You have Advantage on saving throws you make to avoid or end the Charmed condition.**Keen Senses.** You have proficiency in the Insight, Perception, or Survival skill.**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

## ELF

O:TTG p128 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Elf (Courage)
- Elf (Fury)
- Elf (Harmony)
- Elf (Nature)
- Elf (Purity)
- Elf (Selflessness)

### TRAITS

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Elves reach adulthood in their late teens and live less than a century.

**Size.** Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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

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

**Darkvision.** Thanks to your supernatural gifts, 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.

**Ethereal Sight.** Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## ELF

TLotRR<sub>p34</sub> **Ability Scores:** Wisdom +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Elf (Lindon)

## TRAITS

**Adventuring Age.** Between 100–500 years of age. Elves may leave their homes at any time after they reach adulthood (at about a century of age). Adventurers older than 300 years are rare, as in time all Elves find the sea-longing that lies deep within their hearts to become irresistible.

**Size.** Elves have slender builds and are taller than most Men, standing well over 6 feet tall. Your size is Medium.

**Elvish Dreams.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit as from 8 hours of sleep.

**Elven-Skill.** By virtue of their birthright, Elves are capable of reaching levels of finesse unattainable by mortals. If you are not miserable and make an ability check that lets you add your proficiency bonus, you can obtain a magical success. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Immortal Folk.** You are immune to ageing and disease.

**Keen Eyes of the Elves.** You have proficiency in the Perception skill, and dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

**Languages.** You can speak, read, and write Westron and Sindarin, the Grey-elven tongue.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- |                       |                     |                            |
|-----------------------|---------------------|----------------------------|
| • The Call of the Sea | • A Merchant Family | • Tower Guard              |
| • Maker of Ships      | • Sky-Watcher       | • Visitor to the Mountains |



## ELF (COURAGE)

O:TTG p128 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Elves reach adulthood in their late teens and live less than a century.

**Size.** Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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

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

**Darkvision.** Thanks to your supernatural gifts, 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.

**Ethereal Sight.** Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Oaka Birthmark (Courage).** You know the Resistance cantrip and can cast it without requiring material components. When you reach 3rd level, you can cast Heroism as a 2nd-level spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

## ELF (DROW)

PHB'14 P24

**Ability Scores:** Dexterity +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Superior Darkvision.** Accustomed to the depths of the Underdark, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**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.

**Drow Magic.** You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once with this trait; you regain the ability to cast it when you finish a long rest. When you reach 5th level, you can also cast the darkness spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Drow Weapon Training.** You have proficiency with rapiers, shortswords, and hand crossbows.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'5"	75 lb.	+2d6	× 1d6 lb.

## ELF (ELADRIN)

DMG'14 p286

**Ability Scores:** Dexterity +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

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

**Fey Step.** You can cast the misty step spell once using this trait. You regain the ability to do so when you finish a short or long rest.

## ELF (ELADRIN)

MTF P61

**Ability Scores:** Dexterity +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

*Choose your eladrin's season: autumn, winter, spring, or summer. When finishing a long rest, you can change your season. See the "Info" tab for more information.*

**Fey Step.** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest.

When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Charisma modifier:

**Autumn.** Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to it.

**Winter.** When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

**Spring.** When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

**Summer.** Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1 damage).

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'6"	90 lb.	+2d12	× 1d4 lb.

## ELF (FURY)

O:TTG p128 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Elves reach adulthood in their late teens and live less than a century.

**Size.** Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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

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

**Darkvision.** Thanks to your supernatural gifts, 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.

**Ethereal Sight.** Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Oaka Birthmark (Fury).** You know the Sacred Flame cantrip. When you reach 3rd level, you can cast Shatter once with this trait, requiring no material components, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

## ELF (HARMONY)

O:TTG p128 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Elves reach adulthood in their late teens and live less than a century.

**Size.** Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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

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

**Darkvision.** Thanks to your supernatural gifts, 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.

**Ethereal Sight.** Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Oaka Birthmark (Harmony).** You know the Guidance cantrip. When you reach 3rd level, you can cast Calm Emotions once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

## ELF (HIGH)

PHB'14 P23**Ability Scores:** Dexterity +2; Intelligence +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

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

**Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

**Extra Language.** You can speak, read, and write one extra language of your choosing.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'6"

**Base Weight**

90 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 1d4 lb.

## ELF (KALADESH)

PSK<sub>P20</sub>**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Elf (Kaladesh; Bishatar and Tirahar)
- Elf (Kaladesh; Vahadar)

### TRAITS

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

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

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Elf Culture.** The elves of Kaladesh don't organize themselves into nations or tribes. Still, they recognize three distinct cultural groups among their kind—though in truth these groupings are more like attitudes or alignments with regard to the rest of society and the use of technology. Choose one of these cultures.



## ELF (KALADESH; BISHATAR AND TIRAHAR)

PSK<sub>P21</sub>

**Ability Scores:** Dexterity +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 35 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

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

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Fleet of Foot.** Your ground speed increases to 35 feet.

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

## ELF (KALADESH; VAHADAR)

PSK<sub>P21</sub>

**Ability Scores:** Dexterity +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

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

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Cantrip.** You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

**Extra Language.** You can speak, read, and write one extra language of your choosing.

## ELF (LINDON)

 TLOtRR p35 

**Ability Scores:** Wisdom +2; Dexterity +1; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Adventuring Age.** Between 100–500 years of age. Elves may leave their homes at any time after they reach adulthood (at about a century of age). Adventurers older than 300 years are rare, as in time all Elves find the sea-longing that lies deep within their hearts to become irresistible.

**Size.** Elves have slender builds and are taller than most Men, standing well over 6 feet tall. Your size is Medium.

**Elvish Dreams.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit as from 8 hours of sleep.

**Elven-Skill.** By virtue of their birthright, Elves are capable of reaching levels of finesse unattainable by mortals. If you are not miserable and make an ability check that lets you add your proficiency bonus, you can obtain a magical success. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Immortal Folk.** You are immune to ageing and disease.

**Keen Eyes of the Elves.** You have proficiency in the Perception skill, and dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

**Languages.** You can speak, read, and write Westron and Sindarin, the Grey-elven tongue.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- The Call of the Sea
- A Merchant Family
- Tower Guard
- Maker of Ships
- Sky-Watcher
- Visitor to the Mountains

**Elven-Lore.** You have proficiency in one of the following skills of your choice: Nature, Old Lore, or Performance.

**Shipwrights and Singers.** You have proficiency with the tools of your choice: carpenter's tools, water vehicles, or a musical instrument of your choice.

**Standard of Living: Frugal.** The Fair Folk of Eriador live in harmony with Middle-earth and have little or no use for those things that others consider precious. They lack nothing, and craft beautiful things using the richest materials, but they don't profit from their wealth the way other folks do.

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## STARTING GEAR

 TLOtRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

## ELF (MARK OF SHADOW)

ERLW p49

**Ability Scores:** Dexterity +2; Charisma +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Cunning Intuition.** When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll a d4 and add the number rolled to the ability check.

**Shape Shadows.** You know the minor illusion cantrip. Starting at 3rd level, you can cast the invisibility spell once with this trait, and you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Shadow Spells table are added to the spell list of your spellcasting class.

### Mark of Shadow Spells

Spell Level	Spells
1st	disguise self, silent image
2nd	darkness, pass without trace
3rd	clairvoyance, major image
4th	greater invisibility, hallucinatory terrain
5th	mislead

## ELF (NATURE)

O:TTG p128 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Elves reach adulthood in their late teens and live less than a century.

**Size.** Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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

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

**Darkvision.** Thanks to your supernatural gifts, 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.

**Ethereal Sight.** Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Oaka Birthmark (Nature).** You know the Dancing Lights cantrip and can cast it without requiring material components. When you reach 3rd level, you can cast Animal Messenger once with this trait, requiring no material components, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

## ELF (PALLID)

EGW p21

**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Incisive Sense.** You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks.

**Blessing of the Moon Weaver.** You know the light cantrip. When you reach 3rd level, you can cast the sleep 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 invisibility spell (targeting yourself only) once with this trait and regain the ability to do so when you finish a long rest. Casting these spells with this trait doesn't require material components. Wisdom is your spellcasting ability for these spells.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'6"

**Base Weight**

90 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 1d4 lb.

## ELF (PURITY)

O:TTG p128 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Elves reach adulthood in their late teens and live less than a century.

**Size.** Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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

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

**Darkvision.** Thanks to your supernatural gifts, 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.

**Ethereal Sight.** Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Oaka Birthmark (Purity).** You know the Spare the Dying cantrip. When you reach 3rd level, you can cast Lesser Restoration once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

## ELF (SEA)

MTF P62

**Ability Scores:** Dexterity +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Sea Elf Training.** You have proficiency with the spear, trident, light crossbow, and net.

**Child of the Sea.** You have a swimming speed of 30 feet, and you can breathe air and water.

**Friend of the Sea.** Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.

**Extra Language.** You can speak, read, and write Aquan.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'6"	90 lb.	+2d8	× 1d4 lb.



## ELF (SELFLESSNESS)

O:TTG p128 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Elves reach adulthood in their late teens and live less than a century.

**Size.** Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

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

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

**Darkvision.** Thanks to your supernatural gifts, 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.

**Ethereal Sight.** Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

**Oaka Birthmark (Selflessness).** You know the Resilient Friendship cantrip. When you reach 3rd level, you can cast Gift once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

## ELF (SHADAR-KAI)

MTF P62

**Ability Scores:** Dexterity +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Necrotic Resistance.** You have resistance to necrotic damage.

**Blessing of the Raven Queen.** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'8"

**Base Weight**

90 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 1d4 lb.

## ELF (WOOD)

PHB'14 P24

**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 35 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

*If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.*

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

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

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

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'6"

**Base Weight**

100 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 1d4 lb.

## ELF (ZENDIKAR)

PSZ<sub>P18</sub>**Ability Scores:** Wisdom +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Elf (Zendikar; Joraga Nation)
- Elf (Zendikar; Mul Daya Nation)
- Elf (Zendikar; Tajuru Nation)

### TRAITS

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

## ELF (ZENDIKAR; JORAGA NATION)

PSZ<sub>P19</sub>

**Ability Scores:** Wisdom +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 35 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

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

**Fleet of Foot.** Your ground speed increases to 35 feet.

## ELF (ZENDIKAR; MUL DAYA NATION)

PSZ<sub>P19</sub>

**Ability Scores:** Wisdom +2; Strength +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Superior Darkvision.** Your Darkvision has a radius of 120 feet.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Mul Daya Magic.** You know the chill touch cantrip. When you reach 3rd level, you can cast the hex 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 darkness 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.

**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.

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

## ELF (ZENDIKAR; TAJURU NATION)

PSZ<sub>p18</sub>

**Ability Scores:** Wisdom +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Alignment.** Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size.** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Languages.** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

**Skill Versatility.** You have proficiency with any combination of two other skills or tools of your choice.

## ETHEREAN

TGS2 p204 

**Ability Scores:** Charisma +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

Your etherean character has a variety of traits as a result of their unique plane of origin.

**Ability Score Increase.** Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

**Age.** Ethereans mature at the same rate as humans but live a few years longer.

**Alignment.** Because of the strict code of conduct that's necessary when living in etherean society, most ethereans are lawful out of a sense of honor or decency. However, many ethereans enjoy setting silly pranks, provided that they aren't mean-spirited, in order to fulfill some of their more chaotic leanings. They have no particular inclination toward evil or good, although many that survive in the more untamed corners of the Ethereal Plane will end up evil out of necessity.

**Size.** Ethereans are about the same size as humans and have willowy builds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet. While on the Ethereal Plane, it increases to 35 feet.

**Darkvision.** Accustomed to the chaotic and often unavoidable lighting of the Border Ethereal, 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.

**Misty Sight.** Your eyes are naturally attuned to the Border Ethereal, allowing you to always see out to your normal range while on the Ethereal Plane.

You can also use a bonus action to focus on seeing the unseen. For 1 minute, or until your concentration ends (as if concentrating on a spell), you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Once you use this trait, you can't use it again until you finish a short or long rest.

**Veil Shift.** You can use an action while on the Material Plane to slip into the Ethereal Plane, and vice versa, until the start of your next turn. Any object you take while on this other plane of existence is left there when you return to your original one. While on the Ethereal Plane in this way, you can only affect and be affected by other creatures on that plane, and you still move as if you were on the Material Plane. Creatures that aren't on the Ethereal Plane can't perceive you or interact with you while you're there, unless a special ability or magic has given them the ability to do so, although you can still see and hear them. 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. Ethereans tend to learn the languages of neighboring creatures from the Material Plane.

### CREATING YOUR ETHEREAN

When creating your etherean character, use these traits as a guide, rather than a rule. A typical etherean is naturally charismatic, which is reflected in the Ability Score Increase trait, but yours may be quiet or reserved by comparison. In this case, increase one ability score of your choice by 2 and another by 1, or choose three different ability scores to increase by 1.

Similarly, your etherean may never have ascribed to the rigors of etherean society and has fully embraced their chaotic leanings. And, like all humanoids, size is hardly a defining factor: when you select this race, you can choose to be Small, instead of Medium.

Lastly, the suggested age trait is just that: a suggestion. In your world, the ethereans' fey ancestry may be more evident, resulting in a longer life span. Regardless, the life span of most player characters in fifth edition is about a century—presuming they don't meet a violent end on an adventure.

## FAIRY

MPMM p14

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Fey

**Size:** Small

**Speed:** 30 feet, Fly equal to your walking speed

**Creature Type.** You are a Fey.

**Fairy Magic.** You know the druidcraft cantrip. Starting at 3rd level, you can cast the faerie fire spell with this trait. Starting at 5th level, you can also cast the enlarge/reduce spell with this trait. Once you cast faerie fire or enlarge/reduce with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Flight.** Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## FAIRY

WBtW p12

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Fey

**Size:** Small

**Speed:** 30 feet, Fly equal to your walking speed

**Creature Type.** You are a Fey.

**Flight.** Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

**Fairy Magic.** You know the druidcraft cantrip.

Starting at 3rd level, you can cast the faerie fire spell with this trait. Starting at 5th level, you can also cast the enlarge/reduce spell with this trait. Once you cast faerie fire or enlarge/reduce with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.



## FIRBOLG

MPMM P15

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Firbolg Magic.** You can cast detect magic and disguise self spells with this trait. When you use this version of disguise self, you can seem up to 3 feet shorter or taller. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Hidden Step.** As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

**Speech of Beast and Leaf.** You have the ability to communicate in a limited manner with Beasts, Plants, and vegetation. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## FIRBOLG

VGM P107

**Ability Scores:** Wisdom +2; Strength +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** As humanoids related to the fey, firbolg have long lifespans. A firbolg reaches adulthood around 30, and the oldest of them can live for 500 years.

**Size.** Firbolg are between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

**Firbolg Magic.** You can cast detect magic and disguise self with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

**Hidden Step.** As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

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

**Speech of Beast and Leaf.** You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

**Languages.** You can speak, read, and write Common, Elvish, and Giant.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
6'2"	175 lb.	+2d12	× 2d6 lb.

## GALLUS

HWCS p14 **Ability Scores:** Wisdom +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Gallus (Bright)
- Gallus (Huden)

### TRAITS

**Age.** While ages fluctuate, gallus reach maturity around 18 and can live anywhere between 70 and 100 years.

**Alignment.** Most gallus are lawful good. They are a salt-of-the-earth sort of folk who believe in justice, the value of hard work, and the importance of respecting others.

**Size.** Gallus are the most varied of the birdfolk races, ranging from just under 4 feet to just over 5 feet tall, and showing many unique builds. The variety of shapes and sizes means they also encompass a variety of weights, but most average around 90 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Wing Flap.** As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

**Communal.** Whenever you make an Intelligence (History) check related to the history of your race, culture, or community, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Militia Training.** You have proficiency in simple weapons.

**Of the People.** You gain proficiency with the artisan tools of your choice: brewer's supplies, carpenter's tools, or smith's tools.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

## GALLUS (BRIGHT)

HWCS p14 

**Ability Scores:** Wisdom +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** While ages fluctuate, gallus reach maturity around 18 and can live anywhere between 70 and 100 years.

**Alignment.** Most gallus are lawful good. They are a salt-of-the-earth sort of folk who believe in justice, the value of hard work, and the importance of respecting others.

**Size.** Gallus are the most varied of the birdfolk races, ranging from just under 4 feet to just over 5 feet tall, and showing many unique builds. The variety of shapes and sizes means they also encompass a variety of weights, but most average around 90 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Wing Flap.** As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

**Communal.** Whenever you make an Intelligence (History) check related to the history of your race, culture, or community, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Militia Training.** You have proficiency in simple weapons.

**Of the People.** You gain proficiency with the artisan tools of your choice: brewer's supplies, carpenter's tools, or smith's tools.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Inspiring.** By spending an action and giving words of advice or encouragement, you can inspire an ally who is able to see and hear you. The ally can roll a d4 and add the number rolled to their next ability check, attack roll, or saving throw.

**Understanding.** You gain proficiency in the Insight skill.

## GALLUS (HUDEN)

HWCS p14 

**Ability Scores:** Wisdom +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** While ages fluctuate, gallus reach maturity around 18 and can live anywhere between 70 and 100 years.

**Alignment.** Most gallus are lawful good. They are a salt-of-the-earth sort of folk who believe in justice, the value of hard work, and the importance of respecting others.

**Size.** Gallus are the most varied of the birdfolk races, ranging from just under 4 feet to just over 5 feet tall, and showing many unique builds. The variety of shapes and sizes means they also encompass a variety of weights, but most average around 90 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Wing Flap.** As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

**Communal.** Whenever you make an Intelligence (History) check related to the history of your race, culture, or community, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Militia Training.** You have proficiency in simple weapons.

**Of the People.** You gain proficiency with the artisan tools of your choice: brewer's supplies, carpenter's tools, or smith's tools.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**One With the Wood.** You have proficiency in the Nature skill.

**Seedspeech.** Your connection to the Great Rhythm is such that you can speak with the greenery of the forest itself. Through speech and touch you can communicate simple ideas to living plants. You are able to interpret their responses in simple language. Plants in the Wood do not experience the world in terms of sight, but most can feel differences in temperature, describe things that have touched them, as well as hear vibrations that happened around them (including speech).

## GELETON

TGS2 p206 

**Ability Scores:** Constitution +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Varies

**Speed:** 30 feet

Your geleton character has a variety of unusual traits that it shares with other geletons.

**Ability Score Increase.** Your Constitution score increases by 2, and one other ability score of your choice increases by 1—potentially something indicative of your previous life's capabilities.

**Age.** Geletons come to life fully matured but may resemble a younger or older creature. Their full life span is unknown, but in general they live for about a century.

**Alignment.** Geletons are as likely to be good as they are to be evil. Their personality is molded by the company they keep and the environment around them, especially during the formative months following their Synthesis. Many geletons end up at least partly neutral.

**Size.** A geleton's size depends on the skeleton inside of it. You can choose to be either Medium or Small when you select this race.

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

**Darkvision.** Your eyes were magically formed from ooze through the process of your creation, granting you a degree of vision in dark and dim conditions. You can see in dim light within 30 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.

**Limited Blindsight.** You still retain a small portion of sightless awareness from your ooze heritage. You have blindsight out to a range of 5 feet.

**Symbiotic Fortitude.** You don't need to breathe. In addition, you have resistance to acid damage and are immune to disease.

**Wakeful.** Geletons only need to sleep for a short time each day. Even while sleeping, you remain aware of your immediate surroundings thanks to your limited blindsight. After sleeping for 4 hours, you gain the same benefit that a human does from 8 hours of sleep.

**Languages.** You can speak, read, and write Common and one extra language of your choice. This extra language may be one you remember from a previous life.

### CREATING YOUR GELETON

When creating your geleton character, use these traits as a guide, rather than a rule. Geletons are naturally resilient thanks to their ooze heritage, which is reflected in the Ability Score Increase and Symbiotic Fortitude traits, but yours may have different strengths. In this case, increase one ability score of your choice by 2 and another by 1, or choose three different ability scores to increase by 1.

If you feel that 5 feet of blindsight is too powerful for your game, consider instead granting your player's geleton a skill and tool proficiency of their choice. As mentioned in the Ability Score Increase trait, this proficiency could be related to what your geleton did or knew in a previous life.

## GENASI

EEPC p9**Ability Scores:** Constitution +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Genasi (Air)
- Genasi (Earth)
- Genasi (Fire)
- Genasi (Water)

## TRAITS

**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.

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

## GENASI

MPMM p16**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Genasi (Air)
- Genasi (Earth)
- Genasi (Fire)
- Genasi (Water)

## TRAITS

**Size.** You are Medium or Small. You choose the size when you select this race.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## GENASI (AIR)

EEPC<sub>p9</sub>**Ability Scores:** Constitution +2; Dexterity +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**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.**Languages.** You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.**Unending Breath.** You can hold your breath indefinitely while you're not incapacitated.**Mingle with the Wind.** You can cast the levitate 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
4'8"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d4 lb.

## GENASI (AIR)

MPMM<sub>p16</sub>**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 35 feet**Size.** You are Medium or Small. You choose the size when you select this race.**Darkvision.** 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 discern colors in that darkness only as shades of gray.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.**Unending Breath.** You can hold your breath indefinitely while you're not incapacitated.**Lightning Resistance.** You have resistance to lightning damage.**Mingle with the Wind.** You know the shocking grasp cantrip. Starting at 3rd level, you can cast the feather fall spell with this trait, without requiring a material component. Starting 5th level, you can also cast the levitate spell with this trait, without requiring a material component. Once you cast feather fall or levitate with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

## GENASI (EARTH)

EEPC p9**Ability Scores:** Constitution +2; Strength +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**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.**Languages.** You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.**Earth Walk.** You can move across difficult terrain made of earth or stone without expending extra movement.**Merge with Stone.** You can cast the pass without trace 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## GENASI (EARTH)

MPMM p17**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet**Size.** You are Medium or Small. You choose the size when you select this race.**Darkvision.** 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 discern colors in that darkness only as shades of gray.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.**Earth Walk.** You can move across difficult terrain without expending extra movement if you are using your walking speed on the ground or a floor.**Merge with Stone.** You know the blade ward cantrip. You can cast it as normal, and you can also cast it as a bonus action a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Starting at 5th level, you can cast the pass without trace spell with this trait, without requiring a material component. Once you cast that spell with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).



**GENASI (FIRE)**EEPC<sub>p9</sub>**Ability Scores:** Constitution +2; Intelligence +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**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.**Languages.** You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.**Darkvision.** 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. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red.**Fire Resistance.** You have resistance to fire damage.**Reach to the Blaze.** You know the produce flame cantrip. Once you reach 3rd level, you can cast the burning hands 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
4'8"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d4 lb.

**GENASI (FIRE)**MPMM<sub>p17</sub>**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet**Size.** You are Medium or Small. You choose the size when you select this race.**Darkvision.** 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 discern colors in that darkness only as shades of gray.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.**Fire Resistance.** You have resistance to fire damage.**Reach to the Blaze.** You know the produce flame cantrip. Starting at 3rd level, you can cast the burning hands spell with this trait. Starting at 5th level, you can also cast the flame blade spell with this trait, without a material component. Once you cast burning hands or flame blade with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**GENASI (WATER)**EEPC P10**Ability Scores:** Constitution +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet, Swim 30 feet**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.**Languages.** You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.**Acid Resistance.** You have resistance to acid damage.**Amphibious.** You can breathe air and water.**Swim.** You have a swimming speed of 30 feet.**Call to the Wave.** You know the shape water cantrip. When you reach 3rd level, you can cast the create or destroy water 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

**GENASI (WATER)**MPMM P17**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet, Swim equal to your walking speed**Size.** You are Medium or Small. You choose the size when you select this race.**Darkvision.** 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 discern colors in that darkness only as shades of gray.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.**Speed.** Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.**Acid Resistance.** You have resistance to acid damage.**Amphibious.** You breathe air and water.**Call to the Wave.** You know the acid splash cantrip. Starting at 3rd level, you can cast the create or destroy water spell with this trait. Starting at 5th level, you can also cast the water walk spell with this trait, without requiring a material component. Once you cast create or destroy water or water walk with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

## GIFF

AAG p12

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim equal to your walking speed

**Astral Spark.** Your psychic connection to the Astral Plane enables you to mystically access a spark of divine power, which you can channel through your weapons. When you hit a target with a simple or martial weapon, you can cause the target to take extra force damage equal to your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus, but you can use it no more than once per turn. You regain all expended uses when you finish a long rest.

**Firearms Mastery.** You have a mystical connection to firearms that traces back to the gods of the giff, who delighted in such weapons. You have proficiency with all firearms and ignore the loading property of any firearm. In addition, attacking at long range with a firearm doesn't impose disadvantage on your attack roll.

**Hippo Build.** You have advantage on Strength-based ability checks and Strength saving throws. In addition, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## GITH

MTF p96

**Ability Scores:** Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Gith (Githyanki)
- Gith (Githzerai)

## TRAITS

**Age.** Gith reach adulthood in their late teens and live for about a century.

**Size.** Gith are taller and leaner than humans, with most a slender 6 feet in height.

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

## GITH (GITHYANKI)

MTF P96

**Ability Scores:** Strength +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Gith reach adulthood in their late teens and live for about a century.

**Size.** Gith are taller and leaner than humans, with most a slender 6 feet in height.

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

**Alignment.** Githyanki tend toward lawful evil. They are aggressive and arrogant, and they remain the faithful servants of their lich-queen, Vlaakith. Renegade githyanki tend toward chaos.

**Decadent Mastery.** You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge.

**Martial Prodigy.** You are proficient with light and medium armor and with shortswords, longswords, and greatswords.

**Githyanki Psionics.** You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast jump once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the misty step spell once 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. When you cast them with this trait, they don't require components.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
5'

**Base Weight**  
100 lb.

**Height Modifier**  
+2d12

**Weight Modifier**  
× 2d4 lb.

## GITH (GITHZERAI)

MTF P96

**Ability Scores:** Wisdom +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Gith reach adulthood in their late teens and live for about a century.

**Size.** Gith are taller and leaner than humans, with most a slender 6 feet in height.

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

**Alignment.** Githzerai tend toward lawful neutral. Their rigorous training in psychic abilities requires an implacable mental discipline.

**Mental Discipline.** You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

**Githzerai Psionics.** You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

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

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'11"	90 lb.	+2d12	× 1d4 lb.

## GITHYANKI

MPMM P18

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Astral Knowledge.** You can mystically access a reservoir of experiences of entities connected to the Astral Plane. Whenever you finish a long rest, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook, as you momentarily project your consciousness into the Astral Plane. These proficiencies last until the end of your next long rest.

**Githyanki Psionics.** You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

Starting at 3rd level, you can cast the jump spell with this trait. Starting at 5th level, you can also cast misty step with it. Once you cast jump or misty step with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). None of these spells require spell components when you cast them with this trait.

**Psychic Resilience.** You have resistance to psychic damage.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## GITHZERA

MPMM p19

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Githzerai Psionics.** You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

Starting at 3rd level, you can cast the shield spell with this trait. Starting at 5th level, you can also cast the detect thoughts spell with it. Once you cast shield or detect thoughts spell with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). None of these spells require spell components when you cast them with this trait.

**Mental Discipline.** Your innate psychic defenses grant you advantage on saving throws you make to avoid or end the charmed and frightened conditions on yourself.

**Psychic Resilience.** You have resistance to psychic damage.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## GNOLL

DMG'14 p282

**Ability Scores:** Strength +2; Intelligence -2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Bite.** Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Darkvision.** 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.

**Rampage.** When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

## GNOME

PHB'14 p35

**Ability Scores:** Intelligence +2**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Gnome (Deep)
- Gnome (Deep/Svirfneblin)
- Gnome (Forest)
- Gnome (Mark of Scribing)
- Gnome (Rock)

### TRAITS

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

**Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

**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 color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

## GNOME

PHB'24 p191

**Creature Type:** Humanoid**Size:** Small (about 3-4 feet tall)**Speed:** 30 feet

**Darkvision.** You have Darkvision with a range of 60 feet.

**Gnomish Cunning.** You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

**Gnomish Lineage.** You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage):

**Forest Gnome.** You know the Minor Illusion cantrip. You also always have the Speak with Animals spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

**Rock Gnome.** You know the Mending and Prestidigitation cantrips. In addition, you can spend 10 minutes casting Prestidigitation to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from Prestidigitation; the device produces that effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

## GNOME (DEEP)

MTF p113

**Ability Scores:** Intelligence +2; Dexterity +1**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet

**Age.** Deep gnomes are short-lived for gnomes. They mature at the same rate humans do and are considered full-grown adults by 25. They live 200 to 250 years, although hard toil and the dangers of the Underdark often claim them before their time.

**Size.** Unlike other gnomes, svirfneblin tend to weigh 80 to 120 pounds. Your size is Small.

**Superior Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common, Gnomish, and Undercommon.

**Alignment.** Svirfneblin believe that survival depends on avoiding entanglements with other creatures and not making enemies, so they favor neutral alignments. They rarely wish others ill, and they are unlikely to take risks on behalf of others, except those dearest to them.

**Stone Camouflage.** You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

2'11"

**Base Weight**

35 lb.

**Height Modifier**

+2d4

**Weight Modifier**

× 1 lb.

## GNOME (DEEP)

DMG'14 p282

**Ability Scores:** Dexterity +2; Strength +1**Creature Type:** Humanoid**Size:** Small**Speed:** 20 feet

**Innate Spellcasting.** You have an innate ability to cast the following spells, requiring no material components:

At will: nondetection (self only)

1/day each: blindness/deafness, blur, disguise self

Intelligence is your spellcasting ability for these spells.

**Stone Camouflage.** You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

**Gnome Cunning.** You have advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Superior Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Languages.** You can speak, read, and write Gnomish, Terran, and Undercommon.



## GNOME (DEEP/SVIRFNEBLIN)

SCAG P115**Ability Scores:** Intelligence +2; Dexterity +1**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet

**Age.** Deep gnomes are short-lived for gnomes. They mature at the same rate humans do and are considered full-grown adults by 25. They live 200 to 250 years, although hard toil and the dangers of the Underdark often claim them before their time.

**Size.** A typical svirfneblin stands about 3 to 3½ feet tall and weighs 80 to 120 pounds. Your size is Small.

**Superior Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common, Gnomish, and Undercommon. The svirfneblin dialect is more guttural than surface Gnomish, and most svirfneblin know only a little bit of Common, but those who deal with outsiders (and that includes you as an adventurer) pick up enough Common to get by in other lands.

**Alignment.** Svirfneblin believe that survival depends on avoiding entanglements with other creatures and not making enemies, so they favor neutral alignments. They rarely wish others ill, and they are unlikely to take risks on behalf of others.

**Stone Camouflage.** You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

2'11"

**Base Weight**

35 lb.

**Height Modifier**

+2d4

**Weight Modifier**

× 1 lb.

## GNOME (FOREST)

PHB'14 P37

**Ability Scores:** Intelligence +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

**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 color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

**Natural Illusionist.** You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

**Speak with Small Beasts.** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

2'11"

**Base Weight**

35 lb.

**Height Modifier**

+2d4

**Weight Modifier**

× 1 lb.

## GNOME (MARK OF SCRIBING)

ERLW P47

**Ability Scores:** Intelligence +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

**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 color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

**Gifted Scribe.** When you make an Intelligence (History) check or an ability check using calligrapher's supplies, you can roll a d4 and add the number rolled to the ability check.

**Scribe's Insight.** You know the message cantrip. You can also cast comprehend languages once with this trait, and you regain the ability to cast it when you finish a short or long rest. Starting at 3rd level, you can cast the magic mouth spell with this trait, and you regain the ability to cast it when you finish a long rest. Intelligence is your spellcasting ability for these spells.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Scribing Spells table are added to the spell list of your spellcasting class.

### Mark of Scribing Spells

Spell Level	Spells
1st	comprehend languages, illusory script
2nd	animal messenger, silence
3rd	sending, tongues
4th	arcane eye, confusion
5th	dream

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
2'11"	35 lb.	+2d4	× 1 lb.

## GNOME (ROCK)

PHB'14 P37

**Ability Scores:** Intelligence +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

**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 color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Languages.** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

**Artificer's Lore.** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**Tinker.** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

**Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

**Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

**Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
2'11"	35 lb.	+2d4	× 1 lb.

## GOBLIN

DMG'14 P282

**Ability Scores:** Dexterity +2; Strength -2

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 30 feet

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

**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 color in darkness, only shades of gray.

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

## GOBLIN

ERLW P26

**Ability Scores:** Dexterity +2; Constitution +1**Creature Type:** Humanoid**Size:** Small**Speed:** 30 feet**Age.** Goblins reach adulthood at age 8 and live up to 60 years.**Size.** Your size is Small.**Darkvision.** 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.**Fury of the Small.** When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.**Nimble Escape.** You can take the Disengage or Hide action as a bonus action on each of your turns.**Languages.** You can speak, read, and write Common and Goblin.**Alignment.** In Eberron, goblins are usually neutral. They tend to look out for themselves, preferably without drawing unwanted attention from any larger, more powerful people.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
3'5"

**Base Weight**  
35 lb.

**Height Modifier**  
+2d4

**Weight Modifier**  
× 1 lb.

## GOBLIN

GGR P16

**Ability Scores:** Dexterity +2; Constitution +1**Creature Type:** Humanoid**Size:** Small**Speed:** 30 feet**Age.** Goblins reach adulthood around age 8. They age noticeably faster than humans, and though few goblins live to old age, the most cautious rarely live longer than 60 years.**Size.** Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.**Darkvision.** 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.**Fury of the Small.** When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.**Nimble Escape.** You can take the Disengage or Hide action as a bonus action on each of your turns.**Languages.** You can speak, read, and write Common and Goblin. In Ravnica, Goblin is a simplistic language with a limited vocabulary and fluid rules of grammar, unsuited for any sophisticated conversation.**Alignment.** Goblins are typically neutral evil, as they care only for their own needs. A few goblins might tend toward good or neutrality, but only rarely.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
3'5"

**Base Weight**  
35 lb.

**Height Modifier**  
+2d4

**Weight Modifier**  
× 1 lb.

## GOBLIN

MPMM<sub>P20</sub>

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 30 feet

**Creature Type.** You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were in dim light. You discern colors in that darkness only as shades of gray.

**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Fury of the Small.** When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.

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

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## GOBLIN

PSZ<sub>P16</sub>

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Goblin (Ixalan)
- Goblin (Zendikar; Grottag Tribe)
- Goblin (Zendikar; Lavastep Tribe)
- Goblin (Zendikar; Tuktuk Tribe)

## TRAITS

**Age.** Goblins mature faster than humans, reaching adulthood at around age 12. They also age noticeably faster than humans, and even the most cautious goblins rarely live longer than 50 years.

**Alignment.** Most goblins are wildly chaotic, though they have no particular inclination toward good or evil.

**Size.** Goblins average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Darkvision.** Thanks to your 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.

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

## GOBLIN

VGM<sub>P119</sub>**Ability Scores:** Dexterity +2; Constitution +1**Creature Type:** Humanoid**Size:** Small**Speed:** 30 feet**Age.** Goblins reach adulthood at age 8 and live up to 60 years.**Size.** Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.**Darkvision.** 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.**Fury of the Small.** When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.**Nimble Escape.** You can take the Disengage or Hide action as a bonus action on each of your turns.**Languages.** You can speak, read, and write Common and Goblin.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

3'5"

**Base Weight**

35 lb.

**Height Modifier**

+2d4

**Weight Modifier**

× 1 lb.

## GOBLIN (DANKWOOD)

AWM<sub>P35</sub>**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Small**Speed:** 30 feet**Age.** Goblins reach adulthood at age 8 and live up to 60 years.**Size.** Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.**Darkvision.** 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.**Speak with Small Beasts.** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Dankwood goblins love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.**Nimble Escape.** You can take the Disengage or Hide action as a bonus action on each of your turns.**Languages.** You can speak, read, and write Common and Goblin.**Alignment.** Dankwood goblins are typically neutral or neutral good, though some mischievous Dankwood goblins are chaotic neutral.

## GOBLIN (IXALAN)

PSX P16

**Ability Scores:** Dexterity +2

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** Goblins mature faster than humans, reaching adulthood at around age 12. They also age noticeably faster than humans, and even the most cautious goblins rarely live longer than 50 years.

**Alignment.** Most goblins are wildly chaotic, with no particular inclination toward good or evil but a strong tendency toward mischief.

**Size.** Goblins average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Darkvision.** Thanks to your 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.

**Languages.** You can speak, read, and write Common (if it exists in your campaign) and Goblin.

**Agile Climber.** You have a climbing speed of 25 feet. You can't use your climbing speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your climbing speed if you are encumbered.)

## GOBLIN (ZENDIKAR; GROTAG TRIBE)

PSZ P17

**Ability Scores:** Constitution +2

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** Goblins mature faster than humans, reaching adulthood at around age 12. They also age noticeably faster than humans, and even the most cautious goblins rarely live longer than 50 years.

**Alignment.** Most goblins are wildly chaotic, though they have no particular inclination toward good or evil.

**Size.** Goblins average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Darkvision.** Thanks to your 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.

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

**Grit.** You have resistance to fire damage and psychic damage. In addition, when you are wearing no armor, your AC is equal to 11 + your Dexterity modifier.

**Grotag Tamer.** You have proficiency in the Animal Handling skill.



## GOBLIN (ZENDIKAR; LAVASTEP TRIBE)

PSZ<sub>P17</sub>

**Ability Scores:** Constitution +2

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** Goblins mature faster than humans, reaching adulthood at around age 12. They also age noticeably faster than humans, and even the most cautious goblins rarely live longer than 50 years.

**Alignment.** Most goblins are wildly chaotic, though they have no particular inclination toward good or evil.

**Size.** Goblins average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Darkvision.** Thanks to your 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.

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

**Grit.** You have resistance to fire damage and psychic damage. In addition, when you are wearing no armor, your AC is equal to 11 + your Dexterity modifier.

**Lavastep Grit.** You have advantage on Dexterity (Stealth) checks made to hide in rocky or subterranean environments.

## GOBLIN (ZENDIKAR; TUKTUK TRIBE)

PSZ<sub>P17</sub>

**Ability Scores:** Constitution +2

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** Goblins mature faster than humans, reaching adulthood at around age 12. They also age noticeably faster than humans, and even the most cautious goblins rarely live longer than 50 years.

**Alignment.** Most goblins are wildly chaotic, though they have no particular inclination toward good or evil.

**Size.** Goblins average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Darkvision.** Thanks to your 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.

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

**Grit.** You have resistance to fire damage and psychic damage. In addition, when you are wearing no armor, your AC is equal to 11 + your Dexterity modifier.

**Tuktuk Cunning.** You have proficiency with thieves' tools.

## GOLIATH

MPMM p21

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Little Giant.** You have proficiency in the Athletics skill, and you count as one size larger when determining your carrying weight and the weight you can push, drag, or lift.

**Mountain Born.** You have resistance to cold damage. You also naturally acclimate to high altitudes, even if you've never been to one. This includes elevations above 20,000 feet.

**Stone's Endurance.** You can supernaturally draw on unyielding stone to shrug off harm. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## GOLIATH

VGM p108

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Goliaths have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

**Size.** Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

**Natural Athlete.** You have proficiency in the Athletics skill.

**Stone's Endurance.** You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

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

**Mountain Born.** You have resistance to cold damage. You're also acclimated to high altitude, including elevations above 20,000 feet.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

**Base Height**  
6'2"

**Base Weight**  
200 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d6 lb.

## GOLIATH

PHB'24 p192

**Creature Type:** Humanoid**Size:** Medium (about 7-8 feet tall)**Speed:** 35 feet

**Giant Ancestry.** You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

**Cloud's Jaunt (Cloud Giant).** As a Bonus Action, you magically teleport up to 30 feet to an unoccupied space you can see.

**Fire's Burn (Fire Giant).** When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target.

**Frost's Chill (Frost Giant).** When you hit a target with an attack roll and deal damage to it, you can also deal 1d6 Cold damage to that target and reduce its Speed by 10 feet until the start of your next turn.

**Hill's Tumble (Hill Giant).** When you hit a Large or smaller creature with an attack roll and deal damage to it, you can give that target the Prone condition.

**Stone's Endurance (Stone Giant).** When you take damage, you can take a Reaction to roll 1d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.

**Storm's Thunder (Storm Giant).** When you take damage from a creature within 60 feet of you, you can take a Reaction to deal 1d8 Thunder damage to that creature.

**Large Form.** Starting at character level 5, you can change your size to Large as a Bonus Action if you're in a big enough space. This transformation lasts for 10 minutes or until you end it (no action required). For that duration, you have Advantage on Strength checks, and your Speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a Long Rest.

**Powerful Build.** You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

## GRIMLOCK

DMG'14 p282

**Ability Scores:** Strength +2; Charisma -2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Blindsight.** You have no eyes, and cannot be blinded. You can perceive your surroundings within 30 ft., or 10 ft. while deafened. You are considered blind beyond this radius.

**Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Stone Camouflage.** You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Languages.** You can speak, read, and write Undercommon.

## GRUNG

OGA p4

**Ability Scores:** Dexterity +2; Constitution +1**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet, Climb 25 feet**Age.** Grungs mature to adulthood in a single year, but have been known to live up to 50 years.**Alignment.** Most grungs are lawful, having been raised in a strict caste system. They tend toward evil as well, coming from a culture where social advancement occurs rarely, and most often because another member of your army has died and there is no one else of that caste to fill the vacancy.**Size.** Grungs stand between 2½ and 3½ feet tall and average about 30 pounds. Your size is Small.**Arboreal Alertness.** You have proficiency in the Perception skill.**Amphibious.** You can breathe air and water.**Poison Immunity.** You're immune to poison damage and the poisoned condition.**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 you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage.

**Standing Leap.** Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.**Water Dependency.** If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.**Languages.** You can speak, read, and write Grung.

## HADOZEE

AAG p13

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet, Climb equal to your walking speed**Size.** You are Medium or Small. You choose the size when you select this race.**Dexterous Feet.** As a bonus action, you can use your feet to manipulate an object, open or close a door or container, or pick up or set down a Tiny object.**Glide.** When you fall at least 10 feet above the ground, you can use your reaction to extend your skin membranes to glide horizontally a number of feet equal to your walking speed, and you take 0 damage from the fall. You determine the direction of the glide.**Hadozee Dodge.** The magic that runs in your veins heightens your natural defenses. When you take damage, you can use your reaction to roll a d6. Add your proficiency bonus to the number rolled, and reduce the damage you take by an amount equal to that total (minimum of 0 damage).

You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## HALF-ELF

PHB'14 P38

**Ability Scores:** Charisma +2; Choose any other two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Skill Versatility.** You gain proficiency in two skills of your choice.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
4'9"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d8

**Weight Modifier**  
× 2d4 lb.

## HALF-ELF (BASE)

PHB'14 P38

**Ability Scores:** Charisma +2; Choose any other two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Half-Elf
- Half-Elf (Variant; Aquatic Elf Descent)
- Half-Elf (Variant; Drow Descent)
- Half-Elf (Variant; Mark of Detection)
- Half-Elf (Variant; Mark of Storm)
- Half-Elf (Variant; Moon Elf or Sun Elf Descent)
- Half-Elf (Variant; Wood Elf Descent)

## TRAITS

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Skill Versatility.** You gain proficiency in two skills of your choice.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

## HALF-ELF (VARIANT; AQUATIC ELF DESCENT)

SCAG P116

**Ability Scores:** Charisma +2; Choose any other two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### VARIANT FEATURE (CHOOSE 1)

**Skill Versatility.** You gain proficiency in two skills of your choice.

**Swim.** You gain a swimming speed of 30 ft.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'9"

**Base Weight**

110 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## HALF-ELF (VARIANT; DROW DESCENT)

SCAG P116

**Ability Scores:** Charisma +2; Choose any other two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### VARIANT FEATURE (CHOOSE 1)

**Skill Versatility.** You gain proficiency in two skills of your choice.

**Drow Magic.** You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the darkness spell once per day; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## HALF-ELF (VARIANT; MARK OF DETECTION)

ERLW p40

**Ability Scores:** Wisdom +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Deductive Intuition.** When you make an Intelligence (Investigation) or a Wisdom (Insight) check, you can roll a d4 and add the number rolled to the ability check.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

**Magical Detection.** You can cast the detect magic and detect poison and disease spells with this trait. Starting at 3rd level, you can also cast the see invisibility spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells, and you don't require material components for them.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Detection Spells table are added to the spell list of your spellcasting class.

### Mark of Detection Spells

Spell Level	Spells
1st	detect evil and good, detect poison and disease
2nd	detect thoughts, find traps
3rd	clairvoyance, nondetection
4th	arcane eye, divination
5th	legend lore

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.



## HALF-ELF (VARIANT; MARK OF STORM)

**ERLW** P50

**Ability Scores:** Charisma +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Windwright's Intuition.** When you make a Dexterity (Acrobatics) check or any ability check involving navigator's tools, you can roll a d4 and add the number rolled to the ability check.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

**Storm's Boon.** You have resistance to lightning damage.

**Headwinds.** You know the gust cantrip. Starting at 3rd level, you can cast the gust of wind spell once with this trait, and you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Storm Spells table are added to the spell list of your spellcasting class.

### Mark of Storm Spells

Spell Level	Spells
1st	feather fall, fog cloud
2nd	gust of wind, levitate
3rd	sleet storm, wind wall
4th	conjure minor elementals, control water
5th	conjure elemental

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## HALF-ELF (VARIANT; MOON ELF OR SUN ELF DESCENT)

SCAG P116

**Ability Scores:** Charisma +2; Choose any other two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### VARIANT FEATURE (CHOOSE 1)

**Skill Versatility.** You gain proficiency in two skills of your choice.

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

**Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'9"

**Base Weight**

110 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## HALF-ELF (VARIANT; WOOD ELF DESCENT)

SCAG p116

**Ability Scores:** Charisma +2; Choose any other two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

**Size.** Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your elf blood, 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.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### VARIANT FEATURE (CHOOSE 1)

**Skill Versatility.** You gain proficiency in two skills of your choice.

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

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

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Languages.** You can speak, read, and write Common, Elvish, and one extra language of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
4'9"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d8

**Weight Modifier**  
× 2d4 lb.

## HALF-ORC

PHB'14 P40

**Ability Scores:** Strength +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

**Size.** Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your orc blood, 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.

**Menacing.** You gain proficiency in the Intimidation skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Languages.** You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
4'10"

**Base Weight**  
140 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d6 lb.

## HALF-ORC (BASE)

PHB'14 p40

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Half-Orc
- Half-Orc (Variant; Mark of Finding)

### TRAITS

**Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

**Size.** Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

**Darkvision.** Thanks to your orc blood, 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.

**Menacing.** You gain proficiency in the Intimidation skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Languages.** You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

## HALF-ORC (VARIANT; MARK OF FINDING)

ERLW p41

**Ability Scores:** Strength +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

**Size.** Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

**Darkvision.** 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.

**Hunter's Intuition.** When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

**Finder's Magic.** You can cast the hunter's mark spell with this trait. Starting at 3rd level, you can also cast the locate object spell with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Finding Spells table are added to the spell list of your spellcasting class.

### Mark of Finding Spells

Spell Level	Spells
1st	faerie fire, longstrider
2nd	locate animals or plants, locate object
3rd	clairvoyance, speak with plants
4th	divination, locate creature
5th	commune with nature

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'10"	140 lb.	+2d10	× 2d6 lb.

## HALFLING

PHB'14 p26

**Ability Scores:** Dexterity +2**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Halfling (Ghostwise)
- Halfling (Lightfoot)
- Halfling (Lotusden)
- Halfling (Mark of Healing)
- Halfling (Mark of Hospitality)
- Halfling (Stout)

### TRAITS

**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

## HALFLING

PHB'24 p193

**Creature Type:** Humanoid**Size:** Small (about 2-3 feet tall)**Speed:** 30 feet

**Brave.** You have Advantage on saving throws you make to avoid or end the Frightened condition.

**Halfling Nimbleness.** You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

**Luck.** When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

**Naturally Stealthy.** You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

## HALFLING (GHOSTWISE)

SCAG P110

**Ability Scores:** Dexterity +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

**Silent Speech.** You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
2'7"

**Base Weight**  
35 lb.

**Height Modifier**  
+2d4

**Weight Modifier**  
× 1 lb.

## HALFLING (LIGHTFOOT)

PHB'14 P28

**Ability Scores:** Dexterity +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

**Naturally Stealthy.** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
2'7"

**Base Weight**  
35 lb.

**Height Modifier**  
+2d4

**Weight Modifier**  
× 1 lb.



## HALFLING (LOTUSDEN)

EGW p164

**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.**Brave.** You have advantage on saving throws against being frightened.**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.**Child of the Wood.** You know the druidcraft cantrip. When you reach 3rd level, you can cast the entangle 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 spike growth spell once with this trait and regain the ability to do so when you finish a long rest. Casting these spells with this trait doesn't require material components. Wisdom is your spellcasting ability for these spells.**Timberwalk.** Ability checks made to track you have disadvantage, and you can move across difficult terrain made of nonmagical plants and undergrowth without expending extra movement.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

2'7"

**Base Weight**

35 lb.

**Height Modifier**

+2d4

**Weight Modifier**

× 1 lb.

## HALFLING (MARK OF HEALING)

ERLW P43

**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.**Brave.** You have advantage on saving throws against being frightened.**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.**Medical Intuition.** When you make a Wisdom (Medicine) check or an ability check using an herbalism kit, you can roll a d4 and add the number rolled to the ability check.**Healing Touch.** You can cast the cure wounds spell with this trait. Starting at 3rd level, you can also cast lesser restoration with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Healing Spells table are added to the spell list of your spellcasting class.

### Mark of Healing Spells

Spell Level	Spells
1st	cure wounds, healing word
2nd	lesser restoration, prayer of healing
3rd	aura of vitality, mass healing word
4th	aura of purity, aura of life
5th	greater restoration

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
2'7"	35 lb.	+2d4	× 1 lb.

## HALFLING (MARK OF HOSPITALITY)

ERLW P44

**Ability Scores:** Dexterity +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

**Ever Hospitable.** When you make a Charisma (Persuasion) check or an ability check involving brewer's supplies or cook's utensils, you can roll a d4 and add the number rolled to the ability check.

**Innkeeper's Magic.** You know the prestidigitation cantrip. You can also cast the purify food and drink and unseen servant spells with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish long rest. Charisma is your spellcasting ability for these spells.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Hospitality Spells table are added to the spell list of your spellcasting class.

### Mark of Hospitality Spells

Spell Level	Spells
1st	goodberry, sleep
2nd	aid, calm emotions
3rd	create food and water, Leomund's tiny hut
4th	aura of purity, Mordenkainen's private sanctum
5th	hallow

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
2'7"	35 lb.	+2d4	× 1 lb.

## HALFLING (STOUT)

PHB'14 P28

**Ability Scores:** Dexterity +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

**Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

**Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
2'7"

**Base Weight**  
35 lb.

**Height Modifier**  
+2d4

**Weight Modifier**  
× 1 lb.

## HARENGON

MPMM P22

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet

**Size.** You are Medium or Small. You choose the size when you select this race.

**Hare-Trigger.** You can add your proficiency bonus to your initiative rolls.

**Leporine Senses.** You have proficiency in the Perception skill.

**Lucky Footwork.** When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

**Rabbit Hop.** As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## HARENGON

WBtW p13

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet

**Size.** You are Medium or Small. You choose the size when you select this race.

**Hare-Trigger.** You can add your proficiency bonus to your initiative rolls.

**Leporine Senses.** You have proficiency in the Perception skill.

**Lucky Footwork.** When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

**Rabbit Hop.** As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## HEDGE

HWCS p24 

**Ability Scores:** Charisma +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet, Burrow 15 feet

**Age.** Hedges take longer to mature than most other races, reaching adulthood around 20 years. They also live for a long time, with many reaching 120 years or more.

**Alignment.** Hedges are compassionate, empathetic, and diplomatic, tending towards good alignments. They also favor neutral alignments, as hedges have a great respect for the balance of nature.

**Size.** Hedges have short, rounded body shapes, standing between 3 and 4 feet in height, and weighing between 40 and 70 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Natural Burrowers.** You have a burrowing speed of 15 feet. You are capable of burrowing through soil, but are unable to dig through anything more substantial with just your clawed hands.

**Spiny Quills.** The backs of hedges are covered with spiny quills, which makes it impossible for hedges to wear armor. These quills provide exceptional protection, therefore you have a base armor class of 14 + your Dexterity modifier. Even though you can't wear armor, you can still benefit from the armor class bonus provided by shields so long as you are proficient with them.

**Curl Up.** You can use your action to curl up, exposing attackers to a wall of your toughened quills. While curled up you cannot move, attack, or cast spells with somatic components, and your base armor class becomes 19. You cannot benefit from any Dexterity bonus to armor class while curled up, but you can still use shields.

Any creature that misses you with a melee attack while you are curled up takes 2d4 points of piercing damage from your sharp quills. If a creature hits you while you are curled up, you are knocked prone in your space at the end of the turn. You may uncurl yourself at any point during your turn.

**Forest Magic.** You have a deep connection to the magic of the Wood. You know the druidcraft cantrip. Additionally, you can cast animal messenger as a 2nd level spell once with this trait, and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

**Speak With Bugs.** Through sounds and gestures, you can communicate simple ideas with creatures of the beast subtype that represent insects, spiders, worms, and other creepy crawlies, regardless of their size.

**Languages.** You can speak, read, and write Birdfolk and Hedge.

## HEXBLOOD

VRGR p18

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Fey

**Size:** Small or Medium

**Speed:** 30 feet

**Creature Type.** You are a Fey.

**Size.** You are Medium or Small. You choose the size when you gain this lineage.

**Ancestral Legacy.** If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

**Darkvision.** 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 discern colors in that darkness as shades of gray.

**Eerie Token.** As a bonus action, you can harmlessly remove a lock of your hair, one of your nails, or one of your teeth. This token is imbued with magic until you finish a long rest. While the token is imbued in this way, you can take these actions:

**Telepathic Message.** As an action, you can send a telepathic message to the creature holding or carrying the token, as long as you are within 10 miles of it. The message can contain up to twenty-five words.

**Remote Viewing.** If you are within 10 miles of the token, you can enter a trance as an action. The trance lasts for 1 minute, but it ends early if you dismiss it (no action required) or are incapacitated. During this trance, you can see and hear from the token as if you were located where it is. While you are using your senses at the token's location, you are blinded and deafened in regard to your own surroundings. When the trance ends, the token is harmlessly destroyed.

Once you create a token using this feature, you can't do so again until you finish a long rest, at which point your missing part regrows.

**Hex Magic.** You can cast the disguise self and hex spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).

### BECOMING A HAG

Hags can undertake a ritual to irreversibly transform a hexblood they created into a new hag, either one of their own kind or that embodies the hexblood's nature. This requires that both the hag and hexblood be in the same place and consent to the lengthy ritual—circumstances most hexbloods shun but might come to accept over the course of centuries. Once a hexblood undergoes this irreversible ritual, they emerge as a hag NPC no longer under the control of the hexblood's player, unless the DM rules otherwise.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

# HOBBIT

TLotRR<sub>p37</sub> 

**Ability Scores:** Dexterity +2

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Hobbit (Fallohide)
- Hobbit (Harfoot)
- Hobbit (Stoor)

## TRAITS

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Hobbit Elusiveness.** You have proficiency in the Stealth skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

## STARTING GEAR

TLotRR<sub>p70</sub> 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

## HOBBIT (FALLOHIDE)

TLotRR p38 

**Ability Scores:** Dexterity +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Hobbit Elusiveness.** You have proficiency in the Stealth skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

STARTING GEAR		
Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

**Skill in Language and Song.** You have proficiency with the tools of your choice: calligrapher's supplies, cartographer's tools, or a musical instrument.



## HOBBIT (HARFOOT)

TLOTRR p38 

**Ability Scores:** Dexterity +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Hobbit Elusiveness.** You have proficiency in the Stealth skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

STARTING GEAR		
Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

**Skilful with Tools.** You have proficiency with the artisan's tools of your choice: herbalism kit, mason's tools, or weaver's tools.

## HOBBIT (STOOR)

TLoTRR p38 

**Ability Scores:** Dexterity +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

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

**Adventuring Age.** Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

**Hobbit Elusiveness.** You have proficiency in the Stealth skill.

**Hobbit-Sense.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

**Pipe-Weed Lore.** You have proficiency with pipes.

**Unobtrusive.** You can move through the space of any creature that is of a size larger than yours.

**Languages.** You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

**Standard of Living: Common.** Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

STARTING GEAR		
Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Subculture.** All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

**Riverside Dweller.** You have proficiency with the tools of your choice: carpenter's tools, water vehicles, or woodcarver's tools.

## HOBGOBLIN

DMG'14 p282

**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Martial Advantage.** Once per turn, you can deal an extra 2d6 damage to a creature you hit with a weapon attack if that creature is within 5 ft. of an ally of yours that isn't incapacitated.

**Darkvision.** 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.

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

## HOBGOBLIN

ERLW p26

**Ability Scores:** Constitution +2; Intelligence +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Hobgoblins mature at the same rate as humans and have lifespans similar in length to theirs.

**Size.** Your size is Medium.

**Darkvision.** 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.

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

**Saving Face.** Hobgoblins are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

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

**Alignment.** Hobgoblin society in Eberron is shaped by the ideal of a strict code of honor and rigid martial discipline. Most hobgoblins are lawful, tending toward harsh enforcement of their laws.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## HOBGOBLIN

MPMM<sub>P23</sub>

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Creature Type.** You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Fey Gift.** You can use this trait to take the Help action as a bonus action, and you can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Starting at 3rd level, choose one of the options below each time you take the Help action with this trait:

**Hospitality.** You and the creature you help each gain a number of temporary hit points equal to 1d6 plus your proficiency bonus.

**Passage.** You and the creature you help each increase your walking speeds by 10 feet until the start of your next turn.

**Spite.** Until the start of your next turn, the first time the creature you help hits a target with an attack roll, that target has disadvantage on the next attack roll it makes within the next minute.

**Fortune from the Many.** If you miss with an attack roll or fail an ability check or a saving throw, you can draw on your bonds of reciprocity to gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## HOBGOBLIN

VGM<sub>P119</sub>

**Ability Scores:** Constitution +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Hobgoblins mature at the same rate as humans and have lifespans similar in length to theirs.

**Size.** Hobgoblins are between 5 and 6 feet tall and weigh between 150 and 200 pounds. Your size is Medium.

**Darkvision.** 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.

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

**Saving Face.** Hobgoblins are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

**Base Height**  
4'8"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d4 lb.

## HUMAN

PHB'14 p29

**Ability Scores:** Strength +1; Dexterity +1; Constitution +1; Intelligence +1; Wisdom +1; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

Base Height

4'8"

Base Weight

110 lb.

Height Modifier

+2d10

Weight Modifier

× 2d4 lb.

## HUMAN

PHB'24 p194

**Creature Type:** Humanoid

**Size:** Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species

**Speed:** 30 feet

**Resourceful.** You gain Heroic Inspiration whenever you finish a Long Rest.

**Skillful.** You gain proficiency in one skill of your choice.

**Versatile.** You gain an Origin feat of your choice.

## HUMAN (AMONKHET)

PSA p14

**Ability Scores:** Choose any two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens. Most human initiates have completed the trials and found a glorious or inglorious death before they turn 30. Viziers can enjoy longer service to their gods, in theory living up to a century.

**Alignment.** Humans tend toward no particular alignment. The best and the worst are found among them.

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

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

**Feat.** You gain one feat of your choice.

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

## HUMAN (BASE)

PHB'14 p29

**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Human
- Human (Keldon)
- Human (Mark of Handling)
- Human (Mark of Making)
- Human (Mark of Passage)
- Human (Mark of Sentinel)
- Human (Variant)
- Human (Variant; Mark of Finding)

### TRAITS

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

## HUMAN (INNISTRAD)

PSI p8

**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Human (Innistrad; Gavony)
- Human (Innistrad; Kessig)
- Human (Innistrad; Nephalia)
- Human (Innistrad; Stensia)

### TRAITS

**Age.** Humans reach adulthood in their late teens and live less than a century.

**Alignment.** Humans tend toward no particular alignment.

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

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

## HUMAN (INNISTRAD; GAVONY)

PSI<sub>P8</sub>

**Ability Scores:** Strength +1; Dexterity +1; Constitution +1; Intelligence +1; Wisdom +1; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

**Alignment.** Humans tend toward no particular alignment.

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

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

## HUMAN (INNISTRAD; KESSIG)

PSI<sub>P8</sub>

**Ability Scores:** Dexterity +1; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 40 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

**Alignment.** Humans tend toward no particular alignment.

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

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

**Forest Folk.** You have proficiency in the Survival skill.

**Fleet of Foot.** Your base walking speed is 40 feet.

**Sure-footed.** When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.

**Spring Attack.** When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of your turn, whether you hit or not.

## HUMAN (INNISTRAD; NEPHALIA)

PSI<sub>P8</sub>

**Ability Scores:** Intelligence +1; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

**Alignment.** Humans tend toward no particular alignment.

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

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

**Breadth of Knowledge.** You gain proficiency in any combination of four skills or with four tools of your choice.

## HUMAN (INNISTRAD; STENSIA)

PSI p8

**Ability Scores:** Strength +1; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Humans reach adulthood in their late teens and live less than a century.**Alignment.** Humans tend toward no particular alignment.**Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.**Languages.** You can speak, read, and write Common and one extra language of your choice.**Daunting.** You have proficiency in the Intimidation skill.**Tough.** Your hit point maximum increases by 2, and it increases by 2 every time you gain a level.

## HUMAN (IXALAN)

PSX p11

**Ability Scores:** Strength +1; Dexterity +1; Constitution +1; Intelligence +1; Wisdom +1; Charisma +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Humans reach adulthood in their late teens and live less than a century.**Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.**Languages.** You can speak, read, and write Common and one extra language of your choice. Or, if your campaign uses the optional rules for languages found in the previous section, your national origin determines your native language: Itzocan for the Sun Empire, Coalition pidgin for the Brazen Coalition, or Vampire for the Legion of Dusk. You still speak one additional language of your choice, and Common if it exists in your campaign.**Alignment.** Humans tend toward no particular alignment. The best and the worst are found among them.**Speed.** Your base walking speed is 30 feet.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.



**HUMAN (KALADESH)**PSK<sub>P22</sub>**Ability Scores:** Strength +1; Dexterity +1; Constitution +1; Intelligence +1; Wisdom +1; Charisma +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Humans reach adulthood in their late teens and live less than a century.**Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Dwarvish curses, Elvish musical expressions, Vedalken scholarly jargon, and so on.**Alignment.** Humans tend toward no particular alignment.**Speed.** Your base walking speed is 30 feet.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
4'8"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d4 lb.

**HUMAN (KELDON)**PSD<sub>P19</sub>**Ability Scores:** Strength +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Keldons reach adulthood in their late teens and live less than a century.**Size.** Keldons are taller and heavier than the human norms of other cultures, standing almost universally above 6 feet tall and reaching heights above 7 feet. Your size is Medium.**Languages.** You can speak, read, and write Common and Keldon.**Alignment.** Keldons tend toward chaotic alignments, and many walk a fine line between good and evil.**Natural Athlete.** You have proficiency in the Athletics skill.**Keldon Resilience.** You have proficiency in Strength saving throws.**Icehaven Born.** You are naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

**Base Height**  
4'8"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d4 lb.

## HUMAN (MARK OF HANDLING)

ERLW P42

**Ability Scores:** Wisdom +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

**Wild Intuition.** When you make a Wisdom (Animal Handling) or Intelligence (Nature) check, you can roll a d4 and add the number rolled to the ability check.

**Primal Connection.** You can cast the animal friendship and speak with animals spells with this trait, requiring no material component. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a short or long rest. Wisdom is your spellcasting ability for these spells.

**The Bigger They Are.** Starting at 3rd level, you can target a beast or monstrosity when you cast animal friendship or speak with animals, provided the creature's Intelligence score is 3 or lower.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Handling Spells table are added to the spell list of your spellcasting class.

### Mark of Handling Spells

Spell Level	Spells
1st	animal friendship, speak with animals
2nd	beast sense, calm emotions
3rd	beacon of hope, conjure animals
4th	aura of life, dominate beast
5th	awaken

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

## HUMAN (MARK OF MAKING)

ERLW <sup>P45</sup>

**Ability Scores:** Intelligence +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

**Artisan's Intuition.** When you make an Arcana check or an ability check involving artisan's tools, you can roll a d4 and add the number rolled to the ability check.

**Maker's Gift.** You gain proficiency with one type of artisan's tools of your choice.

**Spellsmith.** You know the mending cantrip. You can also cast the magic weapon spell with this trait. When you do so, the spell lasts for 1 hour and doesn't require concentration. Once you cast the spell with this trait, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Making Spells table are added to the spell list of your spellcasting class.

### Mark of Making Spells

Spell Level	Spells
1st	identify, Tenser's floating disk
2nd	continual flame, magic weapon
3rd	conjure barrage, elemental weapon
4th	fabricate, stone shape
5th	creation

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

## HUMAN (MARK OF PASSAGE)

ERLW P46

**Ability Scores:** Dexterity +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 35 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

**Courier's Speed.** Your base walking speed increases to 35 feet.

**Intuitive Motion.** When you make a Dexterity (Acrobatics) check or any ability check to operate or maintain a land vehicle, you can roll a d4 and add the number rolled to the ability check.

**Magical Passage.** You can cast the misty step spell once with this trait, and you regain the ability to cast it when you finish a long rest. Dexterity is your spellcasting ability for this spell.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Passage Spells table are added to the spell list of your spellcasting class.

### Mark of Passage Spells

Spell Level	Spells
1st	expeditious retreat, jump
2nd	misty step, pass without trace
3rd	blink, phantom steed
4th	dimension door, freedom of movement
5th	teleportation circle

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

## HUMAN (MARK OF SENTINEL)

ERLW P48**Ability Scores:** Constitution +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Humans reach adulthood in their late teens and live less than a century.**Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.**Sentinel's Intuition.** When you make a Wisdom (Insight) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.**Guardian's Shield.** You can cast the shield spell once with this trait, and you regain the ability to cast it after you finish a long rest. Wisdom is your spellcasting ability for this spell.**Vigilant Guardian.** When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead. Once you use this trait, you can't do so again until you finish a long rest.**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Sentinel Spells table are added to the spell list of your spellcasting class.

### Mark of Sentinel Spells

Spell Level	Spells
1st	compelled duel, shield of faith
2nd	warding bond, zone of truth
3rd	counterspell, protection from energy
4th	death ward, guardian of faith
5th	Bigby's hand

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

## HUMAN (VARIANT)

PHB'14 P31

**Ability Scores:** Choose any two unique +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

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

**Feat.** You gain one feat of your choice.

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You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'8"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## HUMAN (VARIANT; MARK OF FINDING)

ERLW p41

**Ability Scores:** Wisdom +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

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

**Darkvision.** 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.

**Hunter's Intuition.** When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

**Finder's Magic.** You can cast the hunter's mark spell with this trait. Starting at 3rd level, you can also cast the locate object spell with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Spells of the Mark.** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Finding Spells table are added to the spell list of your spellcasting class.

### Mark of Finding Spells

Spell Level	Spells
1st	faerie fire, longstrider
2nd	locate animals or plants, locate object
3rd	clairvoyance, speak with plants
4th	divination, locate creature
5th	commune with nature

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

## HUMAN (ZENDIKAR)

PSZ <sub>P9</sub>

**Ability Scores:** Strength +1; Dexterity +1; Constitution +1; Intelligence +1; Wisdom +1; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Humans reach adulthood in their late teens and live less than a century.

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

**Languages.** You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: vampire curses, Elvish musical expressions, merfolk scholarly jargon, and so on.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

## JERBEEN

HWCS <sub>P27</sub> 

**Ability Scores:** Dexterity +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 30 feet

**Age.** Jerbeens grow quickly, reaching maturity around 5 years. They are the shortest lived of all the humblefolk races, living just about 40 years.

**Alignment.** Being small and facing many threats in the world, jerbeens are sensitive to the feelings of others, and tend towards good alignments. They also lean more towards lawful alignments due to their co-operative nature.

**Size.** Jerbeens have incredibly small and light bodies, standing between 2 and 3 feet tall, and weighing between 20 and 40 pounds. Your size is Small.

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

**Standing Leap.** Your base long jump is 30 feet, and your base high jump is 15 feet, with or without a running start.

**Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Take Heart.** You have advantage on Strength saving throws and saving throws against being frightened as long as you are within 5 feet of an ally who isn't frightened or incapacitated that you can both see and hear.

**Team Tactics.** You can use the Help action as a bonus action.

**Languages.** You can speak, read, and write Birdfolk and Jerbeen.



## KALASHTAR

ERLW P29

**Ability Scores:** Wisdom +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Kalashtar mature and age at the same rate as humans.

**Alignment.** The noble spirit tied to a kalashtar drives it toward lawful and good behavior. Most kalashtar combine strong self-discipline with compassion for all beings, but some kalashtar resist the virtuous influence of their spirit.

**Size.** Your size is Medium.

**Dual Mind.** You have advantage on all Wisdom saving throws.

**Mental Discipline.** You have resistance to psychic damage.

**Mind Link.** You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.

**Severed from Dreams.** Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to spells and other magical effects that require you to dream, like dream, but not to spells and other magical effects that put you to sleep, like sleep.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
5'4"	110 lb.	+2d6	× 1d6 lb.

## KENDER

DSotDQ P27

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 30 feet

**Fearless.** You have advantage on saving throws you make to avoid or end the frightened condition on yourself. When you fail a saving throw to avoid or end the frightened condition on yourself, you can choose to succeed instead. Once you succeed on a saving throw in this way, you can't do so again until you finish a long rest.

**Kender Curiosity.** Thanks to the mystical origin of your people, you gain proficiency with one of the following skills of your choice: Insight, Investigation, Sleight of Hand, Stealth, or Survival.

**Taunt.** You have an extraordinary ability to fluster creatures. As a bonus action, you can unleash a string of provoking words at a creature within 60 feet of yourself that can hear and understand you. The target must succeed on a Wisdom saving throw, or it has disadvantage on attack rolls against targets other than you until the start of your next turn. The DC equals 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose when you select this race).

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## KENKU

DMG'14 p282

**Ability Scores:** Dexterity +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Ambusher.** In the first round of a combat, you have advantage on attack rolls against any creature who is surprised.**Mimicry.** You can mimic any sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.**Languages.** You can read and write Common and Auran, but you can only speak using your Mimicry trait.

## KENKU

MPMM p24

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet**Size.** Your size is Medium or Small. You choose the size when you select this race.**Expert Duplication.** When you copy writing or craftwork produced by yourself or someone else, you have advantage on any ability checks you make to produce an exact duplicate.**Kenku Recall.** Thanks to your supernaturally good memory, you have proficiency in two skills of your choice.

Moreover, when you make an ability check using any skill in which you have proficiency, you can give yourself advantage on the check before rolling the d20. You can give yourself advantage in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Mimicry.** You can accurately mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations only with a successful Wisdom (Insight) check against a DC of 8 + your proficiency bonus + your Charisma modifier.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## KENKU

VGM p109

**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Kenku have shorter lifespans than humans. They reach maturity at about 12 years old and can live to 60.**Size.** Kenku are around 5 feet tall and weigh between 90 and 120 pounds. Your size is Medium.**Expert Forgery.** You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.**Kenku Training.** You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.**Mimicry.** You can mimic sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.**Languages.** You can read and write Common and Auran, but you can only speak using your Mimicry trait.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

**Base Height**  
4'4"

**Base Weight**  
50 lb.

**Height Modifier**  
+2d8

**Weight Modifier**  
× 1d6 lb.

## KHENRA

PSA P17

**Ability Scores:** Dexterity +2; Strength +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 35 feet

**Age.** Khenra mature quickly, reaching adulthood in their early teens. Khenra initiates are usually the youngest in a crop, completing the trials by their late teens. Even without a violent death, they rarely live past 60.

**Alignment.** Most khenra lean toward chaotic alignments. They have no particular inclination toward good or evil.

**Size.** Khenra have similar builds to humans. Your size is Medium.

**Khenra Weapon Training.** You have proficiency with the khopesh (longsword), spear, and javelin.

**Khenra Twins.** If your twin is alive and you can see your twin, whenever you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. If your twin is dead (or if you were born without a twin), you can't be frightened.

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

## KOBOLD

DMG'14 P282

**Ability Scores:** Dexterity +2; Strength -4**Creature Type:** Humanoid**Size:** Small**Speed:** 30 feet

**Pack Tactics.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

**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.

**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 color in darkness, only shades of gray.

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

## KOBOLD

MPMM P25

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small**Speed:** 30 feet

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You discern colors in that darkness only as shades of gray.

**Draconic Cry.** As a bonus action, you let out a cry at your enemies within 10 feet of you. Until the start of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear you. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Kobold Legacy.** Kobold's connections to dragons can manifest in unpredictable ways in an individual kobold. Choose one of the following legacy options for your kobold.

**Craftiness.** You have proficiency in one of the following skills of your choice: Arcana, Investigation, Medicine, Sleight of Hand, or Survival.

**Defiance.** You have advantage on saving throws to avoid or end the frightened condition on yourself.

**Draconic Sorcery.** You know one cantrip of your choice from the sorcerer spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for that cantrip (choose when you select this race).

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## KOBOLD

VGM<sub>P119</sub>**Ability Scores:** Dexterity +2**Creature Type:** Humanoid**Size:** Small**Speed:** 30 feet**Age.** Kobolds reach adulthood at age 6 and can live up to 120 years but rarely do so.**Size.** Kobolds are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.**Darkvision.** 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.**Grovel, Cower, and Beg.** As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that you can see. Once you use this trait, you can't use it again until you finish a short or long rest.**Pack Tactics.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.**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.**Languages.** You can speak, read, and write Common and Draconic.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

2'1"

**Base Weight**

25 lb.

**Height Modifier**

+2d4

**Weight Modifier**

× 1 lb.

## KOR

PSZ<sub>P10</sub>**Ability Scores:** Dexterity +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet, Climb 30 feet**Age.** Kor mature at the same rate as humans and live about as long.**Alignment.** Most kor are lawful good, with a strong dedication to community and the traditions of their ancestors.**Size.** Kor average nearly 6 feet tall, but are much lighter and more slender than humans. Your size is Medium.**Brave.** You have advantage on saving throws against being frightened.**Climbing.** You also have a climbing speed of 30 feet as long as you are not encumbered or wearing heavy armor.**Kor Climbing.** You have proficiency in the Athletics and Acrobatics skills.**Languages.** You can speak, read, and write Common, and communicate in the silent speech of the Kor.**Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

## KUO-TOA

DMG'14 p282

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

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

**Otherworldly Perception.** You can sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

**Slippery.** You have advantage on ability checks and saving throws made to escape a grapple.

**Sunlight Sensitivity.** While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Superior Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Languages.** You can speak, read, and write Undercommon.

## LEONIN

MOT p20

**Ability Scores:** Constitution +2; Strength +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 35 feet

**Age.** Leonin mature and age at about the same rate as humans.

**Alignment.** Leonin tend toward good alignments. Leonin who are focused on the pride lean toward lawful good.

**Size.** Leonin are typically over 6 feet tall, with some standing over 7 feet. Your size is Medium.

**Darkvision.** 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.

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

**Hunter's Instincts.** You have proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Survival.

**Daunting Roar.** As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
5'6"

**Base Weight**  
180 lb.

**Height Modifier**  
+2d10

**Weight Modifier**  
× 2d6 lb.

## LIZARDFOLK

DMG'14 p282

**Ability Scores:** Strength +2; Intelligence -2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Natural Armor.** Your scales function as natural armor, granting you a +3 bonus to Armor Class.

**Languages.** You can speak, read, and write Draconic.

## LIZARDFOLK

MPMM p26

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim equal to your walking speed

**Speed.** Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

**Bite.** You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Hungry Jaws.** You can throw yourself into a feeding frenzy. As a bonus action, you can make a special attack with your Bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Natural Armor.** You have tough, scaly skin. When you aren't wearing armor, your base AC is 13 + Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

**Nature's Intuition.** Thanks to your mystical connection to nature, you gain proficiency with two of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## LIZARDFOLK

VGM<sub>P111</sub>

**Ability Scores:** Constitution +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Lizardfolk reach maturity around age 14 and rarely live longer than 60 years.

**Size.** Lizardfolk are a little bulkier and taller than humans, and their colorful frills make them appear even larger. Your size is Medium.

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

**Bite.** Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Cunning Artisan.** As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Hunter's Lore.** You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

**Natural Armor.** You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

**Hungry Jaws.** In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your Constitution modifier (minimum of 1), and you can't use this trait again until you finish a short or long rest.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'9"

**Base Weight**

120 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d6 lb.

## LOCATHAH

LR P24

**Ability Scores:** Strength +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Locathah mature to adulthood by the age of 10 but have been known to live up to 80 years.

**Alignment.** Most locathah are true neutral or have some aspect of neutrality in their alignment. They tend toward good, coming from a culture where compassion for the downtrodden is a commonality.

**Natural Armor.** You have tough, scaly skin. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

**Observant & Athletic.** You have proficiency in the Athletics and Perception skills.

**Leviathan Will.** You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**Limited Amphibiousness.** You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.

**Size.** Locathah stand between 5 and 6 feet tall and average about 150 pounds. Your size is Medium.

**Language.** You can speak, read, and write Aquan and Common.



# LOXODON

GGR<sub>P17</sub>**Ability Scores:** Constitution +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Loxodons physically mature at the same rate as humans, but they live about 450 years. They highly value the weight of wisdom and experience and are considered young until they reach the age of 60.

**Alignment.** Most loxodons are lawful, believing in the value of a peaceful, ordered life. They also tend toward good.

**Size.** Loxodons stand between 7 and 8 feet tall. Their massive bodies weigh between 300 and 400 pounds. Your size is Medium.

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

**Loxodon Serenity.** You have advantage on saving throws against being charmed or frightened.

**Natural Armor.** You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

## TIP: AC CALCULATIONS DON'T STACK

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. You choose the one to use. For example, if you have the loxodon's Natural Armor trait and the monk's Unarmored Defense feature, you don't mix them together. Instead, you choose which one determines your AC.

**Trunk.** You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options.

Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

**Keen Smell.** Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
6'7"	295 lb.	+2d10	× 2d4 lb.

## LUMA

HWCS P16 **Ability Scores:** Charisma +2**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Luma (Sable)
- Luma (Sera)

### TRAITS

**Age.** Lumas are short-lived reaching adulthood around 20 years. Few lumas live beyond 70 years.

**Alignment.** Spurred by personal interests and flights of fancy, lumas lean towards chaotic alignments. While generally good natured, those that have been spurned by society find it hard to see the benefits of altruism, but even under such circumstances lumas are rarely evil.

**Size.** Lumas are the shortest and lightest of the birdfolk, standing roughly 3 feet tall and weighing only around 30 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Wing Flap.** As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

**Touched.** You know one cantrip from the sorcerer spell list. Charisma is your spellcasting ability for this cantrip.

**Fated.** Whether by luck or a guiding presence, you always seem to find your way. You can choose to reroll any attack, skill check, or saving throw. You can decide to do this after your roll, but only before the outcome of the roll has been determined. You can't use this feature again until you have completed a long rest.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

## LUMA (SABLE)

HWCS P16 

**Ability Scores:** Charisma +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** Lumas are short-lived reaching adulthood around 20 years. Few lumas live beyond 70 years.

**Alignment.** Spurred by personal interests and flights of fancy, lumas lean towards chaotic alignments. While generally good natured, those that have been spurned by society find it hard to see the benefits of altruism, but even under such circumstances lumas are rarely evil.

**Size.** Lumas are the shortest and lightest of the birdfolk, standing roughly 3 feet tall and weighing only around 30 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Wing Flap.** As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

**Touched.** You know one cantrip from the sorcerer spell list. Charisma is your spellcasting ability for this cantrip.

**Fated.** Whether by luck or a guiding presence, you always seem to find your way. You can choose to reroll any attack, skill check, or saving throw. You can decide to do this after your roll, but only before the outcome of the roll has been determined. You can't use this feature again until you have completed a long rest.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Hard to Read.** Your innate eccentricities make it hard for other folk to figure you out. When someone performs a Wisdom (Insight) check against you, they have disadvantage on their roll. Additionally, you gain advantage on Charisma (Deception) checks made against creatures that are not lumas.

**Resilience.** You have advantage on saving throws against poison and resistance against poison damage.

## LUMA (SERA)

HWCS P16 

**Ability Scores:** Charisma +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** Lumas are short-lived reaching adulthood around 20 years. Few lumas live beyond 70 years.

**Alignment.** Spurred by personal interests and flights of fancy, lumas lean towards chaotic alignments. While generally good natured, those that have been spurned by society find it hard to see the benefits of altruism, but even under such circumstances lumas are rarely evil.

**Size.** Lumas are the shortest and lightest of the birdfolk, standing roughly 3 feet tall and weighing only around 30 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Wing Flap.** As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

**Touched.** You know one cantrip from the sorcerer spell list. Charisma is your spellcasting ability for this cantrip.

**Fated.** Whether by luck or a guiding presence, you always seem to find your way. You can choose to reroll any attack, skill check, or saving throw. You can decide to do this after your roll, but only before the outcome of the roll has been determined. You can't use this feature again until you have completed a long rest.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Center of Attention.** You have proficiency in the Performance skill.

**Songbird.** When you perform, you can demonstrate the innate and mystical power of your Charisma. You may cast the charm person spell once per long rest. This spell does not require any somatic components to cast. Charisma is your spellcasting ability for this spell.

## MAN OF BREE

TLOtRR p40 

**Ability Scores:** Wisdom +1; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Adventuring Age.** Between 18–40 years of age. Actual adventurers from Bree-land are rare indeed. If they leave their villages at all, they do it when the vigour of youth is in their limbs, and usually return home to settle down before their fortieth year.

**Pipe-Weed Lore.** You have proficiency with pipes.

**See Through a Brick Wall in Time.** You have proficiency in the Insight skill.

**Starting Virtue.** You gain one cultural virtue of your choice (see Chapter 4).

**Languages.** You speak, read and write Westron, albeit slightly altered in a local dialect.

**Standard of Living: Common.** Bree-land is not as wealthy as it once was, but these days the inhabitants of the four villages are no more rustic than their neighbours in the Shire, and no less well-off.



### STARTING GEAR

TLOtRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Crossroads of the North
- Gate-Warden
- Off with Dwarves
- Forest-Dweller
- No Longer Free from Care and Fear
- Up the Greenway

## MAPACH

HWCS p28 

**Ability Scores:** Wisdom +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Climb 20 feet

**Age.** Mapachs mature quickly, reaching adulthood around 8 years. Despite this they have fairly average lifespans, the oldest among them living just past 60 years.

**Alignment.** Mapachs don't favour good over evil, with most choosing to remain neutral. They also lean towards the freedom of chaotic alignments.

**Size.** Mapachs stand between 4 and 5 feet tall, and encompass a variety of builds from svelt to wide, weighing between 90 and 160 pounds. Your size is Medium.

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

**Darkvision.** 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. Mapachs are most comfortable under the cloak of night.

**Expert Climbers.** You have a climb speed of 20 feet.

**Resilience.** You have advantage on saving throws against poison and resistance against poison damage.

**Scroungecraft.** You are proficient with tinker's tools. Additionally, you have the ability to construct crude but functional versions of common items using materials present in your surroundings. You may spend 10 minutes to craft these materials into any tool or piece of adventuring gear worth 30 gold pieces or less. The item will be completely functional, even capable of passing for a disguise (if you crafted an article of clothing). Tools, along with any other item that would logically break on its first use (caltrops, arrows), will become useless afterward. Scroungecrafted items will otherwise last 1 hour before falling apart.

Depending on the materials available, a Game Master (GM) may rule that you cannot craft an item in this way. For example, a vial of acid might be easy to make if you happen to be near a nest of acidic beetle larvae, or bark can be bound into a makeshift flask, but it would be difficult to create a passable facsimile of silken robes from a pile of leaves.

Should you have access to the proper materials, you can spend 8 hours converting an item you have scroungecrafted in this way into a permanent version, so long as you start this process before the item falls apart. Items crafted in such a way will function exactly as a normal version of the item, and if you have proficiency in the tools used to craft them, they can even look professionally-crafted. Otherwise, they retain a rather rough, cobbled-together appearance. You can also use scroungecraft to repair broken equipment, provided you have the materials on hand. Though, how long your repairs hold together is up to the GM.

**Skulker.** You have advantage on Stealth checks made in dim light and darkness.

**Languages.** You can speak, read, and write Birdfolk and Mapach.

## MERFOLK

DMG'14 p282

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 10 feet, Swim 40 feet

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

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

## MERFOLK

PSZ P13

**Ability Scores:** Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

This race has multiple subraces, as listed below:

- Merfolk (Ixalan; Blue)
- Merfolk (Ixalan; Green)
- Merfolk (Zendikar; Cosi Creed)
- Merfolk (Zendikar; Emeria Creed)
- Merfolk (Zendikar; Ula Creed)

### TRAITS

**Age.** Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.

**Alignment.** Most merfolk are neutral, though merfolk of the Emeria and Cosi creeds have chaotic leanings.

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

**Size.** Merfolk are about the same size and build as humans. Your size is Medium.

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

**Languages.** You can speak, read, and write Common, Merfolk, and one extra language of your choice.

## MERFOLK (IXALAN; BLUE)

PSX P12

**Ability Scores:** Intelligence +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.

**Alignment.** Most merfolk are neutral, though merfolk of the Emeria and Cosi creeds have chaotic leanings.

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

**Size.** Merfolk are about the same size and build as humans. Your size is Medium.

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

**Languages.** You can speak, read, and write Common (if it exists in your campaign), Merfolk, and one additional language of your choice.

**Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

**Lore of the Waters.** You gain proficiency in the History and Nature skills.

## MERFOLK (IXALAN; GREEN)

PSX P12

**Ability Scores:** Wisdom +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.

**Alignment.** Most merfolk are neutral, though merfolk of the Emeria and Cosi creeds have chaotic leanings.

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

**Size.** Merfolk are about the same size and build as humans. Your size is Medium.

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

**Languages.** You can speak, read, and write Common (if it exists in your campaign), Merfolk, and one additional language of your choice.

**Cantrip.** You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

## MERFOLK (ZENDIKAR; COSI CREED)

PSZ P13

**Ability Scores:** Charisma +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.

**Alignment.** Most merfolk are neutral, though merfolk of the Emeria and Cosi creeds have chaotic leanings.

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

**Size.** Merfolk are about the same size and build as humans. Your size is Medium.

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

**Languages.** You can speak, read, and write Common, Merfolk, and one extra language of your choice.

**Cantrip.** You know one cantrip of your choice from the bard spell list. Charisma is your spellcasting ability for it.

**Creed of the Trickster.** You have proficiency in the Sleight of Hand and Stealth skills.

## MERFOLK (ZENDIKAR; EMERIA CREED)

PSZ P13

**Ability Scores:** Wisdom +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.

**Alignment.** Most merfolk are neutral, though merfolk of the Emeria and Cosi creeds have chaotic leanings.

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

**Size.** Merfolk are about the same size and build as humans. Your size is Medium.

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

**Languages.** You can speak, read, and write Common, Merfolk, and one extra language of your choice.

**Cantrip.** You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

**Wind Creed Manipulation.** You have proficiency in the Deception and Persuasion skills.



## MERFOLK (ZENDIKAR; ULA CREED)

PSZ<sub>P13</sub>**Ability Scores:** Intelligence +2; Charisma +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet, Swim 30 feet**Age.** Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.**Alignment.** Most merfolk are neutral, though merfolk of the Emeria and Cosi creeds have chaotic leanings.**Amphibious.** You can breathe air and water.**Size.** Merfolk are about the same size and build as humans. Your size is Medium.**Swimming.** You have a swimming speed of 30 feet.**Languages.** You can speak, read, and write Common, Merfolk, and one extra language of your choice.**Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.**Water Creed Navigation.** You have proficiency with navigator's tools and in the Survival skill.

## MINOTAUR

GGR<sub>P18</sub>**Ability Scores:** Strength +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet*These traits are also suitable for minotaurs in other D&D worlds where these people have avoided the demonic influence of Baphomet.***Age.** Minotaurs enter adulthood at around the age of 17 and can live up to 150 years.**Alignment.** Most minotaurs who join the Boros Legion lean toward lawful alignments, while those associated with the Cult of Rakdos or the Gruul Clans tend toward chaotic alignments.**Size.** Minotaurs average over 6 feet in height, and they have stocky builds. Your size is Medium.**Horns.** Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.**Goring Rush.** Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.**Hammering Horns.** Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.**Imposing Presence.** You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.**Languages.** You can speak, read, and write Common and Minotaur.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

5'4"

**Base Weight**

175 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d6 lb.

## MINOTAUR

MOT p22

**Ability Scores:** Strength +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

*These traits are also suitable for minotaurs in other D&D worlds where these people have avoided the demonic influence of Baphomet.*

**Age.** Minotaurs mature and age at about the same rate as humans.

**Alignment.** Minotaurs who leave the walls of Skophos have the opportunity to be free of its culture and pursue chaotic alignments, while those who remain within the polis and its tyrannical regime tend toward lawful alignments.

**Size.** Minotaurs average over 6 feet in height, and they have stocky builds. Your size is Medium.

**Horns.** Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Goring Rush.** Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

**Hammering Horns.** Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

**Imposing Presence.** You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

5'4"

**Base Weight**

175 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d6 lb.

## MINOTAUR

MPMM p27

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Horns.** You have horns that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

**Goring Rush.** Immediately after you take the Dash action on your turn and move at least 20 feet, you can make one melee attack with your Horns as a bonus action.

**Hammering Horns.** Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to push that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you can push it up to 10 feet away from you.

**Labyrinthine Recall.** You always know which direction is north, and you have advantage on any Wisdom (Survival) check you make to navigate or track.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## MINOTAUR (AMONKHET)

PSA p19

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Minotaurs develop more slowly than humans, reaching full maturity around the age of 20. They typically become acolytes at around 8 or 9 years old, making them among the older members of their crops. Once they reach maturity, though, minotaurs age quickly, rushing headlong through the trials (as they do all aspects of life) to complete them before they pass their peak. A minotaur allowed to die of old age would rarely live beyond 40.

**Alignment.** Most minotaurs lean toward chaotic alignments, and they have a slight inclination toward evil.

**Size.** Minotaurs average over 6 feet in height, and they have strong, stocky builds. Your size is Medium.

**Natural Weapon.** You can use your horns as a natural weapon to make unarmed strikes. If you hit with your horns, you deal bludgeoning damage equal to 1d6 + your Strength modifier.

**Menacing.** You gain proficiency in the Intimidation skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

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

## NAGA

PSA p21

**Ability Scores:** Constitution +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Like humans, naga reach adulthood in their late teens. They show no signs of aging beyond that point except for growing larger, so in theory, a naga could live well over a century.

**Alignment.** Most naga are either neutral or neutral evil in alignment.

**Size.** Naga stand about 5 feet tall when upright, but the total length of their bodies, head to tail, ranges from 10 to as much as 20 feet. Your size is Medium.

**Speed Burst.** By lowering your body to the ground and propelling yourself with your arms, you can move more quickly for a time. As a bonus action on your turn, if you have both hands free, you can increase your walking speed by 5 feet until the end of your turn.

**Natural Weapons.** Your fanged maw and constricting serpentine body are natural weapons, which you can use to make unarmed strikes.

If you hit with your bite, you deal piercing damage equal to 1d4 + your Strength modifier, and your target must make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, the target takes 1d4 poison damage.

If you hit with your constrict attack, you deal bludgeoning damage equal to 1d6 + your Strength modifier, and the target is grappled (escape DC 8 + your proficiency bonus + your Strength modifier). Until this grapple ends, the target is restrained, and you can't constrict another target.

**Poison Immunity.** You are immune to poison damage and can't be poisoned.

**Poison Affinity.** You gain proficiency with the poisoner's kit.

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

## NAKUDAMA

O:TTG p129 

**Ability Scores:** Choose any +2; choose any other +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet, Swim 30 feet

Your Nakudama character gains traits that enable it to traverse and flourish on the island of Obojima.

**Ability Score Increase.** One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

**Age.** Young Nakudama learn to walk and swim in shallow waters just a few weeks after birth. They reach adulthood by the age of 10 and live an average of 45 years.

**Size.** Nakudama adults stand 2 to 3 feet tall and weigh 50 pounds on average. Your size is Small.

**Speed.** Your base walking speed is 25 feet and you have a swimming speed of 30 feet.

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

**Standing Leap.** Your long jump is up to 20 feet and your high jump is up to 15 feet, with or without a running start.

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

**Grasping Tongue.** As a bonus action, you can lash out your tongue at an object you can see within 15 feet of you that weighs no more than 5 pounds and pull it to you, catching it in your open hand or allowing it to fall at your feet. If the object is being worn or carried by a creature, the creature must succeed on a contested Strength check or have the object pulled away from it.

**Latching Tongue.** As a bonus action, you can extend your tongue to latch onto a surface or creature that is at least one size larger than you, pulling yourself toward it. The target must be no more than 15 feet away from you.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## ORC

DMG'14 p282

**Ability Scores:** Strength +2; Intelligence -2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Aggressive.** As a bonus action, you can move up to your speed toward a hostile creature that you can see.

**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 color in darkness, only shades of gray.

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

## ORC

EGW p178

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Orcs reach adulthood at age 16, and live up to 80 years.

**Alignment.** Orcs fear the curse of ruin that is said to plague their race, and tend strongly toward either chaos (accepting their fate), or toward law (rejecting it).

**Size.** Orcs stand easily 8 feet tall and corded with powerful muscles, weighing up to 280 pounds. Your size is Medium.

**Darkvision.** 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.

**Aggressive.** As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

**Primal Intuition.** You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Perception, and Survival.

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

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

## ORC

ERLW p31

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Orcs reach adulthood at age 12 and live up to 50 years.

**Alignment.** The orcs of Eberron are a passionate people, given to powerful emotion and deep faith. They are generally chaotic, but can be any alignment.

**Size.** Your size is Medium.

**Darkvision.** 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.

**Aggressive.** As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

**Primal Intuition.** You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

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

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
5'4"	175 lb.	+2d8	× 2d6 lb.

## ORC

MPMM<sub>P28</sub>

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Adrenaline Rush.** You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Whenever you use this trait, you gain a number of temporary hit points equal to your proficiency bonus.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

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

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## ORC

VGM<sub>P120</sub>

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Orcs reach adulthood at age 12 and live up to 50 years.

**Size.** Orcs are usually over 6 feet tall and weigh between 230 and 280 pounds. Your size is Medium.

**Darkvision.** 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.

**Aggressive.** As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

**Primal Intuition.** You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

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

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

Base Height

5'4"

Base Weight

175 lb.

Height Modifier

+2d8

Weight Modifier

× 2d6 lb.

## ORC

PHB'24 p195

**Creature Type:** Humanoid

**Size:** Medium (about 6-7 feet tall)

**Speed:** 30 feet

**Adrenaline Rush.** You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

**Darkvision.** You have Darkvision with a range of 120 feet.

**Relentless Endurance.** When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead. Once you use this trait, you can't do so again until you finish a Long Rest.

## ORC (IXALAN)

PSX p15

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

**Alignment.** Most orcs lean toward chaotic alignments, and many serve on pirate ships that encourage an inclination toward evil.

**Size.** Orcs average over 6 feet in height, and they have strong, stocky builds. Your size is Medium.

**Menacing.** You gain proficiency in the Intimidation skill.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Darkvision.** 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.

**Languages.** You can speak, read, and write Common (if it exists in your campaign) and Orc.

## OWLIN

SCC p29

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet, Fly equal to your walking speed

**Size.** You are Medium or Small. You choose the size when you select this race.

**Darkvision.** You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

**Flight.** Thanks to your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

**Silent Feathers.** You have proficiency in the Stealth skill.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## PLASMOID

AAG p14

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Ooze

**Size:** Small or Medium

**Speed:** 30 feet

**Creature Type.** You are an Ooze.

**Size.** You are Medium or Small. You choose the size when you select this race.

**Amorphous.** You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You have advantage on ability checks you make to initiate or escape a grapple.

**Darkvision.** You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

**Hold Breath.** You can hold your breath for 1 hour.

**Natural Resilience.** You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned.

**Shape Self.** As an action, you can reshape your body to give yourself a head, one or two arms, one or two legs, and makeshift hands and feet, or you can revert to a limbless blob. While you have a humanlike shape, you can wear clothing and armor made for a Humanoid of your size.

As a bonus action, you can extrude a pseudopod that is up to 6 inches wide and 10 feet long or reabsorb it into your body. As part of the same bonus action, you can use this pseudopod to manipulate an object, open or close a door or container, or pick up or set down a Tiny object. The pseudopod contains no sensory organs and can't attack, activate magic items, or lift more than 10 pounds.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.



## RANGER OF THE NORTH

TLOtRR p42 

**Ability Scores:** Choose one of: (a) From Strength, Constitution, and Wisdom choose one ability to increase by 2, one other ability to increase by 1, and one other ability to increase by 1 (b) Strength +1; Constitution +1; Wisdom +1; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 35 feet

**Adventuring Age.** Between 20–50 years of age. Rangers take to the Wild around the age of twenty, but may begin to go on adventures even at a younger age. They retain their strength of body and will longer than most Men, but usually cease to travel far from Eriador when they reach their fifties.

**Wandering Folk.** You have proficiency in two of the following skills of your choice: Explore, Hunting, Old Lore, Perception, Stealth, or Travel.

**Languages.** You can speak, read and write Westron and Sindarin.

**Standard of Living: Frugal.** Rangers rarely wear or carry anything whose worth cannot be measured in a practical way. Their gear or garments are never considered precious for the gleam of stone or gold, but for their capability to endure long journeys and strenuous fights.

### STARTING GEAR

TLOtRR p70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

**Backgrounds.** Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Counsellor
- Hunter of Orcs
- Protector of the Land
- Far-Reaching Herald
- Keeper of Lore
- Watcher on the Border

## RAPTOR

HWCS p18 **Ability Scores:** Dexterity +2**Creature Type:** Humanoid**Size:** Small**Speed:** 25 feet

This race has multiple subraces, as listed below:

- Raptor (Maran)
- Raptor (Mistral)

### TRAITS

**Age.** Raptors reach maturity around 20 years. They can live longer than any other birdfolk race, over 100 years.

**Alignment.** Raptors tend towards neutral alignments. Preferring the path of naturalists and hunters, raptors rarely see value in order for the sake of order, and are often more pragmatic than idealistic.

**Size.** Raptors are lean, muscular hunters, but they stand less than 4 feet tall. Their light builds usually lend themselves to bodies that weigh far less than one would expect for their height, averaging around only 35 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Keen Senses.** You have proficiency in the Perception skill.

**Woodland Hunter.** Your accuracy allows you to treat three-quarters cover as half cover and half cover as no cover.

**Hunter's Training.** You have proficiency with the longbow, shortbow, and spear. Additionally, your familiarity with the longbow means that it is not considered a heavy weapon for you.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

## RAPTOR (MARAN)

HWCS p18 

**Ability Scores:** Dexterity +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet, Swim 25 feet

**Age.** Raptors reach maturity around 20 years. They can live longer than any other birdfolk race, over 100 years.

**Alignment.** Raptors tend towards neutral alignments. Preferring the path of naturalists and hunters, raptors rarely see value in order for the sake of order, and are often more pragmatic than idealistic.

**Size.** Raptors are lean, muscular hunters, but they stand less than 4 feet tall. Their light builds usually lend themselves to bodies that weigh far less than one would expect for their height, averaging around only 35 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Keen Senses.** You have proficiency in the Perception skill.

**Woodland Hunter.** Your accuracy allows you to treat three-quarters cover as half cover and half cover as no cover.

**Hunter's Training.** You have proficiency with the longbow, shortbow, and spear. Additionally, your familiarity with the longbow means that it is not considered a heavy weapon for you.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Swimmer.** You have a swimming speed of 25 feet.

**Patient.** When you react with a readied action, you have advantage on the first attack roll, skill check, or ability check you make as a part of that action.

## RAPTOR (MISTRAL)

HWCS p18 

**Ability Scores:** Dexterity +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Small

**Speed:** 25 feet

**Age.** Raptors reach maturity around 20 years. They can live longer than any other birdfolk race, over 100 years.

**Alignment.** Raptors tend towards neutral alignments. Preferring the path of naturalists and hunters, raptors rarely see value in order for the sake of order, and are often more pragmatic than idealistic.

**Size.** Raptors are lean, muscular hunters, but they stand less than 4 feet tall. Their light builds usually lend themselves to bodies that weigh far less than one would expect for their height, averaging around only 35 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Keen Senses.** You have proficiency in the Perception skill.

**Woodland Hunter.** Your accuracy allows you to treat three-quarters cover as half cover and half cover as no cover.

**Hunter's Training.** You have proficiency with the longbow, shortbow, and spear. Additionally, your familiarity with the longbow means that it is not considered a heavy weapon for you.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Agile.** You have proficiency in the Acrobatics skill.

**Aerial Defense.** Creatures that attack you while you are falling, gliding, or jumping have disadvantage on their attack roll.

## REBORN

VRGR P20

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet

**Size.** You are Medium or Small. You choose the size when you gain this lineage.

**Ancestral Legacy.** If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

**Deathless Nature.** You have escaped death, a fact represented by the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

**Knowledge from a Past Life.** You temporarily remember glimpses of the past, perhaps faded memories from ages ago or a previous life. When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on the d20 and add the number on the d6 to the check. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## SATYR

MOT P24

**Ability Scores:** Charisma +2; Dexterity +1

**Creature Type:** Fey

**Size:** Medium

**Speed:** 35 feet

**Age.** Satyrs mature and age at about the same rate as humans.

**Alignment.** Satyrs delight in living a life free of the mantle of law. They gravitate toward being good, but some have devious streaks and enjoy causing dismay.

**Size.** Satyrs range from just under 5 feet to about 6 feet in height, with generally slender builds. Your size is Medium.

**Fey.** Your creature type is fey, rather than humanoid.

**Ram.** You can use your head and horns to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

**Magic Resistance.** You have advantage on saving throws against spells and other magical effects.

**Mirthful Leaps.** Whenever you make a long or high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.

**Reveler.** You have proficiency in the Performance and Persuasion skills, and you have proficiency with one musical instrument of your choice.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	100 lb.	+2d8	× 2d4 lb.

## SATYR

MPMM<sub>p29</sub>

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Fey

**Size:** Medium

**Speed:** 35 feet

**Creature Type.** You are a Fey.

**Ram.** You can use your head and horns to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

**Magic Resistance.** You have advantage on saving throws against spells.

**Mirthful Leaps.** Whenever you make a long jump or a high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as usual.

**Reveler.** As an embodiment of revelry, you have proficiency in the Performance and Persuasion skills, and you have proficiency with one musical instrument of your choice.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## SEA ELF

MPMM<sub>p30</sub>

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim equal to your walking speed

**Creature Type.** You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

**Speed.** Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

**Child of the Sea.** You can breathe air and water, and you have resistance to cold damage.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Friend of the Sea.** Aquatic animals have an extraordinary affinity with your people. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

**Keen Senses.** You have proficiency in the Perception skill.

**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Whenever you finish this trance, you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## SHADAR-KAI

MPMM P31

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Creature Type.** You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

**Blessing of the Raven Queen.** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Keen Senses.** You have proficiency in the Perception skill.

**Necrotic Resistance.** You have resistance to necrotic damage.

**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Whenever you finish this trance, you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## SHIFTER

ERLW P33

**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Shifter (Beasthide)
- Shifter (Longtooth)
- Shifter (Swiftstride)
- Shifter (Wildhunt)

### TRAITS

**Age.** Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

**Alignment.** Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

**Size.** Your size is Medium.

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

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

**Shifting.** As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

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



## SHIFTER

MPMM<sub>P32</sub>

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Bestial Instincts.** Channeling the beast within, you have proficiency in one of the following skills of your choice: Acrobatics, Athletics, Intimidation, or Survival.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You discern colors in that darkness only as shades of gray.

**Shifting.** As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to  $2 \times$  your proficiency bonus. You can shift a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Whenever you shift, you gain an additional benefit based on one of the following options (choose when you select this race):

**Beasthide.** You gain 1d6 additional temporary hit points. While shifted, you have a +1 bonus to your Armor Class.

**Longtooth.** When you shift and as a bonus action on your other turns while shifted, you can use your elongated fangs to make an unarmed strike. If you hit with your fangs, you can deal piercing damage equal to  $1d6 +$  your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Swiftstride.** While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.

**Wildhunt.** While shifted, you have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you unless you're incapacitated.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## SHIFTER (BEASTHIDE)

ERLW P34

**Ability Scores:** Constitution +2; Strength +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

**Alignment.** Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

**Size.** Your size is Medium.

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

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

**Shifting.** As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

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

**Natural Athlete.** You have proficiency in the Athletics skill.

**Shifting Feature.** Whenever you shift, you gain 1d6 additional temporary hit points. While shifted, you have a +1 bonus to your Armor Class.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'6"

**Base Weight**

90 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## SHIFTER (LONGTOOTH)

ERLW P34

**Ability Scores:** Strength +2; Dexterity +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

**Alignment.** Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

**Size.** Your size is Medium.

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

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

**Shifting.** As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

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

**Fierce.** You have proficiency in the Intimidation skill.

**Shifting Feature.** While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'6"

**Base Weight**

90 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## SHIFTER (SWIFTSTRIDE)

ERLW P34

**Ability Scores:** Dexterity +2; Charisma +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

**Alignment.** Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

**Size.** Your size is Medium.

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

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

**Shifting.** As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

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

**Graceful.** You have proficiency in the Acrobatics skill.

**Shifting Feature.** While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'6"

**Base Weight**

90 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## SHIFTER (WILDHUNT)

ERLW P34

**Ability Scores:** Wisdom +2; Dexterity +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

**Alignment.** Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

**Size.** Your size is Medium.

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

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

**Shifting.** As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

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

**Natural Tracker.** You have proficiency in the Survival skill.

**Shifting Feature.** While shifted, you have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you, unless you're incapacitated.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'6"

**Base Weight**

90 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## SIMIC HYBRID

GGR<sub>P20</sub>

**Ability Scores:** Constitution +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Hybrids begin their lives as adult humans, elves, or vedalken. They age at a slightly accelerated rate, so their maximum life spans are probably reduced somewhat. The Guardian Project has not been operating long enough to observe the full effect of this phenomenon.

**Alignment.** Most hybrids share the generally neutral outlook of the Simic Combine. They are more interested in scientific research and the standing of their guild than in moral or ethical questions. Those who leave the Combine, however, often do so because their philosophical outlook and alignment are more in line with a different guild's.

**Size.** Your size is Medium, within the normal range of your humanoid base race.

**Darkvision.** 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.

**Languages.** You can speak, read, and write Common and your choice of Elvish or Vedalken.

**Animal Enhancement.** Your body has been altered to incorporate certain animal characteristics. You choose one animal enhancement now and a second enhancement at 5th level.

At 1st level, choose one of the following options:

**Manta Glide.** You have ray-like fins that you can use as wings to slow your fall or allow you to glide. 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.

**Nimble Climber.** You have a climbing speed equal to your walking speed.

**Underwater Adaptation.** You can breathe air and water, and you have a swimming speed equal to your walking speed.

At 5th level, your body evolves further, developing new characteristics. Choose one of the options you didn't take at 1st level, or one of the following options:

**Grappling Appendage.** You have two special appendages growing alongside your arms. Choose whether they're both claws or tentacles. As an action, you can use one of them to try to grapple a creature. Each one is also a natural weapon, which you can use to make an unarmed strike. If you hit with it, the target takes bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Immediately after hitting, you can try to grapple the target as a bonus action. These appendages can't precisely manipulate anything and can't wield weapons, magic items, or other specialized equipment.

**Carapace.** Your skin in places is covered by a thick shell. You gain a +1 bonus to AC when you're not wearing heavy armor.

**Acid Spit.** As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target takes 2d10 acid damage unless it succeeds on a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. This damage increases by 1d10 when you reach 11th level (3d10) and 17th level (4d10). You can use this trait a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

## SIREN

PSX p17

**Ability Scores:** Charisma +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 25 feet, Fly 30 feet

**Alignment.** Most sirens lean toward chaotic alignment, cherishing the freedom and independence that comes from joining a pirate crew.

**Size.** Sirens stand about 5 to 6 feet tall, but their bodies are slender and their bones partially hollow to facilitate their flight. Your size is Medium.

**Siren's Song.** You know the friends cantrip and can cast it without material components.

**Flight.** You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

**Languages.** You can speak, read, and write Common (if it exists in your campaign) and Siren.

## SKELETON

DMG'14 p282

**Ability Scores:** Dexterity +2; Intelligence -4; Charisma -4

**Creature Type:** Undead

**Size:** Medium

**Speed:** 30 feet

**Creature Type.** You are Undead.

**Brittle Bones.** You are vulnerable to bludgeoning damage.

**Undead Nature.** You are immune to poison damage and exhaustion, and you can't be poisoned. You don't require air, food, drink, or sleep.

**Darkvision.** 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.

**Languages.** You can't speak, but you can understand the languages you knew in life.

## STRIG

HWCS P20 **Ability Scores:** Strength +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Strig (Stout)
- Strig (Swift)

## TRAITS

**Age.** Strigs reach maturity faster than most birdfolk races, around 15 years. They can reach a respectable old age by birdfolk standards, living around 80 years.

**Alignment.** Strigs are normally good aligned, having a strong sense of fair play as well as a tendency to see the best in others. They also favor chaotic alignments, as strigs are a freedom-loving people who will usually put their personal morals above any imposed system of governance.

**Size.** Strigs are muscular, imposing folk ranging from 4 to over 5 feet tall and weighing around 110 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Darkvision.** You are adept at hunting under the cover of night. 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.

**Patterned Feathers.** You have advantage on Dexterity (Stealth) checks when you attempt to hide in a forest.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.



## STRIG (STOUT)

HWCS P20 

**Ability Scores:** Strength +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Strigs reach maturity faster than most birdfolk races, around 15 years. They can reach a respectable old age by birdfolk standards, living around 80 years.

**Alignment.** Strigs are normally good aligned, having a strong sense of fair play as well as a tendency to see the best in others. They also favor chaotic alignments, as strigs are a freedom-loving people who will usually put their personal morals above any imposed system of governance.

**Size.** Strigs are muscular, imposing folk ranging from 4 to over 5 feet tall and weighing around 110 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Darkvision.** You are adept at hunting under the cover of night. 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.

**Patterned Feathers.** You have advantage on Dexterity (Stealth) checks when you attempt to hide in a forest.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Imposing.** You have proficiency in the Intimidation skill.

**Brawler.** When you successfully attack a target with your talons, you can choose to grapple that target as a bonus action.

## STRIG (SWIFT)

HWCS P20 

**Ability Scores:** Strength +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 35 feet

**Age.** Strigs reach maturity faster than most birdfolk races, around 15 years. They can reach a respectable old age by birdfolk standards, living around 80 years.

**Alignment.** Strigs are normally good aligned, having a strong sense of fair play as well as a tendency to see the best in others. They also favor chaotic alignments, as strigs are a freedom-loving people who will usually put their personal morals above any imposed system of governance.

**Size.** Strigs are muscular, imposing folk ranging from 4 to over 5 feet tall and weighing around 110 pounds. Your size is Medium.

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

**Glide.** Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

**Talons.** Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

**Darkvision.** You are adept at hunting under the cover of night. 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.

**Patterned Feathers.** You have advantage on Dexterity (Stealth) checks when you attempt to hide in a forest.

**Languages.** You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

**Swift.** Your base walking speed increases to 35 feet.

**Survivor.** You have proficiency in the Survival skill.

## TABAXI

MPMM P33

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet, Climb equal to your walking speed

**Size.** You are Medium or Small. You choose the size when you select this race.

**Speed.** Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

**Cat's Claws.** You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

**Cat's Talent.** You have proficiency in the Perception and Stealth skills.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Feline Agility.** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## TABAXI

VGM<sub>P113</sub>**Ability Scores:** Dexterity +2; Charisma +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet, Climb 20 feet**Age.** Tabaxi have lifespans equivalent to humans.**Size.** Tabaxi are taller on average than humans and relatively slender. Your size is Medium.**Darkvision.** You have a cat's keen senses, especially in the dark. 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.**Feline Agility.** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.**Cat's Claws.** Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.**Cat's Talents.** You have proficiency in the Perception and Stealth skills.**Languages.** You can speak, read, and write Common and one other language of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'10"

**Base Weight**

90 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## THRI-KREEN

AAG p15

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Monstrosity

**Size:** Small or Medium

**Speed:** 30 feet

**Creature Type.** You are a Monstrosity.

**Size.** You are Medium or Small. You choose the size when you select this race.

**Chameleon Carapace.** While you aren't wearing armor, your carapace gives you a base Armor Class of 13 + your Dexterity modifier.

As an action, you can change the color of your carapace to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in those surroundings.

**Darkvision.** You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

**Secondary Arms.** You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

**Sleepless.** You do not require sleep and can remain conscious during a long rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

**Thri-kreen Telepathy.** Without the assistance of magic, you can't speak the non-thri-kreen languages you know. Instead you use telepathy to convey your thoughts. You have the magical ability to transmit your thoughts mentally to willing creatures within 120 feet of yourself. A contacted creature doesn't need to share a language with you to understand your thoughts, but it must be able to understand at least one language. Your telepathic link to a creature is broken if you and the creature move more than 120 feet apart, if either of you is incapacitated, or if either of you mentally breaks the contact (no action required).

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## TIEFLING

PHB'14 p42

**Ability Scores:** Charisma +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Infernal Legacy.** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell with this trait; you regain the ability to cast it when you finish a long rest. Once you reach 5th level, you can also cast the darkness spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## TIEFLING

PHB'24 p197

**Creature Type:** Humanoid**Size:** Medium (about 4-7 feet tall) or Small (about 3-4 feet tall), chosen when you select this species**Speed:** 30 feet**Darkvision.** You have Darkvision with a range of 60 feet.**Fiendish Legacy.** You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

**Fiendish Legacies**

Legacy	Level 1	Level 3	Level 5
Abyssal	You have Resistance to Poison damage. You also know the Poison Spray cantrip.	Ray of Sickness	Hold Person
Chthonic	You have Resistance to Necrotic damage. You also know the Chill Touch cantrip.	False Life	Ray of Enfeeblement
Infernal	You have Resistance to Fire damage. You also know the Fire Bolt cantrip.	Hellish Rebuke	Darkness

**Otherworldly Presence.** You know the Thaumaturgy cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy Trait.

## TIEFLING (ASMODEUS)

MTF p21

**Ability Scores:** Charisma +2; Intelligence +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Tieflings mature at the same rate as humans but live a few years longer.**Size.** Tieflings are about the same size and build as humans. Your size is Medium.**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.**Hellish Resistance.** You have resistance to fire damage.

**Infernal Legacy.** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell with this trait; you regain the ability to cast it when you finish a long rest. Once you reach 5th level, you can also cast the darkness spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight**

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## TIEFLING (BAALZEBUL)

MTF p21

**Ability Scores:** Charisma +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Legacy of Maladomini.** You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the ray of sickness spell as a 2nd-level 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 crown of madness 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'9"

**Base Weight**

110 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## TIEFLING (BASE)

**Ability Scores:** Charisma +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Tiefling
- Tiefling (Asmodeus)
- Tiefling (Baalzebul)
- Tiefling (Dispater)
- Tiefling (Fierna)
- Tiefling (Glasya)
- Tiefling (Levistus)
- Tiefling (Mammon)
- Tiefling (Mephistopheles)
- Tiefling (Variant; Devil's Tongue)
- Tiefling (Variant; Hellfire)
- Tiefling (Variant; Infernal Legacy)
- Tiefling (Variant; Winged)
- Tiefling (Zariel)

### TRAITS

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Infernal Legacy.** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell with this trait; you regain the ability to cast it when you finish a long rest. Once you reach 5th level, you can also cast the darkness spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

## TIEFLING (DISPATER)

MTF p21

**Ability Scores:** Charisma +2; Dexterity +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Legacy of Dis.** You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the disguise self 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 detect thoughts 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'9"

**Base Weight**

110 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## TIEFLING (FIERNA)

MTF p21

**Ability Scores:** Charisma +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Legacy of Phlegethos.** You know the friends cantrip. When you reach 3rd level, you can cast the charm person spell as a 2nd-level 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

4'9"

**Base Weight**

110 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.



## TIEFLING (GLASYA)

MTF P22

**Ability Scores:** Charisma +2; Dexterity +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Tieflings mature at the same rate as humans but live a few years longer.**Size.** Tieflings are about the same size and build as humans. Your size is Medium.**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.**Hellish Resistance.** You have resistance to fire damage.**Legacy of Malbolge.** You know the minor illusion cantrip. When you reach 3rd level, you can cast the disguise self 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 invisibility 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

4'9"

**Base Weight**

110 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## TIEFLING (LEVISTUS)

MTF P22

**Ability Scores:** Charisma +2; Constitution +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Tieflings mature at the same rate as humans but live a few years longer.**Size.** Tieflings are about the same size and build as humans. Your size is Medium.**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.**Hellish Resistance.** You have resistance to fire damage.**Legacy of Stygia.** You know the ray of frost cantrip. When you reach 3rd level, you can cast the armor of Agathys spell as a 2nd-level 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 darkness 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

4'9"

**Base Weight**

110 lb.

**Height Modifier**

+2d8

**Weight Modifier**

× 2d4 lb.

## TIEFLING (MAMMON)

MTF P22

**Ability Scores:** Charisma +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Legacy of Minauros.** You know the mage hand cantrip. When you reach 3rd level, you can cast the Tenser's floating disk spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the arcane lock spell once with this trait, requiring no material component, 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## TIEFLING (MEPHISTOPHELES)

MTF P23

**Ability Scores:** Charisma +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Legacy of Cania.** You know the mage hand cantrip. When you reach 3rd level, you can cast the burning hands spell as a 2nd-level 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 flame blade 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## TIEFLING (VARIANT; DEVIL'S TONGUE)

SCAG P118

**Ability Scores:** Intelligence +1; Choose Dexterity or Charisma +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Devil's Tongue.** You know the vicious mockery cantrip. When you reach 3rd level, you can cast the charm person spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the enthrall spell once with this trait. You must finish a long rest to cast these spells once again with this trait. Charisma is your spellcasting ability for them. This trait replaces the Infernal Legacy trait.

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

**Appearance.** Your tiefling might not look like other tieflings. Rather than having the physical characteristics described in the Player's Handbook, choose 1d4+1 of the following features: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goatlike legs; cloven hoofs; a forked tail; leathery or scaly skin; red or dark blue skin; cast no shadow or reflection; exude a smell of brimstone.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
4'9"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d8

**Weight Modifier**  
× 2d4 lb.

## TIEFLING (VARIANT; HELLFIRE)

SCAG p118

**Ability Scores:** Intelligence +1; Choose Dexterity or Charisma +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Hellfire.** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the burning hands spell once per day as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the darkness spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

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

**Appearance.** Your tiefling might not look like other tieflings. Rather than having the physical characteristics described in the Player's Handbook, choose 1d4+1 of the following features: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goatlike legs; cloven hoofs; a forked tail; leathery or scaly skin; red or dark blue skin; cast no shadow or reflection; exude a smell of brimstone.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
4'9"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d8

**Weight Modifier**  
× 2d4 lb.

## TIEFLING (VARIANT; INFERNAL LEGACY)

SCAG p118

**Ability Scores:** Intelligence +1; Choose Dexterity or Charisma +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Infernal Legacy.** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell with this trait; you regain the ability to cast it when you finish a long rest. Once you reach 5th level, you can also cast the darkness spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

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

**Appearance.** Your tiefling might not look like other tieflings. Rather than having the physical characteristics described in the Player's Handbook, choose 1d4+1 of the following features: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goatlike legs; cloven hoofs; a forked tail; leathery or scaly skin; red or dark blue skin; cast no shadow or reflection; exude a smell of brimstone.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**  
4'9"

**Base Weight**  
110 lb.

**Height Modifier**  
+2d8

**Weight Modifier**  
× 2d4 lb.

## TIEFLING (VARIANT; WINGED)

SCAG P118

**Ability Scores:** Intelligence +1; Choose Dexterity or Charisma +2

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Fly 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Winged.** You have bat-like wings sprouting from your shoulder blades. You have a flying speed of 30 feet while you aren't wearing heavy armor.

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

**Appearance.** Your tiefling might not look like other tieflings. Rather than having the physical characteristics described in the Player's Handbook, choose 1d4+1 of the following features: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goatlike legs; cloven hoofs; a forked tail; leathery or scaly skin; red or dark blue skin; cast no shadow or reflection; exude a smell of brimstone.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## TIEFLING (ZARIEL)

MTF P23

**Ability Scores:** Charisma +2; Strength +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Tieflings mature at the same rate as humans but live a few years longer.

**Size.** Tieflings are about the same size and build as humans. Your size is Medium.

**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.

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

**Legacy of Avernus.** You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the searing smite spell as a 2nd-level 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 branding smite 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 Infernal.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'9"	110 lb.	+2d8	× 2d4 lb.

## TORTLE

MPMM P34

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet

**Size.** You are Medium or Small. You choose the size when you select this race.

**Claws.** You have claws that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

**Hold Breath.** You can hold your breath for up to 1 hour.

**Natural Armor.** Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

**Nature's Intuition.** Thanks to your mystical connection to nature, you gain proficiency with one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

**Shell Defense.** You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to your AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## TORTLE

TTP P3

**Ability Scores:** Strength +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

*The Turtle Package is considered part of Xanathar's Guide to Everything for Adventurers League character creation.*

**Age.** Young turtles crawl for a few weeks after birth before learning to walk on two legs. They reach adulthood by the age of 15 and live an average of 50 years.

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

**Size.** Turtle adults stand 5 to 6 feet tall and average 450 pounds. Their shells account for roughly one-third of their weight. Your size is Medium.

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

**Hold Breath.** You can hold your breath for up to 1 hour at a time. Turtles aren't natural swimmers, but they can remain underwater for some time before needing to come up for air.

**Natural Armor.** Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

**Shell Defense.** You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

**Survival Instinct.** You gain proficiency in the Survival skill. Turtles have finely honed survival instincts.

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

## TRITON

MOT P26

**Ability Scores:** Strength +1; Constitution +1; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim 30 feet

**Age.** Tritons reach maturity around age 15 and can live up to 200 years.

**Size.** Tritons are slightly shorter than humans, averaging about 5 feet tall. Your size is Medium.

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

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

**Control Air and Water.** A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water with it. Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

**Darkvision.** 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.

**Emissary of the Sea.** Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

**Guardians of the Depths.** Adapted to even the most extreme ocean depths, you have resistance to cold damage.

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

**Alignment.** Tritons tend toward neutrality. Their culture encourages them to be mindful of life's currents, knowing when to harness fate's tides and when to flow along with them.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'6"	90 lb.	+2d10	× 2d4 lb.

## TRITON

MPMM P35

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet, Swim equal to your walking speed

**Speed.** Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

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

**Control Air and Water.** You can cast fog cloud with this trait. Starting at 3rd level, you can cast the gust of wind spell with this trait. Starting at 5th level, you can also cast the water walk spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Emissary of the Sea.** You can communicate simple ideas to any Beast, Elemental, or Monstrosity that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

**Guardian of the Depths.** Adapted to the frigid ocean depths, you have resistance to cold damage.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.



## TRITON

VGM<sub>P115</sub>**Ability Scores:** Strength +1; Constitution +1; Charisma +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet, Swim 30 feet**Age.** Tritons reach maturity around age 15 and can live up to 200 years.**Size.** Tritons are slightly shorter than humans, averaging about 5 feet tall. Your size is Medium.**Swim Speed.** You have a swimming speed of 30 feet.**Amphibious.** You can breathe air and water.**Control Air and Water.** A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water with it. Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.**Darkvision.** 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.**Emissary of the Sea.** Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.**Guardians of the Depths.** Adapted to even the most extreme ocean depths, you have resistance to cold damage.**Languages.** You can speak, read, and write Common and Primordial.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

**Random Height and Weight****Base Height**

4'6"

**Base Weight**

90 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## TROGLODYTE

DMG'14<sub>P282</sub>**Ability Scores:** Strength +2; Constitution +2; Intelligence -4; Charisma -4**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Chameleon Skin.** You have advantage on Dexterity (Stealth) checks made to hide.**Stench.** Any creature other than a troglodyte that starts its turn within 5 ft. of you must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.**Sunlight Sensitivity.** While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.**Natural Armor.** Your thick hide grants you a +1 bonus to Armor Class.**Darkvision.** 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.**Languages.** You can speak, read, and write Troglodyte.

## VAMPIRE

PSZ P14

**Ability Scores:** Charisma +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Vampire (Ixalan)
- Vampire (Zendikar)

### TRAITS

**Age.** Vampires don't mature and age in the same way that other races do. Every living vampire is either a bloodchief, infected by Ulamog's influence in the distant reaches of history, or was spawned by a bloodchief from a living human. Most vampires are thus very old, but few have any memory of their earliest years.

**Alignment.** Vampires have no innate tendency toward evil, but consuming the life energy of other creatures often pushes them to that end. Regardless of their moral bent, the strict hierarchies of their bloodchiefs inclines them toward a lawful alignment.

**Size.** Vampires are about the same size and build as humans. Your size is Medium.

**Blood Thirst.** You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Darkvision.** Thanks to your 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.

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

**Vampiric Resistance.** You have resistance to necrotic damage.

## VAMPIRE (IXALAN)

PSX P14

**Ability Scores:** Charisma +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Vampires don't mature and age in the same way that other races do.

**Alignment.** Vampires might not have an innate tendency toward evil, but many of them end up there. Evil or not, their strict hierarchies incline them toward a lawful alignment.

**Size.** Vampires are the same size and build as humans. Your size is Medium.

**Blood Thirst.** You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Darkvision.** Thanks to your 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.

**Languages.** You can speak, read, and write Common (if it exists in your campaign) and Vampire.

**Vampiric Resistance.** You have resistance to necrotic damage.

**Feast of Blood.** When you drain blood with your Bloodthirst ability, you experience a surge of vitality. Your speed increases by 10 feet, and you gain advantage on Strength and Dexterity checks and saving throws for 1 minute.

## VAMPIRE (ZENDIKAR)

PSZ<sub>P14</sub>**Ability Scores:** Charisma +2; Intelligence +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Vampires don't mature and age in the same way that other races do. Every living vampire is either a bloodchief, infected by Ulamog's influence in the distant reaches of history, or was spawned by a bloodchief from a living human. Most vampires are thus very old, but few have any memory of their earliest years.

**Alignment.** Vampires have no innate tendency toward evil, but consuming the life energy of other creatures often pushes them to that end. Regardless of their moral bent, the strict hierarchies of their bloodchiefs inclines them toward a lawful alignment.

**Size.** Vampires are about the same size and build as humans. Your size is Medium.

**Blood Thirst.** You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Darkvision.** Thanks to your 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.

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

**Vampiric Resistance.** You have resistance to necrotic damage.

**Null Transformation.** A humanoid killed with your Bloodthirst ability becomes a null.

## VEDALKEN

GGR<sub>P21</sub>**Ability Scores:** Intelligence +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

**Age.** Vedalken mature slower than humans do, reaching maturity around age 40. Their life span is typically 350 years, with some living to the age of 500.

**Alignment.** Vedalken are usually lawful and non-evil.

**Size.** Tall and slender, Vedalken stand 6 to 6½ feet tall on average and usually weigh less than 200 pounds. Your size is Medium.

**Vedalken Dispassion.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

**Tireless Precision.** You are proficient in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. You are also proficient with one tool of your choice.

Whenever you make an ability check with the chosen skill or tool, roll a d4 and add the number rolled to the check's total.

**Partially Amphibious.** By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

**Base Height**

5'4"

**Base Weight**

110 lb.

**Height Modifier**

+2d10

**Weight Modifier**

× 2d4 lb.

## VEDALKEN

PSK p23

**Ability Scores:** Intelligence +2; Wisdom +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

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

**Alignment.** Vedalken are most often lawful and rarely evil.

**Size.** Vedalken are taller than humans but more slender. They average 6 to 6½ feet tall, but usually weigh less than 200 pounds. Your size is Medium.

**Languages.** You can speak, read, and write Common and Vedalken. The Vedalken language is renowned for its technical treatises and its catalogs of knowledge about the natural world and the aether that pervades it.

**Vedalken Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Aether Lore.** Whenever you make an Intelligence (History) check related to magic items or aether-powered technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

## VERDAN

AI p72

**Ability Scores:** Charisma +2; Constitution +1

**Creature Type:** Humanoid

**Size:** Varies

**Speed:** 30 feet

**Age.** Verdan reach adulthood at around the age of 24, and it is thought that they might live to nearly 200 years old. However, because no verdan has died of old age since the race's initial creation, their upper age limits remain subject to speculation.

**Alignment.** Verdan are generally good, although their absence of racial identity and shared history can sometimes see individual verdan become untethered from any moral or ethical framework.

**Size.** Verdan start out similar in size to the goblins they were created from, ranging from 3 to 4 feet in height. But at some point after reaching maturity, each verdan undergoes a sudden growth spurt of 2 feet or more. At 1st level, you are a Small creature. When you reach 5th level, you become a Medium creature.

**Black Blood Healing.** The black blood that is a sign of your people's connection to That-Which-Endures boosts your natural healing. When you roll a 1 or 2 on any Hit Die you spend at the end of a short rest, you can reroll the die and must use the new roll.

**Limited Telepathy.** You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathy, but it must be able to understand at least one language. This process of communication is slow and limited, allowing you to transmit and receive only simple ideas and straightforward concepts.

**Persuasive.** Your people's lack of history makes you trustworthy and humble. You have proficiency in the Persuasion skill.

**Telepathic Insight.** Your mind's connection to the world around you strengthens your will. You have advantage on all Wisdom and Charisma saving throws.

**Language.** You speak, read, and write Common, Goblin, and one additional language of your choice. This language typically has some connection to one of the areas or cultures that has been part of your life.

## VULPIN

HWCS p30 

**Ability Scores:** Intelligence +2; Charisma +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Vulpins mature at an average pace, and can be comparatively long-lived. They reach adulthood at 15 years, and live well past 90 years.

**Alignment.** Vulpins aren't innately evil, but their difficulty empathizing with others means they are only rarely good aligned. Most vulpins find strict authority distasteful, preferring chaotic alignments over lawful ones.

**Size.** Vulpins cut dashing figures and are usually lean and muscular. They stand between 4 and a half and 5 and a half feet tall, but are relatively lightweight, weighing between 90 and 140 pounds. Your size is Medium.

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

**Darkvision.** 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. Mapachs are most comfortable under the cloak of night.

**Bite.** You have sharp fangs that enable you to make natural bite attacks. You can choose to bite as an unarmed strike that deals 1d6 points of piercing damage, which can be calculated using either your Strength or Dexterity modifier for both the attack roll and damage bonus.

**Evasive.** You add your Intelligence modifier as a bonus on all Dexterity saving throws.

**Bewitching Guile.** You can cast charm person as a 1st level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast ambush prey as a 2nd level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast fear with this trait, and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Birdfolk and Vulpin.

## WARFORGED

ERLW P35

**Ability Scores:** Constitution +2; Choose any other +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** A typical warforged is between two and thirty years old. The maximum warforged lifespan remains a mystery; so far, warforged have shown no signs of deterioration due to age. You are immune to magical aging effects.

**Alignment.** Most warforged take comfort in order and discipline, tending toward law and neutrality. But some have absorbed the morality, or lack thereof, of the beings with which they served.

**Size.** Your size is Medium.

**Constructed Resilience.** You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

**Sentry's Rest.** When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

**Integrated Protection.** Your body has built-in defensive layers, which can be enhanced with armor:

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor other than a shield, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.
- While you live, the armor incorporated into your body can't be removed against your will.

**Specialized Design.** You gain one skill proficiency and one tool proficiency of your choice.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

### Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
5'10"	270 lb.	+2d6	× 4 lb.

## YUAN-TI

MPMM<sub>P36</sub>

**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

**Creature Type:** Humanoid

**Size:** Small or Medium

**Speed:** 30 feet

**Size.** You are Medium or Small. You choose the size when you select this race.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Magic Resistance.** You have advantage on saving throws against spells.

**Poison Resilience.** You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

**Serpentine Spellcasting.** You know the poison spray cantrip. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## YUAN-TI PUREBLOOD

VGM<sub>P120</sub>

**Ability Scores:** Charisma +2; Intelligence +1

**Creature Type:** Humanoid

**Size:** Medium

**Speed:** 30 feet

**Age.** Purebloods mature at the same rate as humans and have lifespans similar in length to theirs.

**Size.** Purebloods match humans in average size and weight. Your size is Medium.

**Darkvision.** 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.

**Innate Spellcasting.** You know the poison spray cantrip. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

**Magic Resistance.** You have advantage on saving throws against spells and other magical effects.

**Poison Immunity.** You are immune to poison damage and the poisoned condition.

**Languages.** You can speak, read, and write Common, Abyssal, and Draconic.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

## Random Height and Weight

Base Height

4'8"

Base Weight

110 lb.

Height Modifier

+2d10

Weight Modifier

× 2d4 lb.

## ZOMBIE

DMG'14 p282

**Ability Scores:** Constitution +2; Strength +1; Wisdom -4; Charisma -4; Intelligence -6

**Creature Type:** Undead

**Size:** Medium

**Speed:** 30 feet

**Creature Type.** You are Undead.

**Undead Fortitude.** If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

**Undead Nature.** You are immune to poison damage, and you can't be poisoned. You don't require air, food, drink, or sleep.

**Darkvision.** 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.

**Languages.** You can't speak, but you can understand the languages you knew in life.