

Serket

The serket (SIR-keht) are a race of insectoid humanoids. They often live in more isolated, rural settlements, rather than the crowded streets of bigger cities. Due to their tendency to stay away from larger populations of other peoples, they have long been subject to various rumors. A serket is visually striking, covered in interlocking plates made of chitin. These plates come in a striking array of colors, although the most common colors are shades of tan and brown. Other serket might be a pale white color, a shiny black, or various shades of blue or red—some have speculated there is no limit to their coloration, and that it may even change throughout a serket's life in subtle ways over the years.

The serket also have long, segmented tails, ending in a barbed point, which they use primarily for defensive purposes. This tail is capable of transferring a deadly poison to targets. Some have speculated they derive this poison from their environment, drawing in toxins from around them to create more deadly poisons. This rumor likely started as a result of individuals poisoned in their vicinity suddenly recovering; some consider the presence of a serket as an omen of good fortune, warding away poisons and offering protection for those who do no harm to the serket.

As a serket, you have the following racial traits.

Ability Score Increases

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy. The "Quick Build" section for your character's class offers suggestions on which scores to increase. You can follow those suggestions or ignore them, but you can't raise any of your scores above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The [Player's Handbook](#) offers a list of languages to choose from. The DM is free to modify that list for a campaign.

Creature Type

You are a Humanoid.

Size

You are Small or Medium; you choose when you pick this race.

Speed

Your walking speed is 30 feet.

Darkvision

You have darkvision out to a range of 60 feet; within that range, you can see in dim light as though it were bright light and in darkness as though it were dim light. You cannot discern color in that darkness, seeing only various shades of gray.

Chitinous Plating

You are covered in thick chitin, forming interlocking plates across your whole body. As a result, you cannot wear armor, but your base AC without armor is equal to either 13 + your Dexterity modifier or 17, whichever is higher.

Venomous Tail

You also have a long tail you can use to make attacks with. While you can use this for unarmed strikes and grapple attempts, you can also treat this tail as a simple melee weapon with the *finesse* property. Your tail deals 1d8 piercing damage on a hit, and you are always counted as wielding it, even when your hands are full.

Your tail ends in a stinger that can confer a deadly poison. When you hit a creature with a tail attack, you can inject them with poison. They must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a fail, they are poisoned for one minute and take damage at the start of each turn they are poisoned; this damage is equal to a number of d6's equal to your proficiency bonus. If they succeed on that saving throw, they instead take half damage from one turn's damage and are not poisoned. They can attempt a saving throw at the end of each turn to end the condition. You can use this poison a number of times equal to your proficiency bonus, regaining all expended uses on a long rest.

Totemic Immunization

Your body is attuned to poison; you have resistance to poison damage and advantage on saving throws against the poisoned condition.

Additionally, your body serves as a totem of fortune, warding against poison. You can use a reaction when a creature within 30 feet of you makes a saving throw against a poison or the poisoned condition, granting them advantage on the save. You can use this reaction a number of times equal to your proficiency bonus, regaining all expended uses on a long rest.