



FAEFOLK

"The Feysath Valley shall not suffer the presence of Men, nor Thri-Kreens, nor Dwarfs, nor Ratkins. If a foe takes a single step upon such sacred soil, they shall not take another."

— Ilvos Heliconia III, son of Jacklyin Heliconia II

SECRETIVE INDIVIDUALS

The Faefolks are a highly secretive people, leading to a great deal of mystery swirling around them. This imposed secrecy is a defensive tactic to protect themselves from exploitation or attack from other cultures, as it has happened before. Despite the strong differences between Faefolks, there are some general trends among fey cultures. A love of wilderness and nature, a respect for the natural order, natural inquisitiveness, confidence and courage beyond their size, an interest in magic, and secrecy are all faerie traits.

SMALL AND BEAUTIFUL

The Faefolk are small in stature, around 3 to 4 feet tall and average about 40 pounds. Nature gifted them with butterfly wings and blessed them with unearthly grace and beauty. Even male Faefolk look very beautiful and feminine.

THE KING'S ASSASSINATION

The Faefolk realm was once a realm based all around the natural world of Rhye and helping others. They had trading routes to the Quercus Kingdom and to the Fine Stone Organization to trade their precious herbs and mushrooms, used in the creation of potent potions and aphrodisiacs.

But when Jacklyin Heliconia II, the old king of Beeckdraft Zeruse, got assassinated in his royal chamber, the realm went mad and rumors emerged about humans being behind his assassination.

The now king Ilvos Heliconia III helped spreading this false rumour around the realm.

Only after a couple of days after the king's death, every trading routes had been closed and every non-fey race had been kicked out of the Feysath Valley.

And now, where once was harmony and love, there's only paranoia and xenophobia, fueled by the king himself.

THE SOLEMN OAK

A sacred humongous oak and the symbol of the Heliconia royal family.

This tree gives off a powerful fog that was once used to make aphrodisiacs but now, since there is only hate in the Feysath Valley, the fog has turned deadly to non-fey creatures.

Making the Feysath Valley unreachable to most races and destroying life outside of it.



FAEFOLK NAMES

Fae-folks tend to take their name after fey names. Most fae-folk's surnames are of exotic plants. The fae-folks are very distrustful of the outside world, so they keep their name a secret because of the legend all young fae-folks are told.

Male Names: Domio, Ganfut, Larrel, Wyn, Tadcog, Rhucer, Wrivick.

Female Names: Cheomia, Feesdaci, Lillyacs, Nafixa, Vreteme.

Surnames: Amaryllis, Arnoldii, Hyacinth, Lotus, Plumeria.

FAEFOLK TRAITS

Fae-folks are magical and sagacious being.

Ability Score Increase. Your Intelligence score increases by 2, and your Wisdom score increases by 1.

Age. Fae-folks typically claim adulthood around the age of 50 and can live to be 250 years old.

Alignment The alignment of younger fae-folks range from lawful evil to neutral evil. Meanwhile the elder's alignment is towards lawful good and neutral good. Fae-folks are rarely true neutral.

Size. Fae-folks range from 3 to over 4 feet tall. They have slender builds and weigh very little. Your size is Small.

Speed. Your base walking is 25 feet. Thanks to your butterfly wings, you have a base flying speed of 25 feet.

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

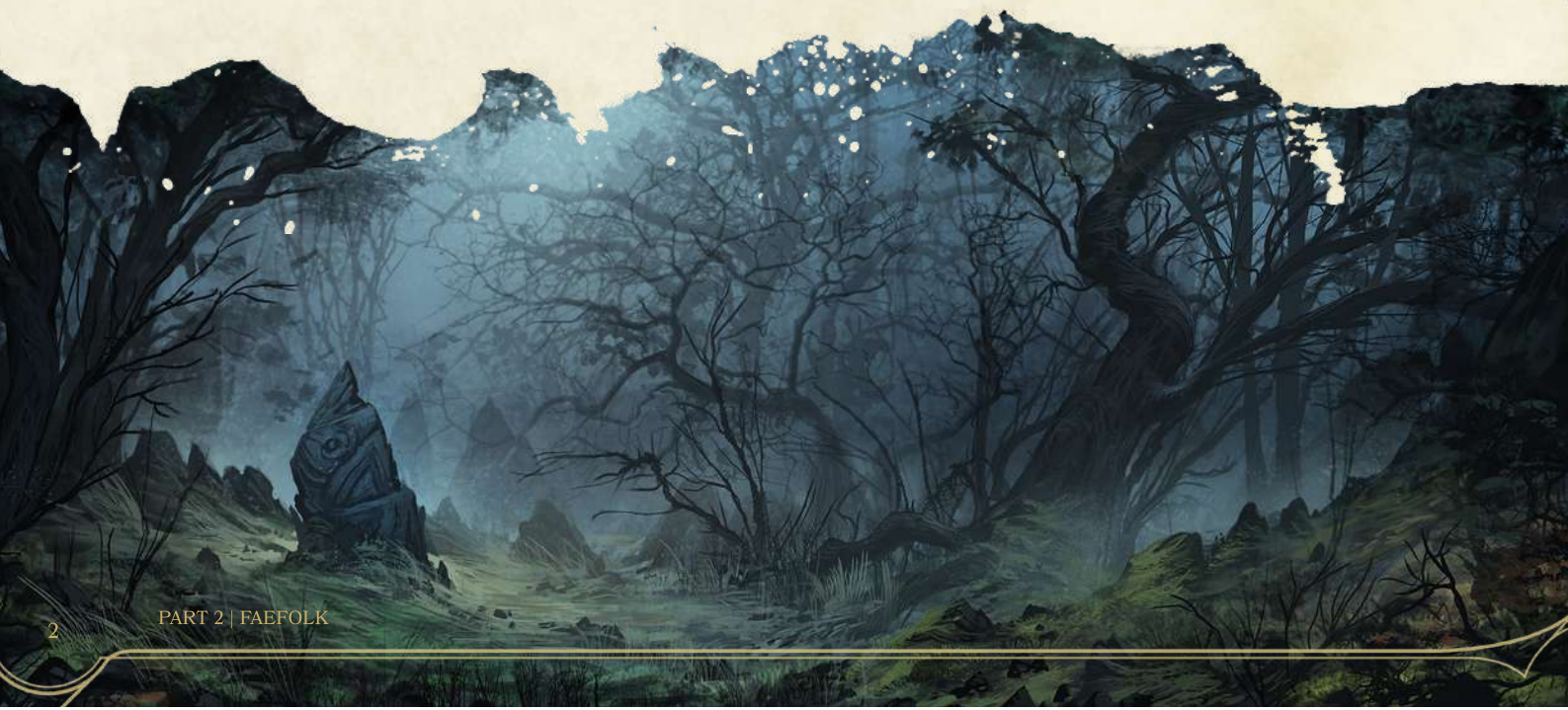
Fey. Your creature type is fey, rather than humanoid.

Of Mystique And Secrecy. You are proficient in two of the following skills of your choice: Animal Handling, Deception, Insight, Nature, Persuasion, or Survival.

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 grey.

Solemn Magic. The typical fae-folk focuses more on their mind rather than their strength. You know one cantrip of your choice from the druid spell list. You use Intelligence as your spellcasting ability for this cantrip.

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





KUKOKURA

"Engage in combat fully determined to die and you will be alive; wish to survive in the battle and you will surely meet death."

— Lord Kanikyo IX

HONORABLE CRABS

The most important thing to a Kukokura is honor. Honor and traditions. Kukokura are very defensive about the ways and stories of their ancestors. They believe in every myths that had been told for ages, like the tale of the Monster's Chief or the story of the Sogstrom Mines and the treasure deep inside it.

Many Kukokuras leaves their honor behind, becoming mercenaries or bandits. But those who put honor on top of everything else becomes an Ink Hunter.

These hunters travel all around Rhye to slay the ancient monsters created by the Monster's Chief, finally putting an end to this age of terror for the Kukokura.

WARRIORS AND STORYTELLERS

The Kukokuras are seen as a very respectable and trustworthy race thanks to their past.

Turtle "Our ancestors made the Tomb City Of Senshihaka. And since then our races are living together in harmony."

Elf "Their precious seaweed is the only thing that comes to mind when someone talks the Kukokuras. They broke a thousand year old trade contract just because of a myth. Unbelievable!"

Dwarf "Ah th' crabs blether alot aboot thair legends 'n' traditions, a'maist a much a we dae!"

TEA, FOLK TALES AND MONSTERS

Deep in the Mumbling Sea grows a mystical seaweed used to make a very important tea for the Kukokura. This tea makes the drinker see in the future, many eons ahead, where the land is destroyed and warped abominations rule Rhye under a tyrannical regime.

It is said that many great storytellers and bards drank this tea to gain inspiration for folk tales and songs. A legend that has been said for generations after generations is the tale of **Uta Yushijin**, the Monster's Chief.

Uta once drank this mystical tea and experienced such vivid abominations that when he wrote down what he saw, some of these monsters became real. Some of this monsters are now infesting the Mumbling sea, meanwhile others are to this day roaming around Rhye.

These creature vary in size and shape, but they can be recognized thanks to the deep black ink that oozes from their bodies.

Uta Yushijin, before his execution, said that he foresaw someone or something open a portal for these monsters to come throught and conquer Rhye once and for all.

The seaweed has been banned since, because the Kukokura believe that the "**Uranaishi**", the Evil Soothsayer, will bring many more abominations to Rhye.

KUKOKURA TRAITS

Ability Score Improvement. Your Strength, Dexterity and Charisma score increases by 1.

Age. The Kukokura reach adulthood around age 15 and live to be about 75.

Alignment. Honor is everything for most Kukokura, so they tend towards lawful good or lawful neutral. Those who don't care about "honor" and "respect" usually tend towards chaotic alignment.

Size. Kukokura grow to be 5 or 7 feet tall and weigh between 180 and 250. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Amphibious. You can breathe both air and water.

Exoskeleton. While you wear no armor, your armor class is equal to 12 + your Constitution modifier. You may wield a shield and still gain this benefit.

Northern Shellfish. Adapted to even the most extreme ocean depths and northern climates, you have resistance to cold damage.

By Swords And Words. You are proficient in one of the following skills: Acrobatics, Athletics or Performance.

Kukokura's Armory. You are proficient with daggers, glaives, longswords and shortwords.

Uranaishi Slayer. The Kukokura knows that words can create monstrosities out of nowhere, so they must be prepared for everything. Once per long rest, when an hostile creature that you can see targets you with a spell, you can use your reaction to gain a number of temporary Hit Points equal to double your proficiency bonus.

At certain levels the proficiency bonus is tripled (8th level) and then quadrupled (16th level).

Subrace. Kukokuras are divided racially into two groups: the Clawed One and the Common Crab. Choose one of them for your character.

CLAWED ONES

Rending Pincer. Those born with a claw are seen as aspects of the Sea, but this claw makes it very hard for them to hide in the masses.

Your claw is a natural melee weapons, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.

COMMON CRAB

Dexterous Hands. The agility of a Kukokura makes them very good at acts of legerdemain or manual trickery.

You are proficient in Sleight Of Hand.





RATKIN

"Steeling themselves, the pitiful remnants of the city's once proud populace descended. In the ancient halls of kingship they found guards, now naught but gnawed bones and scraps of cloth. And there they saw by the dying light of their torches the myriad eyes about them, glittering like liquid midnight as the rats closed in for the kill. The men of the Quercus Kingdom stood back to back and fought for their lives, but against such implacable ferocity and countless numbers of the verminous horde, their weapons were useless. The tide of monstrous rats flowed over them one by one, dragging them down to be torn apart, the yellow chisel-teeth sinking into their soft-flesh, the dark furred mass drowning their pitiful screams with their hideous chittering..."

—Translated from the human tale "The Doom of Worgan".

BLOODTHIRSTY RODENTS

The Ratkin as a whole are a cruel, treacherous and highly numerous species that have since spread their loathsome corruption to the farthest corners of Rhye. From deep below the earth, these scavengers have built a vast Empire, whose military power and incomprehensible numbers has the potential to smother the kingdoms of the Old World in a seething tide of violence and anarchy. It is believed by all ratkins that the world is destined to be theirs, for they consider themselves the Supreme Master Race, undeniably superior in every way to all the other races of the World.

MATTED FUR AND HUNGRY EYES

Twitchy and bright-eyed, ratkin appear to be rats almost as large as a human, often with fur thick with debris and garbage. Though in truth some are as tall as humans, their naturally hunched posture causes them to stand between 3 and 5 feet in height. Thinner and more sinewy than most humans, they often weigh 60 to 150 pounds, and members of either sex are virtually indistinguishable from one another except to other ratkin.

Ratkin most often have grey, white or brown fur, with beady green or red eyes, and long tails that are almost as long as their body. They often carry pouches on them filled with various rocks or coins of various shades that gleam in whatever light may be around.

THE PLAGUE-RIDDEN GOD

This unwavering belief stems from the promises made by their horrifically malevolent deity, known by many legendary names, but his most well-known title is that of Myhrin, the Horned One. The Horned One is known as the Harbinger of Corruption and Disease, the embodiment of all things the ratkin are or ever will be, and whose worship over the various Clans is both supreme and absolute.

THE HATED "CLEAN VERMINS"

To a ratkin, there is no such thing as pity, remorse, compassion, or cooperation. There is simply survival, survival in a turbulent society that only spares those that possess the brute strength, extreme cunning, and the vicious instinct to outmanoeuvre and kill the opposition, no matter the cost or the body count of either friend or foe.

But it may happen that some ratkin are born with blue eyes and the intent to make the world a better place, or to just venture out and discover Rhye and its various cultures. These ratkins are called by their kind as "Clean Vermin" and at a young age are marked with a scar on the forehead and then abandoned.

BRINGERS OF CALAMITY

If someone sees a ratkin near its village, it means two things: incoming ratkin invasion or just a "clean vermin" wanderer seeking housing.

Humans "Ptui! Hideous creatures! They are just mindless vermins that destroy and corrupt everything they touch!"

Elf "Stinkin' rats are corrupting the good earth under us. I fear the day when the ratkins' corruption will reach The Ponderer's roots."

RATKIN NAMES

Ratkins that were born in the underground towns are given a normal ratkin name, and they gain their based on a characteristic feature that they have. Some "Clean Vermin" change their name to human or elven names, so they can start anew life, away from other ratkins.

Ratkin Names: Krutrelk, Tuxkach, Skrakhialk, Skrel, Snich, Snuokch, Zracrel.

Ratkin Last Names: Blightseer, Broadback, Cragblood, Crowgrip, Deepfangs, Rapidscream, Smartdigger.

RATKIN TRAITS

Ratkin look and act like brutal savages, but they have a developed society with every member of it being useful to it.

Ability Score Increase. Your Constitution score increases by 2.

Age. The ratkin life cycle is extremely short, and most reach maturity a couple of years after they are born, but do not tend to naturally live more then 20-30 years at the most, though there are tales of some who have lived as long as 50 years.

Alignment. Ratkin tend towards a chaotic and evil alignment, opportunistic and impulsive in their nature. While most are diabolic and destructive, there is a very small minority that tends towards neutrality, or even lawful and/or good, simply doing something that could benefit the world around them.

Size. When standing completely straight (something that rarely happens), ratkin tend to be between 5" and 6" tall. However, they tend to be hunched over, causing them to look much smaller, and weigh around 80 to 150 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Having lived almost your entire life in the dark underground apart from the soft glow of warplight, you are adept at seeing even in the deepest hole. 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.

Vermin Maw Your overgrown buck teeth 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, instead of the normal bludgeoning damage for an unarmed strike.

Conniving. You are proficient in one of the following skills: Deception, Perception, Stealth, or Sleight of Hand.

Plagued Upbringing. Growing up and spawning in filth has its advantages. You have advantage on saving throws against poison, and you have resistance against poison damage.

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

Subrace. Ratkins are divided racially into three groups: Farseer, Khrisrodent and "Clean Vermin". Choose one of them for your character.

FARSEER

Ability Score Increase. Your Intelligence score increases by 1.

Horned One's Gift. You know the Infestation cantrip. Starting at 3rd level, you can cast Ray of Sickness with this trait, and starting at 5th level, you can also cast Crown Of Madness with it.

When you cast a spell with this trait, you regain Hit Points equal 1d4 + your Proficiency Bonus.

Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. You use Intelligence as your spellcasting ability for these spells.

KRHRISRODENT

Ability Score Increase. Your Dexterity score increases by 1.

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.

Ready to Strike. "Striking first means you win first." You gain a bonus to your initiative equal to half of your proficiency bonus (rounded up).



"CLEAN VERMIN"

Ability Score Increase. Your Charisma score increases by 1.

Unlikely Wanderers You have been left to die by your own race and started travelling all around Rhye to find a place to stay.

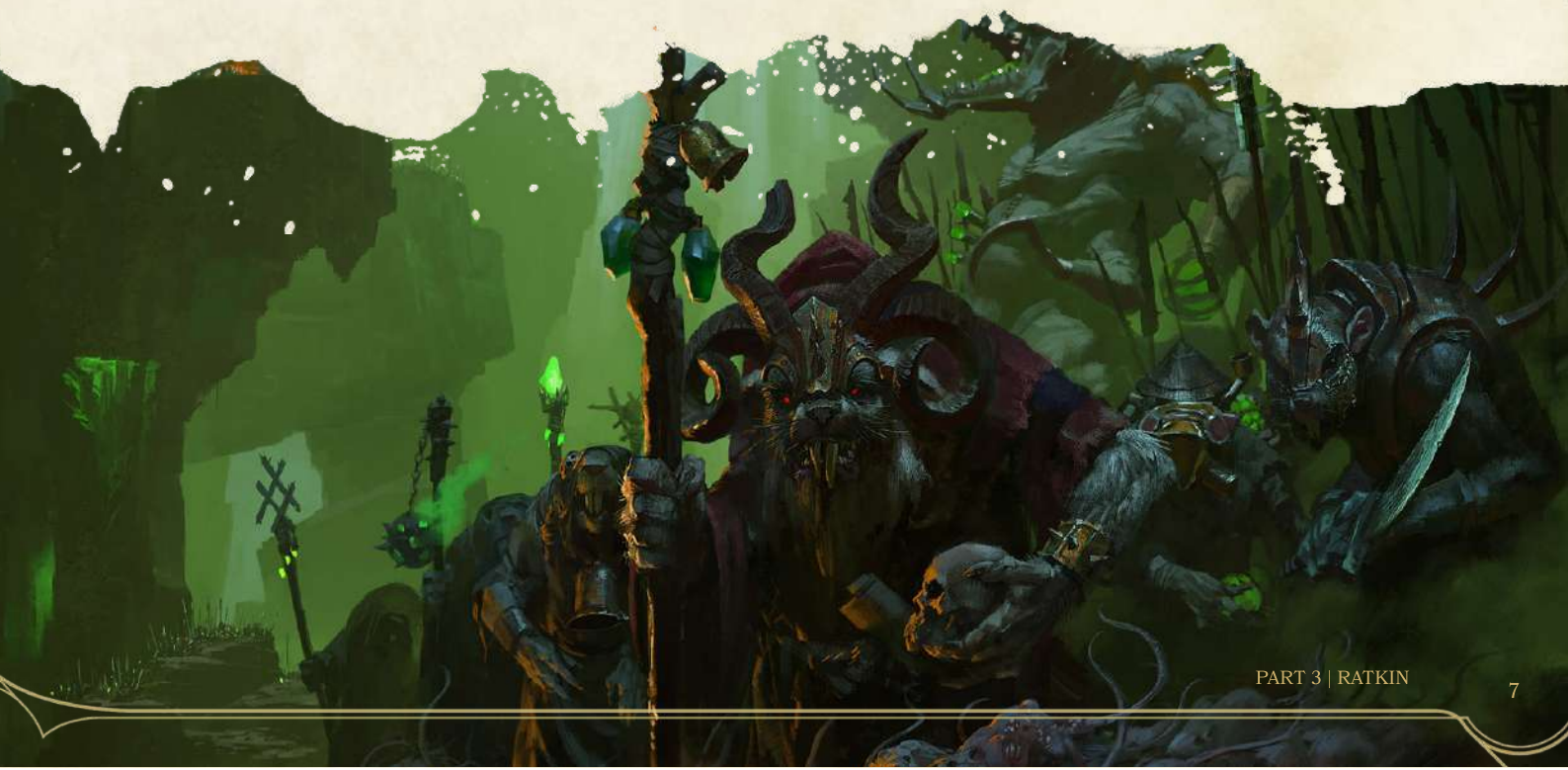
Your base walking speed is increased by 5 feet.

You are proficient in one of the following skills: Nature or Survival.

You always know which way is north, you can't get lost except by magical means and you don't suffer exhaustion from starvation or from marching without pause.

Multilingual Vermins Meeting and befriending different people of different races made you learn other languages really fast.

You learn two languages of your choice.



SAURIAN

"Amid the darkness and horror of a world splintering apart, the armies of the true creators, we who were ancient at the dawn of time, will march forth once more. We shall sweep away all that is Chaos and Disorder, for ours is the true path, and none shall defy us!"

—Translation from ancient plaques attributed to Great Sage Xltechtux-Ho

The Saurians, sometimes known as the **Bygone Hunters** or the **Children Of The Past**, are an ancient, savage, intelligent race of cold-blooded reptilians that were at one time the first and oldest civilisation of this world. Long before the White and Black Queen, the empire of the Saurians ruled untouched.

SCALES AND MUSCLES

With their unearthly wits and toughness, saurians vary in shape and form, just like their dinosaur predecessor, but they have no gender, as they are born from ancient pods. Some saurians have the strength of their ancestors meanwhile others are as sagacious as the greatest clerics of Rhye.

AN ANCIENT AND RELENTLESS FORCE

Alien, enigmatic, and without mercy, the Saurians were there when it all began and will be there when the world draws its last dying breath, never tiring nor relenting until order is finally restored to this uncaring, chaotic world. Such is what they were made to do, for they are the ancient servants of the Ancient Makers, the one true protectors of this very world.

EXPLORERS FROM AN OLD WORLD

Saurians are originary of the continent of **Itzcali**, a land discovered many decades ago, and now they wander around Rhye looking for treasures to bring back to add to their mountains of gold.

While some are searching for riches, others act more like tourists, travelling from the Pure Plain and its strange robotic inhabitants to the mystical Feysath Valley, since apparently the saurians aren't afflicted to the magical fog.

SAURIAN NAMES

Saurians are born in the heart of the many golden cities and, thanks to a very harsh and fatiguing training, they reach adulthood in only a decade and live to around 150 years. Saurian names are usually passed from generations to generations, sometimes only a part of a family name will be passed down.

Saurian Names: Creccon, Halnuttak, Krix-Yilnox, Krumuk, Qretztul, Xltal-Toyin, Xul-Chixtep, Ya'eztlu'atl-Ce'a, Zer-Chechtlop.

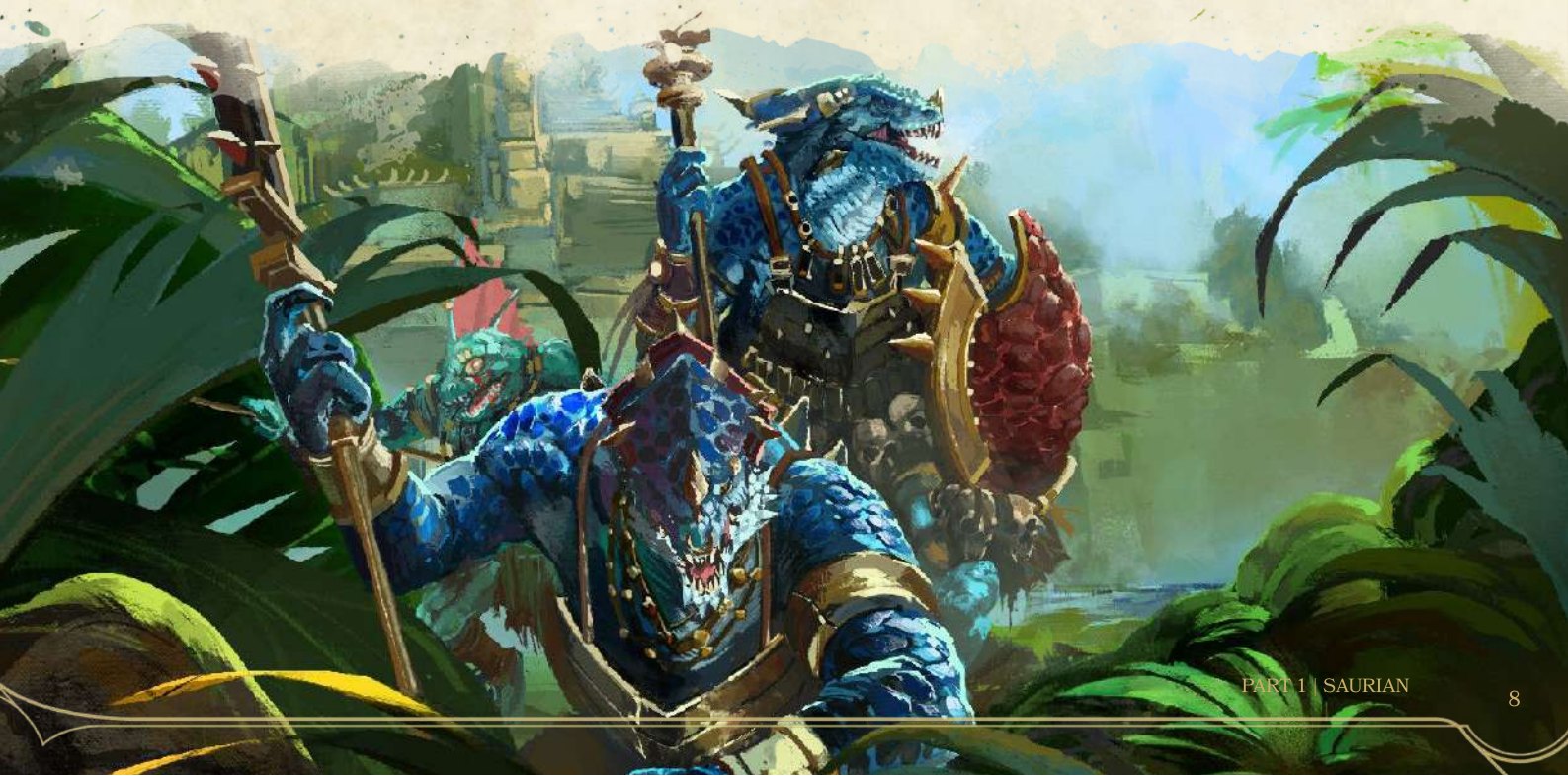
FRIGHTENING BUT FRIENDLY

Although they were and still are vicious warriors and predators, saurians act very friendly while visiting Rhye, but still some races find they unpleasant to have around.

Thri-kreen "Those bug-eaters have killed so many of Mesana's children. They're revolting! Such creatures should have just stayed in their little golden jungle and decay there."

Fæfolk "Tourists are never welcome in our sacred land, more so if they take *souvenirs* from our temples and markets."

Humans "Such ancient knowledge is still hidden in that distant land. We could learn so much about them. They are a really interesting bunch."





SAURIAN TRAITS

Saurians has many shapes and sizes, the result of ages of evolution.

Ability Score Improvement. Your Wisdom score increases by 1.

Age. Saurians live longer than humans, to around 150 years old.

Alignment. Saurians are warriors, hunters and sages, working for the Great Sage and the so-called "Greater Good". This lends them towards the Lawful alignment. Saurians could rebel against their leader, even though its really rare, and wander Rhye to seek shelter and find treasures for themselves. This lends them towards Chaotic or Evil.

Size. Saurians vary in size depending on their subrace, but all stand above 4 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Thick Hide. While wearing no armor, your Armor Class is equals to 13 + your Dexterity modifier.

Instincts. You gain proficiency in the Survival skill.

Languages. You've learnt Common thanks to the travelling of your people to Rhye. Saurians have found out that their ancient language is very similar to Draconic, so you know that language and Saurians.

Subrace. Saurians are divided racially into four groups: Bokaleon, Ittop, Kedrax and Nakahat. Choose one of them for your character.

BOKALEON

The Bokaleons are much more aggressive than other Saurians and their role centres around scouting, infiltration, concealment and hunting.

Ability Score Improvement. Your Dexterity score increases by 2.

Color-Changing Hunters. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

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.

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

KEDRAX

The Kedrax are the warriors and guardians of Itzcali's society.

Ability Score Improvement. Your Strength score increases by 2.

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

Saurian Training. You are proficient with two martial weapons of your choice and with the macuahuitl.

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.

SAURIAN WEAPON

Name	Damage	Weight	Proprieties
Macuahuitl	1d10 (1d12)	7 lbs	Heavy, Versatile



NAKAHAT

Brilliant and set in their ways, the Nakahat will band together to write down the rituals and the history of their race.

Ability Score Improvement. Your Intelligence scores increases by 2.

Primal Magic. You know the Sacred Flame cantrip. Starting at 3rd level, you can cast Guiding Bolt with this trait, and starting at 5th level, you can also cast Maximilian's Earthen Grasp 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. You can choose between Intelligence and Wisdom as your spellcasting ability for these spells.

Clerics Of The Ancients. The Ancient Makers watch over the Itzcalikez Empire and communicate with the Great Sage to achieve the Greater Good. You gain proficiency with either the History or Religion skill.

Cold-Blooded Intellectual. You learn a language of your choice.

ITTOP

The Ittop are highly organised and sociable beings that instinctively work well in groups, even being able to coerce other cold-blooded creatures into doing their bidding.

Ability Score Improvement. Your Charisma score increases by 2.

Empire Workers. Ittop are perfectly adapted to ensure the smooth day-to-day running of the temple-cities. You are proficient with two tools of your choice.

Beast Empathy. Back in Itzcali, Ittop uses animals to help them build buildings for their gods or they just keeping them as pets or as war beasts. You have the ability to persuade animals into helping you. You can cast the Speak with Animals spell once with this trait and you regain the ability to do so after you finish a long rest.

Helping Hand. An empire works only if everyone helps each other. You can use the Help action as a reaction twice per short rest.



THRI-KREEN



From the Ekre Desert, Thri-Kreen are anything but common knowledge. They travel across the desert as nomadic people, they work and live for their tribe, a small group of other Thri-Kreen whom they care for.

All those not members of their tribe are either seen as strangers or enemies, these tribes are small independent packs that rove from dune to dune.

Some Thri-Kreen decided to abandon their tribes and started living with other races, working together to establish settlements near mines of Caterpillar Gems, used for rituals to Mesana, mother of all insects.

EXOTIC WARRIORS

Thri-Kreen are well known for their peculiar weaponry to compliment their agile and idiosyncratic fighting style. While hunting prey they use their natural camouflage abilities to get close and observe, they then close the gap in a matter of seconds when their target has their defences down.

In melee, they use the balance of their arms to spin through the air, slashing at their targets multiple times in a single strike. They can easily craft and deftly wield specific weapons; the gythka, a double ended, crescent-headed polearm; and the chatkcha, a crystalline throwing wedge.

SHORT LIVED

Thri-Kreen has never been known to live past ones mid-thirties, and age extraordinarily fast comparative to most other beings of this world. This short lifespan is thought to be in turn due to their inability or lack of need to sleep, as they instead remain awake and enter a state of lethargy. When resting, Thri-Kreen are completely awake and aware of their surroundings, and can complete minor tasks during this period.

STRANGERS TO SOCIETY

Thri-Kreen have a reputation for being savage and emotionless killers, and even though some Thri-Kreen live with other races, they are act very awkwardly towards them, since their race never learnt social skills.

Dwarf "They're pure haunless, bit they're aye pure amusing 'n' helpful, that's fur sure! "

Ratkin "Those bug-insect things are strangely very kind-nice towards us. Maybe they're use our tunnel-hole to search for shiny bugs.

THRI-KREEN NAMES

The Thri-Kreen language is made up largely of various, clicks, whistles and snaps from their mandibles. Evidence of this is seen greatly in their naming habits. Thri-Kreen culture is viewed commonly as simple and to-the-point, and as such, there are no gendered names, clan names, or surnames in their language.

Thri-Kreen Names: Chak-tha, Chit'al, Drik-chkit, Gulnik, Kacht-ta, Kat'chka, Kiktul, Klaktuk, Krik, Pak'cha, Pik-ik-cha, Pok, Ptekwe, Tak-tha, Tal'tich, Tilnak, and Tik-tik.

THRI-KREEN TRAITS

Your Thri-Kreen character has a set of unique and uncommon abilities, due to their instinctual knowledge of such skills passed down from their ancestors.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Thri-Kreen mature incredibly fast, reaching adulthood at 5 years. It is uncommon for them to live close to 30.

Alignment. Most Thri-Kreen are chaotic, as they live as people of the land, acting only for their benefit, and the benefit of the tribe. Thri-Kreen are almost entirely neutral, caring only about members of their tribe. Their language makes it near impossible for outsiders to determine any definable personality or strong emotions. Those who decided to work with other races tend towards lawful alignment.

Size. Thri-kreen can stand from 4 to 7 feet tall, weighing between 100 and 380 pounds. Your size is Medium

Speed. Your base walking speed is 35 feet.

Darkvision. Due to the insectoid ancestry of Thri-Kreen, you have mastered the ability to hunt in dark conditions, you are able to see in dim light out to 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern colours in darkness, only shades of grey.

Multi-Limbed. While not amazingly strong, your second set of arms can be used to hold small items, such as potions, wands, and you can throw weapons with them.

With these arms you can cast spells that require somatic components while wielding weapons, play instruments with all four hands, and your carrying, lifting and dragging capacity increases by a quarter of its regular amount if all four arms are used. Any strength checks using solely the second set of hands uses half of your strength modifier rounded down. They cannot aid in grappling.

This fact also means that armour for Thri-Kreen must be specially made, and is triple the regular price.

Chameleon Armour. Thri-Kreen have inbuilt abilities that allow them to disguise their carapace, becoming one with the environment surrounding them. You have advantage on all Stealth checks made in desert or forested regions.

Martial Masters. As a Thri-Kreen, you are proficient with gythkas and chatkchas.

Sleepless Beings. Thri-Kreen do not require sleep, only needing to rest while performing light activities and remaining alert for 4 hours. This grants you the same benefits as a long rest.

Languages. You can speak, read, and write Common and Thri-Kreen. Thri-Kreen is a fast, sharp language with a series of odd clicks and whistle sounds embedded in it. This carries over into other languages Thri-Kreen speak, which gives them a very strange and outlandish image in the eyes of others.



THRI-KREEN WEAPONS

Name	Damage	Weight	Properties
Gythkas	1d10 slashing	7 lbs.	Heavy, Two-handed
Chatkchas	1d4 slashing	1 lbs.	Finesse, Light, Thrown (30/120)