

EXPANDED RACES OF THE WILDS



HOMEBREW

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VEGEPYGMIES

Vegepygmies are the smallest and most numerous of all sentient plants. What they lack in strength and size, they make up for with clever tactics and unmatched knowledge of their surroundings.

VEGEPYGMY FEATURES

Age Vegepygmies mature at a much faster rate than humans, typically reaching adulthood after 10 years. Despite their fast maturation, they have relatively long lifespans, living up to 100 to 150 years.

Appearance Vegepygmies appear to resemble very small humanoids. Depending on their type, their skin can resemble the texture of soft fuzzy moss or hardened bark. Although most vegepygmies tend to have green skin akin to that of leaves, some have been known to have reddish or orange skin similar to that of autumn while others have bark-like skin with various shades of brown or gray.

Vegepygmies even seem to grow some semblance of body hair made of lichen, moss, or leaves, and many tend to mimic many hairstyles of humanoids.

Speed Your base walking speed is 30ft.

Languages You can speak, read, and write Common and Druidic

Size Vegepygmies range from 2 to 3 ft. tall. Your size counts as Small

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

Plant Camouflage You are adept at traveling through the forest unnoticed. The You has advantage on any Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Additionally, you are able to take the Hide action when you are lightly obscured by ample plant life

Photosynthesis When you take a short or long rest while in daylight, it can use one additional hit die to recover hitpoints without expense. It can use this feature even if it has no remaining hit die.

Diminutive Form You can move through the space of a creature one size larger than you without expending extra movement.

BLIGHTED

Blighted vegepygmies are the hardy survivors of the corrupting spores from the myconid. However, it was not without cost. Their regenerative abilities have been corrupted and is capable to withering the life force of other creatures.

Ability Score Increase Your Constitution score increases by 1

Necrotic Resilience You have resistance against necrotic damage

Blight Touched As a bonus action, you can lace your attacks and spells with blighted spores or pollen. For one minute, once on each of your turns, when you deal damage to a creature is hit with an attack or if it fails a saving throw against one of your spells that deal damage, that creature takes additional necrotic damage equal to your proficiency bonus and cannot recover hitpoints until the end of its next turn.

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

DANDELION

Dandelion vegepygmies can by their bodies that are covered with fluffy leaves similar to that of dandelions. These leaves have the ability to catch the slightest breeze, allowing them to defy gravity for short periods of times.

Ability Score Increase Your Dexterity score increases by 1

Float Away You are able to harness the slightest breeze to grant you the ability to fly for one minute. Using your bonus action, you gain a flying speed equal to your walking speed and can hover for the duration of this ability. Once you use this trait, you can't do so again until you finish a long rest.

Slow Fall Your feather-like body slows your fall. When you fall and are not incapacitated, you can subtract up to 60 feet from your fall when calculating your fall damage.

FLYTRAP

Flytrap vegepygmies are notorious for their vice-like jaws and their voracious appetite. Despite their size, they are willing to attempt to devour anything that stands in their way.

Ability Score Increase Your Strength score increases by 1

Feeding Frenzy Your voracious appetite clouds your mind as you enter into a frenzy of snapping jaws.

As a bonus action, you can enter into a feeding frenzy for one minute.

Whenever you take the Attack action or cast a spell on your turn, you can make one additional unarmed strike attack using your Trapjaw as part of that action.

Once you use this trait, you cannot make it again until you take a long rest.

Trapjaw. Your oversized jaws can be used as a lethal weapon, and can be used to make unarmed strikes.

If you hit a creature with them, you can deal piercing damage equal to $1d6 + \text{your Strength modifier}$ instead of the bludgeoning damage normal for an unarmed strike.

KELPIE

Kelpie vegepygmies make their home in the water. Their hair seems to resemble that of seaweed, coral, or other underwater plants. Despite, their beautiful appearance, they are able to create a deadly toxin that can cause their victims to suffocate to death.

Ability Score Increase. Your Dexterity score increases by 1

Amphibious. You have a swimming speed of 30ft.

You also are able to breathe in air and in water.

Aqueous Regeneration While underwater, you can use your bonus action to expended one of your hit die to regain a number of hitpoints equal to your hit die + your Constitution modifier.

Hydrosynthesis When you take a short or long rest while underwater, you can use one additional hit die to recover hitpoints without expense. You can use this feature even if it has no remaining hit die.

LOTUS

Lotus vegepygmies are the most beautiful and colorful of their kind, as their appearance takes the form of nearly any type of flower imaginable. Each lotus vegepygmy is unique in the coloration, pattern, and number of its form.

Ability Score Increase. Your Charisma score increases by 1

Aromatherapy You can create therapeutic spores, pollen, or petals to aid the recovery of another creature. When you use your Photosynthesis feature, you can select one creature of your choice within 10ft. of you to benefit from this feature as well.

Aromatic Presence You are able to unleash a pleasant smelling aroma around you to manipulate a creature's emotions toward you. You can force one creature within 10ft. of you to make a Constitution saving throw. On a failed saving throw, creatures are considered to be charmed or frightened by you for one minute. At the end of each of its turns, a creature can repeat its saving throw to end the effect of a successful saving throw.

Creatures that are immune to the poisoned condition are immune to this effect.

Once you use this trait, you cannot do so again until you finish a long rest.

Lotuscraft You create an instantaneous, harmless sensory effect within a 5ft. cube. Such an effect includes causing plants within the affected area to bloom, changing the color of nearby plant life, give off dim light in a 5ft. radius, or generate harmless odors.

SUNBLOOM

Although most plants love the sun, every aspect of life for sunbloom vegepygmies are related to the sun. As a result of their devotion to the sun, many sunblooms have become avid zealots for many sun and light-based deities or entities.

Ability Score Increase. Your Wisdom score increases by 1

Duality. While in sunlight or during the day, you gain resistance to radiant damage. While at night or in dim light or darkness, you gain resistance to necrotic

Illumination You can use a bonus action, you can emit a bright light in a 10ft. radius around you and dim light and additional 10ft. This feature can be dismissed as a bonus action

Sun Bloom For one minute, your Illumination feature can emit sunlight and banishes any nonmagical darkness. You can only benefit from this feature during the day. Once you use this feature (or Night Bloom), you cannot do so again until you finish a long rest.

Night Bloom For one minute, your Illumination feature emits nonmagical darkness instead of bright light. This darkness banishes any nonmagical light. Once you use this feature (or Sun Bloom), you cannot do so again until you finish a long rest.

TWIG

Twig vegepygmies are the most common of all their kind and can be found in nearly any forest on the Material Plane. Their bark-like skin makes them much harder than their other kin and are capable of even growing to extreme proportion when in danger.

Ability Score Increase. Your Constitution score increases by 1

Barkskin. Your body is composed of sturdy bark, which protects you from attack. While not wearing armor, your AC equals $13 + \text{your Constitution modifier}$. A shield's benefits apply as normal while you use your natural armor.

Bramble Transformation. You are able to cause your form to become much harder to endure to discourage your enemies from attacking you.

For one minute, you can use your bonus action to grow one size larger. For the duration of this feature, you deal an additional 1d4 piercing damage to your melee weapon attacks.

Additionally, creatures that grapple you or hit you with a melee attack while within 5ft. of you takes piercing damage equal to your proficiency bonus.

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

WOAD

Woads are often viewed as the guardians or protectors of many forests. They tend to have a much deeper connection to their surroundings than other sentient plants. This connection grants them very powerful abilities such as self-healing, colossal overgrowth, or even animating plants around them to fight.

WOAD FEATURES

Age Unlike vegepygmies, woads mature at a much slower pace, often reaching adulthood after 30 years. However, their lifespans can span up to two or three hundred years.

Appearance Woads seem to resemble many humanoids in appearance. Their skin tends to possess a bark-like appearance, and many have been known to sport antler like horns or other features made of twisted bark along their form. They also seem to possess hair made of leaves or vines, fashioned in similar styles to that of humanoids.

Speed Your base walking speed is 30ft.

Size Woads range from 5 to 6 ft. tall. Your size counts as Large.

Ability Score Your score Constitution score increases by 1, and your Wisdom score increases by 1.

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

Natural Connection Woads are perfectly attuned to nature around them. You gain proficiency in Nature and Survival.

Plant Stride You can travel through difficult terrain caused by nonmagical plants without expending additional movement.

Photosynthesis When the woad takes a short or long rest while in daylight, it can use one additional hit die to recover hitpoints without expense. It can use this feature even if it has no remaining hit die.

BLIGHTED

The blighted are remnants and outcasts from the eternal war between sentient plants and fungi. Corrupted by their resilience against infectious spore, the blighted seek their own path to consume both plants and fungi alike.

Ability Score Increase The Constitution score increases by 1.

Necrotic Resistance You have resistance to necrotic damage.

Blighted Recovery Your blighted mutations grant you the ability shrug off debilitating toxins. As an action, you can choose the end the effects of poison and disease. As an action, you can end the effects of poison or disease. Once you use this feature, you cannot do so again until you finish a long rest.

Life Drain When you take the Attack action, you can replace one of your attacks to ensnare a creature in a mass of vampiric vines. One creature that you touch must make a Constitution saving throw ($DC = 8 + \text{your Constitution modifier} + \text{your proficiency bonus}$). On a failed save, the creature takes $2d6$ necrotic damage, and you regain a number of hitpoints equal to half the damage dealt, and you do not recover hitpoints. On a successful save, it takes half as much damage. This damage increases to $(3d6)$ when you reach 5th level ($4d6$), 11th level ($5d6$), and 17th level ($6d6$).

You can use your Life Drain ability you cannot do so again until you finish a short or long rest.

SPRIGGAN

Spriggans are known for their enhanced connection to nature, even beyond that of their other kin. Their ability to control plants around them gives them the uncanny ability to seemingly vanish into the forest and to call upon nature's wrath in battle. In its most dire of circumstances, they even have the ability to channel the ambient life energy around themselves to heal from the harshest of wounds.

Ability Score Increase. Your Wisdom score increases by 1.

Plant Camouflage You are adept at traveling through the forest unnoticed. You have advantage on any Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Spriggan Magic You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Spike Growth* spell once. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells.

Rapid Regeneration As an action, you can touch yourself or 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. Once you use this feature, you cannot do so again until you finish a long rest.

CINDERBLOOM

Cinderbloom spriggans are believed to be natives to the Elemental Plane of Fire. Due to planar incursions or from being summoned by druidic circles on the Material Plane, Cinderbloom woads are a curious blend of the destructive and life giving aspects of nature.

Ability Score Increase. Your Charisma score increases by 1.

Fireproof You gain resistance to fire damage and are immune to being set aflame.

Cinderbloom Magic You know the *Create Bonfire* cantrip. Once you reach 3rd level, you can cast the *Burning Hands* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Pyrotechnics* spell once. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells.

Fiery Regeneration Whenever you take fire damage, you can use your reaction to expend a hit die to regain a number of hitpoints equal to your Hit Die + your Constitution modifier.

Elemental Allegiance You can read, write, and speak Elemental

WINTERBLOOM

Although the frozen reaches of the Material Plane are not known for their sprawling forests, winterbloom dryads take pride in their hinterlands that they call their home. They have adapted to live in such frigid environments and even use it to their advantage to repel attackers from their frozen grottoes.

Ability Score Increase. Your Constitution score increases by 1.

Cold Resistance You gain resistance to cold damage.

Ice Walk You can move across nonmagical difficult terrain caused by ice without needing to make an ability check.

Freezing Aura For one minute, you can emit a chilling aura that saps the body heat from nearby creatures using your bonus action. At the start of each of your turns, creatures within 10ft. of you take cold damage equal to your proficiency bonus.

Once you use this feature, you cannot do so again until you finish a long rest.

DUSKBLOOM

Dusk bloom spriggans are rarest of all spriggans. They share a special connection with the day and night cycle of the Material Plane as they are able to change their forms according to the time of day.

Ability Score Increase Your Charisma score increases by 1.

Darkvision You gain darkvision up to 60ft.

Light Shift During the day, you gain resistance to radiant damage. At night, you gain resistance to necrotic damage.

Umbrasynthesis You can benefit from your Photosynthesis feature while in dim light or darkness.

Dusk bloom Magic You know the *Dancing Lights* cantrip. Once you reach 3rd level, you can cast the *Guiding Bolt* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Darkness* spell once. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells.

TREANTKIN

Treantkin can trace their heritage to that of the greatest of the forest's guardians, the treant. As a result, they tend to be much larger than their other sentient plants, standing nearly 7 to 8 ft. tall.

When their need is great enough, they can harness the power of their treant ancestors to grow in size to gain the Strength and durability of a true treant.

Ability Score Increase. Your Strength and Constitution score increases by 1

Barkskin Your skin is made of hardened bark, giving you natural armor. As long as you are not wearing armor, your armor class is equal to 13 + your Constitution modifier. You can use a shield and still benefit from this feature

Elongated Limbs 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.

Soul of the Treant You can fully embrace your inner treant heritage. Upon using this feature, you gain the following benefits for 1 minute.

- Your size increases by one size.
- You have advantage on Strength and Constitution saving throws
- You gain temporary hitpoints equal to your level. These temporary hitpoints last for up to 1 minute.
- Your weapon damage rolls deals double damage to buildings and objects

Once you use this feature, you cannot do so again until you finish a long rest.

BLIGHTED TREANTKIN

Blighted treantkin have been forever corrupted by the all consuming blight. Despite the ravenous tendencies of this corruption, some treants of this ancestry seek to use the gifts of the Blight to forge their own destiny rather than let their ravenous hunger control them.

Ability Score Your Strength modifier increases by 1

Blight Touched You gain resistance to necrotic damage.

Blighted Hunger When you enter into your Soul of the Treant, you can deal additional necrotic damage to your proficiency bonus to your total damage rolls once on each of your turns.

CACTUS TREANTKIN

Cactus treantkin are a nomadic people who make their home in the most inhospitable of environments. Despite their prickly appearance, they tend to be a kind people, aid other travelers of the desert. Thanks to their hardy constitution, they are able to shrug off the harshest of effect with ease.

Ability Score Your Constitution modifier increases by 1

Endurance When you are forced to make a saving throw against a Constitution saving throw that deals damage, you take half damage on a failed saving throw and none on a success. Upon using this feature, you cannot do so again until you finish a short or long rest.

Thorny Defense When a creature grapples you or hits you with a melee weapon attack, you can use your reaction to make a natural weapon attack with your thorns. Upon using this feature, this attack deals piercing damage equal to 1d4+ your Strength modifier

Spiny Body When you enter your Soul of the Treat, when a creature grapples or hits you with a melee weapon attack while within 5ft. of you, it takes piercing damage equal to your proficiency bonus

CINDERWOOD TREANTKIN

As their name suggests, cinderwood treantkin possess a close relationship with the Elementals of the Material Plane of Fire. In fact, it is believed that these treants are actually native to the blazing forests of the Elemental Plane of Fire.

Ability Score Increase Your Strength modifier increases by 1

Cinderwood You gain resistance to fire damage and are immune to being set ablaze

Blazing Transformation When you enter into your Soul of the Treant, you can deal additional fire damage to your proficiency bonus to your total damage rolls once on each of your turns.

Elemental Connection You can read, write, and speak elemental

RIMEWOOD

Rimewood treants make their home in the frozen expanses of the Material Plane. They often resemble large conifers and pines which almost gives them a shaggy appearance.

Ability Score Increase. Your Constitution score increases by 1.

Cold Resistance You gain resistance to cold damage.

Snow Sight You are accustomed to seeing clearly in the harshest of blizzards. When your vision is heavily obscured by fog, snow, rain, or sand, you have clear visibility up to 30ft. in these conditions

Freezing Aura For one minute, while you are in your Soul of the Treat, you can emit a chilling aura. At the start of each of your turns, creatures within 10ft. of you take cold damage equal to your proficiency bonus.

Once you use this feature, you cannot do so again until you finish a long rest

KELPWOOD TREANTKIN

Kelpwood treantkin are an amphibious variant of treant that can be found in the coral and kelp forests of many oceans. Their appearance seems to differ greatly from their other kin, as their bodies often consist of coral and ribbon-like tendrils of kelp. However, despite their incredible size and bulk, they are surprisingly capable swimmers.

Ability Score Your Dexterity modifier increases by 1

Amphibious You can breathe in air and in water

Natural Swimmer You gain a swimming speed of 30ft.

Aquatic Recovery If you finish a long rest while underwater, you can benefit from your Photosynthesis feature as well.

LESHEN TREANTKIN

Leshen treantkin are an ancient subrace of treant that possess a close connection to nature (even more so than the rest of their treant relatives). Because of this connection, they are able to tap into the life force of their surrounding to cause plants to bloom and inform them of their surroundings.

Ability Score Increase Your Wisdom score increases by 1

Forest Soul You gain proficiency in Nature.

Leshen Magic You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Locate Animals and Plants* spell once. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells.

RUNIC TREANTKIN

Runic treantkin are a rare variant of treantkin that possess natural sensitivity to magic itself. The source of this sensitivity is believed to come from many sources. Some believe these senses were acquired from a magical disaster in their people's past while others believe it was an ancient gift from Elder Treants.

Regardless of the origins of their abilities, these individuals are able to detect the presence of magic and even temporarily ward themselves against its harshest effects.

Ability Score Increase Your Charisma score increase by 1.

Magic Sight You are able to cast *Detect Magic* without requiring an ability check. Once you use this feature, you cannot do so again until you finish a short or long rest.

Runic Transformation When you enter into your Soul of the Treant, you gain advantage on saving throws against spell effects.

SAPWOOD TREANTKIN

Sapwood treants

Ability Score Your Constitution modifier increases by 1

Ambrosia You are able to collect sap or amber from your own body that possesses a wide variety of uses. When you finish a long rest, you can create one Tiny orb of solid ambrosia which has one of the following qualities. The ambrosia orb retains its potency until you use this feature, after which the original bead loses its original value.

- **Ambrosia Resin** A creature can expend the Ambrosia Orb by using its bonus action to coat a weapon with an acidic coating. The next weapon attack while coated deals an additional 2d4 acid damage upon a hit. The damage increases to 3d4 at 5th level, 4d4 at 9th level, 5d4 at 13th level, and 6d4 at 17th level. A weapon can only benefit from this feature once
- **Nourishing Ambrosia** Creatures regain a number of hitpoints equal to your level and if the creature is Medium or smaller, it is provided enough nourishment to sustain it for a day. Undead and constructs cannot benefit from this feature
- **Purifying Ambrosia** A creature can use its action to ingest this orb. Upon using this feature, it can end one of the following effects: blinded, deafened, diseased, or poisoned.
- **Vile Ambrosia** This ambrosia be ingested in a solid or liquid form. When consumed, this ambrosia is a deadly acid that eats at a creature's insides. When a creature consumes your Ambrosia Bead, it takes 2d8 acid damage. The damage increases to 3d8 at 5th level, 4d8 at 9th level, 5d8 at 13th level, and 6d8 at 17th level.

Once you use any one of these features, you are unable to create another Anima Orb until you finish another long rest.

Sticky Grasp Thanks to the sap that oozes from your body, you have advantage on Strength(Athletics) checks made to grapple a creature.

Sweet Aroma When you first enter into your Soul of the Treant, creatures within a 10ft. radius of you must succeed a Constitution saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, it is considered charmed by you until the end of its next turn.

MYCONIDS

Myconids are the fungal counterpart to vegepymies and woads. Their physiology tends to differ much from many creatures on the Material Plane. Unlike most creatures, the true essence of the myconid resides in its spores, which are housed in a physical body. As a result, it grants them many unique abilities, such as defying death and the ability to speak telepathically to creatures.

Age Myconids seem to age at roughly the same rate as human, reaching full adulthood after 20 years and have been known to live nearly 250 years old.

Appearance Myconids seem to resemble a bipedal mushroom as many seem to sport toadstool-like heads almost akin to a hat. However, this is not the standard as there are many variations. Some seem to possess multiple growths similar to that of lichen or mold.

Size Your size counts as Small

Speed Your base walking speed is 25ft.

Languages You can speak, read, and write Common

Ability Score Your score Constitution score increases by 2

Spore Speech Myconids cannot speak in the same manner as most humanoids. Instead, they can communicate through microscopic spores that communicate telepathically with any living creature.

You can telepathically speak to any creature you can see within a distance of 30ft. of you. This range increases by 10ft. for each level above 1st you possess. 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.

Poison Resistance You have resistance to poison damage. You also gain advantage on saving throws against being poisoned.

Spore Soul 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.

Spore Cloud When you use your Spore Soul ability, creatures of your choice within a 10ft. radius of you must succeed a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed saving throw, creatures are poisoned until the end of its next turn.

Spore Heritage There are numerous variants of myconids, each can be distinguished by the unique effects of its spore. You can choose one of the following features to determine your heritage.

- **Archspore** You know the *Poison Spray* cantrip. Once you reach 3rd level, you can cast the *Ray of Sickness* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Ray of Enfeeblement* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.
- **Blightspore** You gain resistance to necrotic damage.
- **Mirespore** Creatures poisoned by your Spore Cloud ability are considered charmed or frightened by you for the duration of the effect.
- **Cinderspore** Creatures poisoned by your Spore Cloud ability take 2d6 fire damage on a failed saving throw and half as much on a successful saving throw. This damage increases to 3d6 at 5th level, 4d6 at 9th level, 5d6 at 13th level, and 6d6 at 17th level.
- **Frostspore** Creatures poisoned by your Spore Cloud ability take 2d6 cold damage on a failed saving throw and half as much on a successful saving throw. This damage increases to 3d6 at 5th level, 4d6 at 9th level, 5d6 at 13th level, and 6d6 at 17th level.
- **Spellspore** Upon being forced to make a saving throw against a spell effect, you can choose to grant yourself advantage. Upon using this feature, you take half damage upon a failed saving throw and none on a success. Upon using this feature, you cannot do so again until you complete a short or long rest.
- **Sunspore** You gain resistance to radiant damage. As a bonus action, you can give off bright light in a 10ft. radius and dim light an additional 10ft. You can dismiss this light as a free action.
- **Umberspore** You gain darkvision up to 120ft. While you are in dim light or darkness, you can use your bonus action to Hide

FLORAL GENASI

Floral genasi are a variant of Genasi that are attuned to the forces of life and nature rather than the elemental aspects of the Material Plane and beyond.

Size Your size counts as Medium.

Speed Your base walking speed is 30ft.

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

Ability Score Your score Constitution score increases by 2.

ANIMA GENASI

Anima genasi are individuals who are touched with the very essence of life itself. Just as their primordial relatives retain aspects of their respective elemental affinities, anima genasi are born with a unique connection with nature and have the power to bestow the breath of life into other creatures.

Appearance Anima genasi typically have light green skin and their hair seems to be made of vines or flowers. Some anima genasi possess a light cloud of pollen or petals that seems to always follow them.

Flora Magic When you cast the spell *Druidcraft*, you can amplify its abilities to effect a 10ft. cube. When you cast the spell in this manner, you can add the following effects.

- You can cause the plant to move or sway under its own will. This movement is not enough to harm the plant or to cause it to uproot itself.
- You can cause plant's to take the form of simple shapes such as letters, symbols, or simple shapes.
- You can change the color of one of the plants to one of your choice.

Anima Soul You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Barkskin* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

Anima Font As an action, you can touch yourself or 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.

Plant Stride Your connection with plant allows you to move through difficult terrain caused by nonmagical plants without expending additional movement.

Vibrant Soul Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

BLIGHT GENASI

Whereas anima genasi are attuned to the vibrant aspect of nature, blight genasi share a special connection to the corrupting blight. Because of their natural ability to corrupt and wither the life force of other creatures, blight genasi are often viewed with distrust or suspicion.

Appearance Blight genasi typically have skin that resembles blackened vines, while their eyes or hair tends to be a sickly shade of green.

Blighted Soul You gain resistance to necrotic damage.

Blighted Magic When you cast the spell *Druidcraft*, you can amplify its abilities to effect a 10ft. cube. When you cast the spell in this manner, you can add the following effects.

- You cause nonmagical plants in range to wither and die.
- You can cause non-magical food to instantly spoil
- You can cause nonmagical water to become undrinkable, wherein creatures instantly regurgitate it

Blight Touched When you harm a creature, you can amplify its pain with a surge of blighted magic. Once on your turns, whenever you deal damage to a creature, you can 2d6 necrotic damage to the total damage roll. This damage increases to 3d6 at 5th level, 4d6 at 9th level, 5d6 at 13th level, and 6d6 at 17th level.

Once you use this feature, you cannot do so again until you finish a long rest.

Blighted Magic You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *Inflict Wounds* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Wither and Bloom* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

FLORA TOUCHED RACES

The rampant overgrowth of plants due to magic can have unintended consequence on the surrounding environments and inhabitants. Such events can cause disasters and outbreaks of corrupting seeds, pollen, or spores that begins to infuse living creatures with symbiotic plants. As a result, such processes often leave an individual forever transformed for better or worse.

These templates are an optional lineage that you can add to any player race. Below are three flora-based lineages based on my upcoming content to add an interesting twist to existing player races. Please note, these are not player races but are lineage templates (similar to that of the official reborn)

FLORAL TOUCHED TRAITS

Ability Score Increase You retain any ability score increases according to your base race

Languages You retain any languages you had from your previous race and gain no new languages, and you are also able to read, write, and speak Druidic

Speed Your walking speed is equal to the walking speed of your race.

Dual Nature You gain the creature type of Plant. Because of your symbiotic nature, you have advantage on saving throws one effects that specifically only target humanoids or plants.

Biological Legacy You can keep the following elements of your previous race: any skill proficiencies you gained from it, special senses such as darkvision or sunlight sensitivity, and any climbing, flying, or swimming speed you gained from it.

- If your race doesn't grant these special traits, you gain proficiency in your choice of two of the following: Medicine, Nature, or Survival.

Assimilation You have been touched by parasitic floral seed, pollen, or spore that have warped your physiology. You can choose one of your following assimilation to gain special abilities.



BLIGHTED ASSIMILATION

Blighted individuals have been corrupted by the ravenous Blight. These plants have forever corrupted your body, turning your skin to a sickly black and green. This corruption has granted you an unnatural resilience and the ability to siphon the life force from other living creatures.

- **Necrotic Resistance** You gain resistance to necrotic damage
- **Blighted Recovery** Your blighted mutation grants you the ability to shrug off debilitating toxins. As an action, you can choose to end the effects of poison and disease. As an action, you can end the effects of poison or disease. Once you use this feature, you cannot do so again until you finish a long rest.
- **Blighted Magic** You know the *Toll the Dead* cantrip. Once you reach 3rd level, you can cast the *Inflict Wounds* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Wither and Bloom* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

BLOOMPLAQUE ASSIMILATION

At some point in your past, your body has been exposed with the rampant spore bloom that has forever altered your body. This exposure could have been due to a bloomplague outbreak or even part of a druidic ritual. Your physical body may possess limbs made of vines, or your hair may resemble ivy instead of hair. Your skin may possess a green hue to match the variant of bloomplague that has infected you.

- **Plant Camouflage** You are adept at traveling through the forest unnoticed. You have advantage on any Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. You are also unaffected by difficult terrain due to non-magical plant life.
- **Photosynthesis** When you finish a short rest while in sunlight, you can use one additional hit die to recover hitpoints without expense. You can use this feature even if you have no remaining hit die.
- **Floral Magic** You know the *Thorn Whip* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Barkskin* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

SPOREBLOOM ASSIMILATION

You have been exposed to the parasitic fungal spores of myconids and other fungi of the Underdark. As a result, you have developed a symbiotic connection with mushrooms that has completely warped your physiology. You may possess fungal growth sprouting from your body, or may even be surrounded by a perpetual shroud of spores.

- **Poison Resistance** You gain resistance to poison damage. You also have advantage on saving throws against being poisoned or diseased.
- **Spore Soul** When you are reduced to 0 hit points but not killed outright as you can temporarily transform into a cloud of spore, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.
- **Spore Magic** You know the *Poison Spray* cantrip. Once you reach 3rd level, you can cast the *Ray of Sickness* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Ray of Enfeeblement* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

SPOREBLOOM DROW EXAMPLE

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

Speed Your base walking speed is 30 feet.

Languages You speak Common, Elvish, Undercommon, and Druidic.

Dual Nature You gain the creature type of Plant. Because of your symbiotic nature, you have advantage on saving throws one effects that specifically only target humanoids or plants

Superior Darkvision Your darkvision has a range of 120 feet, instead of 60.

Sunlight Sensitivity You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

- **Poison Resistance** You gain resistance to poison damage. You also have advantage on saving throws against being poisoned or diseased.
- **Spore Soul** When you are reduced to 0 hit points but not killed outright as you can temporarily transform into a cloud of spore, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.
- **Spore Magic** You know the *Poison Spray* cantrip. Once you reach 3rd level, you can cast the *Ray of Sickness* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Ray of Enfeeblement* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

BLIGHTED FOREST GNOME EXAMPLE

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

Speed Your base walking speed is 25 feet.

Languages You speak Common, Gnomish, and Druidic.

Darkvision Your darkvision has a range of 60ft.

Dual Nature You gain the creature type of Plant. Because of your symbiotic nature, you have advantage on saving throws one effects that specifically only target

- **Necrotic Resistance** You gain resistance to necrotic damage
- **Blighted Recovery** Your blighted mutation grants you the ability to shrug off debilitating toxins. As an action, you can choose to end the effects of poison and disease. As an action, you can end the effects of poison or disease. Once you use this feature, you cannot do so again until you finish a long rest.
- **Blighted Magic** You know the *Toll the Dead* cantrip. Once you reach 3rd level, you can cast the *Inflict Wounds* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Wither and Bloom* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

BLOOMPLAQUE HILL DWARF EXAMPLE

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

Speed Your base walking speed is 25 feet.

Languages You speak Common, Dwarvish, and Druidic.

Darkvision Your darkvision has a range of 60ft.

Dual Nature You gain the creature type of Plant. Because of your symbiotic nature, you have advantage on saving throws one effects that specifically only target plants or humanoids.

- **Plant Stride** You are adept at traveling through the forest unnoticed. You have advantage on any Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. You are also unaffected by difficult terrain due to non-magical plant life.
- **Floral Magic** You know the *Thorn Whip* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Barkskin* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

LIZARDFOLK

Some species of lizardfolk link their ancestry to ancient beasts known as dinosaurs. These lizardfolk take immense pride in their heritage and share a deep connection with these colossal creatures, using them as beasts of burden and terrifying war mounts.

LIZARDFOLK FEATURES

Age Lizardfolk reach maturity around age 14 and rarely live longer than 60 years.

Speed Your base walking speed is 30ft.

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

Size Lizardfolk tend to be bulkier and taller than humans and depending on their bloodline, they may appear large due to colorful frills or dorsal plates or horns.

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

Bite Your toothy maw can be used as a lethal weapon, and can be used to make unarmed strikes.

If you hit a creature with them, you can deal piercing damage equal to $1d6 +$ your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

Darkvision You are accustomed to seeing in the dark. You gain darkvision up to 60ft.

Natural Armor Lizardfolk are covered in hard scales. Your armor class is equal to $13 +$ your Dexterity modifier while you are not wearing armor. You can still use shields and benefit from this feature.

Saurian Tongue Through sound and gestures, you may communicate simple ideas with reptilian beasts.

DACTYL SCALE LIZARDFOLK

Dactyl scales are the rarest of all lizardfolk as they are the distant relatives of majestic creatures such as the pteranodon or the Quetzalcoatl.

Dactyl scales tend to have beautiful head crests and a pair of colorful leathery wings that allow them to soar great distances.

- Ability Score Increase** Your Dexterity score increases by 1
- Flight** You have a flying speed of 30ft. To benefit from this speed, you can't be wearing medium or heavy armor.
- Skydive** You are nearly unmatched in your skill in aerial combat. Whenever you take the Dash action while airborne, you can use your bonus action to make a melee weapon attack.

LEVIATHAN SCALE

Leviathan scales are a special breed of lizardfolk that are distantly related to the ancient rulers of the sea, the leviathan. Unlike the rest of their kin, leviathan scales tend to have extremely smooth skin, sporting elongated jaws and necks made for catching prey in the water.

- Ability Score Increase** Your Constitution score increases by 1
- Aquatic Lungs** Additionally, you are able to hold your breath for up to 30 minutes.
- Natural Swimmer** You gain a swimming speed of 30ft. You can move through difficult terrain generated by non-magical underwater effects without expending additional movement speed.
- Aquatic Predator** While underwater, you have advantage on melee attack rolls against creatures that do not have a natural swimming speed.

RAPTOR SCALE

Raptor scale lizardfolk take after the cunning and elusive raptor. At first glance, raptor scale lizardfolk seem to be very similar in appearance to that of the venator scale. However, they tend to be much smaller and more lithe than their venator kin, and often sport colorful plumage over a scaly hide.

In general, raptor scales tend to have a strong sense of community and loyalty and are typically willing to fight to the death to defend your friends and allies.

Ability Score Increase Your Dexterity score increases by 1

Grappling Claws While grappling a creature, you can use your bonus action to make an unarmed strike against that creature.

Pack's Fury You can hone your predatory instincts to land decisive blows against your enemy.

For 1 minute, whenever you make an attack roll against a creature that has at least one of your allies within 5ft. of it and is not incapacitated, you can do so with advantage. Once on each of your turns, you can deal an additional damage equal to your proficiency bonus for the duration of this ability.

Once you use this trait, you cannot do so again until you finish a long rest.

SAURIAN SCALE

Saurian scale lizardfolk take on the appearance of the most common and largest kind of dinosaur, known as saurian. Of all their kin, their appearance can be the most varied as many share the features of the long-necked brontosaurus, the tri-horned triceratops, or the heavily armored ankylosaur.

Lizardfolk of this descent sport the titanic physique of many of these creatures are able to channel the sheer strength and power of these creatures to cause their foes to tremble beneath their quaking steps.

Ability Score Increase Your Constitution score increases by 1

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

Titanic Stomp As a bonus action, you can unleash a devastating stomp that knocks creatures off their feet. Creatures in a 10ft. radius around you must succeed a Strength saving equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$. On a failed saving throw, creatures are knocked prone.

Once you use this trait, you cannot do so again until you take a short or long rest.

SHIFTSSCALE LIZARDFOLK

Shiftscale lizardfolk are the masters of disguise, thanks to their highly evolved scales. These scales not only give them the ability to seemingly vanish in sight, it also allows them to change the color of their scales at will, making their true identity quite difficult to determine.

- **Ability Score Increase** Your Dexterity score increases by 1
- **Natural Stealth** You gain proficiency in Stealth and you are able to take the Hide action, even when you are lightly obscured.
- **Active Camouflage** Your scales allow you to blend into your surroundings. As a bonus action, you can become magically invisible, along with any equipment you are wearing or carrying, until the start of your next turn. Once you use this feature, you cannot do so again until you finish a short or long rest.
- **Shifting Scales** As a bonus action, you are able to change the coloration of your scales and eyes to a color of your choice.

TREESCALE SAURIAN

Treescale saurians are known for their incredible climbing skills that allows them to traverse nearly any surface with ease. In addition to their climbing prowess, their tails are much more developed than that of the rest of their kin as they are able to use it as a third limb capable of performing simple tasks.

Ability Score Increase Your Wisdom score increases by 1

Prehensile Tail You can grasp things with your highly evolved tail. You have a reach of 10 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.

It 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.

Spider Climb You have a climbing speed equal to your walking speed. You can climb difficult surfaces without needing to make an ability check. However, your hands are not free to do any other actions while climbing in this manner.

VENATOR SCALE

Venator scale lizardfolk trace their lineage to the greatest of natural predators to walk the face of the Material plane, the venator. These lizardfolk sport powerful jaws akin to that of venators such as the Tyrannosaurus or Carnotaur.

They take immense pride to embrace their connection to these apex predators. In battle, they are able to shrug off any sign of fear, instead they can cause their foes to feel the dread of a true predator.

Ability Score Increase Your Strength score increases by 1

Dauntless Very little can strike fear in the heart of an apex predator. You have advantage on saving throws against being frightened.

Roar of the Apex You can emit an earth-shattering roar that strikes fear in the heart of your enemies. As a bonus action, creatures of your choice within a 10ft. radius of you must succeed a Wisdom saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, creatures are frightened until the end of your next turn.

Frightened creatures must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the dodge action.

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

TORTLES

Tortles are large turtle-like humanoids that tend to be quite nomadic in nature. They possess ornate shells that are often decorated with various runes, markings, and jewelry that depicts their status, wealth, accomplishments, or any other significant aspects of their life.

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

Age. Young tortles 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.

Size. Your size counts as your choice of Small or Medium

Natural Armor. Your armor class is equal to 13 + your Constitution modifier. You are able to use shields and still benefit from this feature.

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

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.

Shell Deflection Whenever you take damage, you can use your reaction to reduce the damage taken by your 1d12 + your Constitution modifier. Upon using this feature, you cannot do so again until you finish a short or long rest.

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

ELDERSHELL TORTLE

Of all tortle's, Eldershell tortles possess the largest shell. It is believed that Eldershell tortles are the oldest species of tortles and are known for their keen memory. These tortles can be identified by their extremely large shells(even by tortle stands) that are large enough for them to fully retract to completely avoid harm.

Ability Score Increase Your Intelligence score increases by 1

Ancient Memory You have advantage on Intelligence checks to remember to accurately recall anything you have seen or heard within the last month.

Aegis Shell When you use your Shell Defense, whenever you fail a Dexterity saving throw, you take half damage on a successful saving throw, you take no damage.

Endless Fortitude Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

RAZORSHELL TORTLE

Razorshell tortles have a rather frightening appearance thanks to their jagged shells and razor sharp claws. Their spiny shell not only serves as a means of defense, but can also be used as a weapon in retaliation against those that would do them harm.

Ability Score Increases Your Strength score increases by 1

Brutal Shell Whenever you use your Shell Deflection, you can make an unarmed strike using your shell against a creature within 5ft. of you. Upon a hit, you can deal additional damage equal to your level.

Jagged 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 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Spiny Defense While in your Shell defense, creatures that grapple you or hits you with a melee weapon attack while within 5ft. of you takes 1d6 piercing damage.

SANDSHELL TORTLE

Ability Score Increases Your Wisdom score increases by 1

Fire Resistance You gain resistance to fire damage.

Sand Strider You can ignore difficult terrain caused by non-magical rocky or sandy terrain

Sand Sight Your vision is obscured by fog, heavy rainfall, sand, snowfall, or similar effects. While these conditions are active, you can clearly see up to 30ft. in these conditions.

Endurance When you are forced to make a saving throw against a Constitution saving throw that deals damage, you take half damage on a failed saving throw and none on a success. Upon using this feature, you cannot do so again until you finish a short or long rest.



UMBERSHELL TORTLE

Umbershell tortles make their home deep in the subterranean caverns of the Underdark. Unlike their relatives, these tortles are completely unaffected by the perpetual darkness of their home.

In comparison to the rest of their kind, these tortles possess extremely heavy shells that often have mineral or fungal growths protruding from their back. This extra coating acts as a second layer of defense to protect them from harmful blows.

Ability Score Increase Your Strength score increases by 1

Darkvision You gain darkvision up to 60ft.

Heavy Shell When you use your Shell Deflection feature, you can force a creature within 5ft. of you must succeed a Strength saving throw equal to $8 + \text{your Strength modifier} + \text{your proficiency modifier}$. On a failed saving throw, that creature is pushed back 5ft. and are knocked prone.

Impenetrable Shell When you use your Shell Defense, you can reduce damage taken by your proficiency bonus.

Deep Dweller You can read, write, and speak Undercommon

WAVESHELL TORTLE

Although most tortles are distantly related to the dragon turtle, razorshell tortles share many physical characteristics of their titanic ancestor. Unlike the rest of their kind, waveshell tortles are confidant swimmers and are able to hold their breath for long periods of times. However, their most notable characteristic is their natural sense of direction that allows them to always find their way back home.

Ability Score Increases Your Wisdom score increases by 1

Natural Swimmer You gain a swimming speed of 30ft.

Floating Shell When you use your Shell Defense while underwater, you can use your movement to swim up to half your swim speed.

Hold Breath You can hold your breath for up to 1 hour at a time.

Migratory Sense You always know which direction is north and having saving throws on Intelligence or Wisdom checks to find your way or to prevent becoming lost by nonmagical means.

Slick Shell When you use your Shell Deflection feature, you can move up to half your movement speed without provoking an opportunity attack.

Sea Farer You can read, write, and speak Aquan

YUAN TI

The serpent creatures known as yuan-ti are all that remains of an ancient empire. Their past is heavily tied with powerful entities and gods that made them one of the most powerful civilizations on the Material Plane. Despite their humanoid appearance, they have been bestowed divine blessings (or curses) for their service to their entities that grants them the ability to acquire a snake-like appearance.

YUAN TI FEATURES

Ability Score Increase Your Charisma score increases by 2

Speed Your base walking speed is 30ft.

Languages You can speak, read, and write Common and Abyssal

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.

Poison Resistance You gain resistance to poison. You have advantage on saving throws against being poisoned.

Snake Speaker Through sound and gestures, you may communicate simple ideas with snakes

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

COUATL

Couatl yuan-ti have a deep connection with the divine, particularly a special kind of Celestial known as a Couatl. As a result, their divine gifts grant them glimmering scales and even the ability to sprout angelic wings.

Ability Score Increase Your Wisdom score increases by 1

Radiant Scales You gain resistance to radiant damage.

Couatl Wings As a bonus action, you are able to fully embrace your Celestial heritage. For the 1 minute, you are able to gain a flying speed equal to your walking speed. Once you use this feature, you cannot do so again until you finish a long rest.

Innate Spell Casting You know the *Sacred Flame* cantrip. Once you reach 3rd level, you can cast the *Sanctuary* spell once 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 the *Detect Good and Evil* 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.

Divine Tongue You can read, write, and speak Celestial

LAMIA

Lamias are a powerful subrace of yuan-ti. They can be easily identified by patches of scales covering their otherwise humanoid appearance. They also possess the ability to change their form to sprout a powerful snake-like tail that they can use to bind and strangle their foes.

Ability Score Increase Your Strength score increases by 1

Natural Armor You have hard scales akin to a dragon.

When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. 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.

Snake Body Transformation You can fully embrace your snake-like nature as a bonus action. As a result, your legs begins to gain the qualities of a python instead of legs. For 1 hour, you gain the following effects.

- Your powerful tails can be used to make unarmed strikes. If you hit a creature with them, you can deal piercing damage equal to $1d6 + \text{your Strength modifier}$ instead of the bludgeoning damage normal for an unarmed strike. Upon a hit, you can use your bonus action to grapple a creature. While grappling a creature, you can use your bonus action to make an unarmed strike against that creature.
- You can use your bonus action to Use or Interact with an object
- Your tail has a reach of 10ft. and it can lift a number of pounds equal to ten 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. It 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.

Draconic Tongue You can read, write, and speak Draconic.

NAGA

Naga yuan-ti are a rare subtype of yuan-ti that have been eternally blessed by a powerful naga. As a result, their are able to harness their innate gifts to gain the supernatural perception and insight of a naga.

Ability Score Increase Your Intelligence score increases by 1

Naga's Sight You can fully embrace your naga's blood as a bonus action. As a result, you are able to acquire the insight of a naga. This transformation can take different forms as some naga yuan-ti may sprout a ethereal third eye

This transformation lasts for one hour, and you gain the following benefits for the duration.

- You can use your bonus action to take the Search action
- You gain advantage on Wisdom (Perception and Insight) checks, When you have advantage on these checks, you can roll three times instead of twice.

Innate Spell Casting You know the *Guidance* cantrip. Once you reach 3rd level, you can cast the *Detect Magic* spell once 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 the *See 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.

Naga's Knowledge You can channel the knowledge from the ancient naga's to solve any problem. Whenever you make an ability check with a skill that you are not proficient, you can add your proficiency bonus to the total roll. You must use this feature before you know the roll's result.

Once you use this feature, you cannot do so again until you finish a short or long rest.

Naga's Tongue You can read, write, and speak any language of your choice.

PUREBLOOD

As their name suggests, pureblood yuan-ti pride themselves on their connection to the divine or supernatural. They fully embrace their serpentine gifts, which grant them the ability to grow serpentine heads or hair to terrify and poison their foes.

Ability Score Increase Your Constitution score increases by 1

Snake Head Transformation You can fully embrace your snake-like nature as a bonus action. As a result, your humanoid begins to become more snake-like. This transformation can take different forms. Some pureblood sprout completely serpentine heads, while others may have small vipers sprouting from their hair, similar to that a Medusa.

This transformation lasts for one hour, and you gain the following benefits for the duration.

- You gain advantage on Charisma (Intimidation) checks.
- You possess a set of piercing fangs that can be used to make unarmed strikes. If you hit a creature with them, you can deal piercing damage equal to $1d6 + \text{your Strength or Dexterity modifier}$ instead of the bludgeoning damage normal for an unarmed strike.
- When you make an unarmed strike, the target must succeed a Constitution saving throw. Your DC is equal to $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$. On a failed saving throw, creatures are poisoned until the end of its next turn. Upon a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

Innate Spell Casting You know the *Poison Spray* cantrip. Once you reach 3rd level, you can cast the *Charm Person* spell once 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 the *Hold Person* 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.

Snake Scale When you are forced to make a saving throw against a spell effect saving throw that deals damage, you can do so with advantage. Upon using this feature, you cannot do so again until you finish a short or long rest.

Draconic Tongue You can read, write, and speak Draconic.

SIMIANS.

Simians are an advanced society of beastfolk who were fully awakened by druidic magics. They have developed a vibrant and diverse society that continues to grow at a rapid pace as it is driven by their naturally curious minds.

SIMIAN FEATURES

Age Simians reach maturity around age 20 and rarely live longer than 70 years.

Speed Your base walking speed is 30ft.

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

Ability Score Your score Strength score increases by 1, and your Intelligence score increases by 1.

Natural Climber Your long limbs allows you to climb with ease. You gain a climbing speed of 30ft.

Innovation Your natural curiosity grants you the ability to create tools you need to survive. As a result, you gain proficiency in a tool kit of your choice.

Long-limbed Your arms are proportionally longer than other humanoids of your size. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

MONKEYFOLK

Monkeyfolk are the smallest of all their kin. They make up for their small size with their nimble fingers and prehensile tail.

- **Ability Score Increase** Your Dexterity score increases by 1
- **Appearance** Simians retains a humanoid appearance, although they are covered with short fur that varies in color depending on their region or family.
- **Size** Monkeyfolk are extremely small, typically about the size of a halfling or gnome. Your size counts as Small.
- **Quick Fingered** You are able to use your bonus action to Interact with an Object.
- **Prehensile Tail** You can grasp things with your prehensile tail. It has a reach of 5 feet, and it can lift no more than 30 pounds. You can use it to do simple tasks such as lifting, dropping, holding, pushing, or pulling an object or a creature; opening or closing a door or a container; grappling someone; or making an unarmed strike. It 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.
- **Naturally Stealthy** You can attempt to hide even when you are only obscured by a creature that is at least one size larger than you.





APEFOLK

Apefolk are the most common of all simians. They are particularly known for their superior intellect, creativity, and crafting skills.

- **Ability Score Increase** Your Intelligence score increases by 1
- **Appearance** Apefolk are humanoid in appearance, sporting short fur that varies in color depending on their region or family.
- **Size** Apefolk tend to be somewhat shorter but bulkier than the average human. Your size counts as Medium.
- **Natural Talent** You gain proficiency in one additional skill and tool proficiency of your choice.
- **Improvisation** Your naturally curious mind allows you to find a solution to seemingly impossible tasks. When you make an ability check that you are not proficient in, you can use your reaction to add 1d4 to the total result. You can use this feature a number of times equal to your proficiency bonus before a long rest.
- **Natural Crafter** Your creative mind allows you to create simple tools from nearly anything. Upon each short rest, you can craft a Small tool, object, or simple weapon from nonliving organic matter, such as leather, rope, cloth or wood. You can also choose inorganic objects such as stone or clay. You are able to craft a simple tool, object, or weapon no more than 10gp in worth. To use this trait, you need an appropriate artisan's tools, such as a leatherworker's tools.

GORILLAFOLK

Gorillafolk are the largest of all simians, resembling colossal gorillas or even yetis. They are particularly known for their sheer strength.

- **Ability Score Increase** Your Strength score increases by 1
- **Appearance** Gorillafolk are humanoid in appearance, sporting short fur that varies in color depending on their region or family.
- **Size** Gorillafolk tend to be roughly the same height as most orcs. However, they tend to be much bulkier than even all but the largest of goliaths. Your size counts as Medium
- **Powerful Build** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Brute Strength** You gain proficiency in Athletics.
- **ape Fury** Thanks to your sheer strength, you are able to turn nearly anything into a lethal weapon. You are proficient in making melee or ranged attacks with improvised weapons. Upon hitting a creature with an improvised weapon, you can deal 1d6 damage instead.

LOXODON

Loxodons are the largest of all beastfolk standing nearly 7 to 8 feet tall. They resemble bipedal elephants and often adorn their magnificent trunks that never stop growing throughout their life. Depending on their status or wealth, they may decorate these tusks with jewelry and precious metals.

LOXODON FEATURES

- **Age** Loxodons mature at the same rate as humans, however, they are considered mature by their people at 60 years old. Their lifespan can be as long as 450 years.
- **Speed** Your base walking speed is 30ft.
- **Size** Your size counts as Medium
- **Languages** You can speak, read, and write Common and one language of your choice
- **Ability Score** Your score Strength score increases by 1, and your Constitution score increases by 1.
- **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. It 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.
- **Tusks** You possess bulky tusks that can be used to make unarmed strikes. If you hit a creature with them, you can deal piercing damage equal to $1d6 + \text{your Strength modifier}$ instead of the bludgeoning damage normal for an unarmed strike.
- **Powerful Build** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift
- **Long Memory** You have advantage on Intelligence checks to remember to accurately recall anything you have seen or heard within the last month.

BEHEMOTH LOXODON

These loxodon traces their ancestry to the aggressive behemoth. Just as their ancestor, they possess thick plates and bony protrusions to protect them from harm. They also sport an extremely muscular trunk and numerous pairs of jagged tusks.

- **Ability Score Increase** Your Strength score increases by 1
- **Powerful Trunk** Your trunk is much more powerful than the rest of your kin. Your trunk can lift a number of pounds equal to 10 times your Strength score. When you make an unarmed strike with your trunk, dealing $1d6 + \text{your Strength modifier}$ upon a hit. Upon a hit, you can use your bonus action to grapple the target as a bonus action. You are still subject to the other limitations of your trunk.
- **Natural Armor** You have thick, leathery skin. When you aren't wearing armor, your AC is $13 + \text{your Constitution modifier}$. 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.

ELEPHANTINE LOXODON

These loxodon are the most common of their kind. They are easily recognizable by their leathery skin and oversized ears.

- **Ability Score Increase** Your Wisdom score increases by 1
- **Goring Tusks** Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your tusks as a bonus action.
- **Serene Mind** You have advantage on saving throws against being charmed and frightened.

MAMMOTH LOXODON

These loxodon make their home in the frigid reaches of the Material Plane. Unlike the rest of their kin, they possess a thick coat of fur to protect them from the elements.

- **Ability Score Increase** Your Constitution score increases by 1
- **Arctic Fur** You have resistance to cold damage.
- **Barreling Charge** Immediately after you hit a creature with a melee attack as a part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your tusks. 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 $8 + \text{your proficiency bonus} + \text{your Strength modifier}$, you push it up to 10 feet away from you.

LUPINES

At first glance, lupines are often confused for werewolves. However, these beastfolk are believed to awakened dogs or wolves through the influence of druidic magic. However, some legends claims that they ultimately descended from lycanthropes who lost their ability to change their shape.

LUPINE FEATURES

- **Age** Lupines have lifespans equivalent to humans
- **Speed** Your base walking speed is 30ft.
- **Size** Your size counts as Medium.
- **Languages** You can speak, read, and write Common and one language of your choice
- **Ability Score Increase** Your score Wisdom score increases by 2.
- **Keen Smell** You have a strong sense of smell that grants you proficiency in Perception checks.
- **Scent Mark** As a bonus action, you can mark a creature you can see within 30ft. of you. For the duration, you have advantage on Intelligence or Wisdom checks to find the marked creature. This effect lasts a number of hours equal to your proficiency bonus. You cannot use this feature again until you finish a short or long rest.
- **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.

CANINE LUPINE

Canine lupines are some of the most common of their kind. Their appearance closely resembles that of a common dog. Much like their bestial counterparts, they are known for their extreme bravery and loyalty.

- **Ability Score Increase** Your Constitution score increases by 1
- **Dauntless** You have advantage on saving throws against being frightened.
- **Loyal** You have advantage on saving throws against being charmed
- **Embrace the Pack** You can unleash a howl that bolsters the resolve of your allies. As a bonus action, you and a number of creatures of your choice equal to your proficiency bonus within 30ft. of you that can hear, you gain temporary hitpoints equal to your Level + your Charisma modifier until the end of your next turn. While creatures possess these temporary hitpoints, they gain immunity to being charmed or frightened for the duration.

Once you use this feature, you cannot do so again until you finish a short or long rest.

HUNTER LUPINE

Hunter lupines fully embrace their predatory heritage and the concept of the pack.

- **Ability Score Increase** Your Strength score increases by 1
- **Battle Scent** Your keen senses allow you to pick up the slightest scent in the heat of battle. As a bonus action, you are able to take the Search action on your turn.
- **Predator Instinct** You can add your proficiency bonus to your initiative bonus.

Pack's Fury You can hone your predatory instincts to land decisive blows against your enemy.

For 1 minute, whenever you make an attack roll against a creature that has at least one of your allies within 5ft. of it and is not incapacitated, you can do so with advantage. Once on each of your turns, you can deal an additional damage equal to your proficiency bonus for the duration of this ability.

Once you use this trait, you cannot do so again until you finish a long rest.

ALPHA LUPINE

Alpha lupines are the rarest of all their kind. These lupines are believed to retain the very blood of their ancestors. As a result, they are revered by the rest of their kin, who believe they are born with the innate gift of leading a pack.

- **Ability Score Increase** Your Intelligence score increases by 1
- **Alpha Instinct** You gain proficiency in Intimidation and Persuasion
- **Call of the Hunt** You can release a savage howl to spur your allies into a violent frenzy. As a bonus action, you and a number of creatures equal to your proficiency bonus that can hear you gain advantage on their next attack roll until the end of your next turn.

Once you use this feature, you cannot do so again until you finish a short or long rest

KITSUNE

Kitsune lupines are the most elusive of all their kind. They rely on cunning, trickery, and a seemingly supernatural sense of luck to escape from danger. However, kitsune lupines are known for their ability to disguise themselves as other humanoids to allow them to easily blend in without detection.

- **Ability Score Increase** Your Charisma score increases by 1
- **Kitsune Luck** You have an uncanny ability to avoid bad luck. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.
- **Fey Ancestry** You have advantage on saving throws against effects that would charm or put you to sleep
- **Shapechanger** You can cast *Disguise Self* with this trait, using Charisma 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.



TABAXI

Tabaxi are catlike beastfolk that come in all shapes and sizes. They generally tend to be quite free spirited, traveling across the world in search of the next great thrill or adventure.

TABAXI FEATURES

- **Age** Tabaxi have lifespans equivalent to humans.
- **Speed** Your base walking speed is 30ft.
- **Size** Your size counts as Medium
- **Languages** You can speak, read, and write Common and one language of your choice
- **Ability Score Increase** Your score Dexterity score increases by 1, and your Wisdom score increases by 1.
- **Keen Senses** You gain proficiency in Stealth and Perception
- **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.
- **Sharp Claws** You are naturally equipped with sharp claws. If you hit a creature with them, you can deal slashing damage equal to 1d4 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

FERAL TABAXI

Feral tabaxi fully embrace their predatory ancestry. Many of this subspecies possess beautiful coats that allow them to blend into their environments. Depending on the region, these can sport numerous patterns, such as spots or stripes.

- **Ability Score Increase** Your Wisdom score increases by 1
- **Agile Climber** Your sharp claws allows you to climb difficult surfaces with ease. As a result, you gain a climbing speed of 30ft.
- **Nature Strider** You are especially adept at traveling quickly through the untamed wilds. You can move through one of the following nonmagical terrains without expending additional movement: forest(heavy plant life); rocky or sand terrain, snowy or icy terrain.
- **Primal Predator** Your fur coat grants you advantage on Dexterity(Stealth) checks in one of the following conditions or terrains: darkness; forest (ample plant life); rocky or mountainous terrain; snow or ice.

PROUDMANE

Proudmane tabaxi can be easily identified thanks to their magnificent manes that are often decorated in a variety of colors and styles. This appearance grants them a dominating persona that allows them to intimidate the weak-willed with only a glance. If a simple glance is not enough, proudmanes are known for their terrifying roar, which is enough to cause all but the most stalwart of individuals to quake in fear.

- **Ability Score Increase** Your Charisma score increases by 1
- **Dauntless** You have advantage on saving throws against being frightened.
- **Menacing** Your frightening appearance grants you proficiency in Intimidation.
- **Terrifying 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.

SABERTOOTH

As their name suggests, sabertooth tabaxi possess a deadly set of elongated fangs the size of daggers. Thanks to their physical prowess and natural weapons, they are the strongest and most intimidating of all their kin.

- **Ability Score Increase** Your Strength score increases by 1
- **Apex Predator** Your elongated claws and fangs are much more lethal than the rest of your kin. If you hit a creature with them, you can deal slashing damage equal to 1d6 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.
- **Sheer Strength** As the largest and most powerful of your catlike kin, you gain proficiency in Athletics.
- **Pounce** Immediately after you hit a creature with an melee attack as a part of the Attack action on your turn, you can use a bonus action to attempt to knock that target to the ground using your sheer strength. The target must be within 5 feet of you and no more than your size or smaller than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you can knock it prone.

SOFTPAW

Softpaw tabaxi are the smallest of all their kind. They are extremely small and are comparable to gnomes and halflings in size. However, they make up for their tiny size for the inexplicable luck and strange knack for always landing on their feet.

- **Ability Score Increase** Your Charisma score increases by 1
- **Size** As a softpaw tabaxi, your size counts as Small
- **Speed** Due to your small size, your movement speed is 25ft.
- **Nine Lives** You have an impossible knack for escaping the jaws of death. 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.
- **Cat's Landing** You have a knack for landing on your feet. Whenever, you calculate fall damage, you can subtract 30ft. from the total when calculating damage, as long as you are not incapacitated. Upon taking fall damage, you must make a DC 10 Dexterity saving throw. On a successful saving throw, you do not fall prone. The DC for this ability check increases by every 10ft. above 30ft. that you fall.

SWIFTPAW

Swiftpaw tabaxi are the fastest of all their kin. They tend to be thinner and much more lithe than their relatives, as their form emphasizes speed more than power.

- **Ability Score Increase** Your Dexterity score increases by 1
- **Sprinter** Your agile frame grants you a movement speed of 35ft.
- **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.



URSINE

Ursines are the largest of all predatory beastfolk. Just like their primal relatives, they are known for their unyielding endurance, shrugging off the harshest of attack while crushing their opponents with their brutal strength.

URSINE FEATURES

- **Age** Ursine have lifespans equivalent to humans, although ursines have been known to live up to 100 years.
- **Speed** Your base walking speed is 30ft.
- **Size** Your size counts as Medium.
- **Languages** You can speak, read, and write Common and one language of your choice
- **Ability Score Increase** Your score Wisdom score increases by 1, and your Strength score increases by 1.
- **Keen Senses** Your keen eyesight and smell grants your proficiency in Perception checks
- **Darkvision** As a natural predator, you are accustomed to seeing in difficult conditions, 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.
- **Bear Claws** You possess a set of deadly claws. If you hit a creature with them, you can deal slashing damage equal to $1d6 + \text{your Strength modifier}$ instead of the bludgeoning damage normal for an unarmed strike.
- **Ursine Endurance** When you are forced to make a Constitution saving throw, you are able to do so with advantage. If the saving throw deals damage, you can take half damage on a failed saving throw, and none upon a success.

You can only use this feature once per short or long rest.

DIRE URSINE

Dire ursine can trace their ancestry to the great dire bears of legend. Just like their ancestors, they possess supernatural strength and endurance.

- **Ability Score Increase** Your Constitution Score increase by 1.
- **Powerful Build** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift
- **Dauntless** You have advantage on saving throws against being frightened.

FOREST URSINE

Forest ursines are the smallest of all bearfolk. What they lack in size, they make up for with surprising agility and nimbleness.

- **Ability Score Increase** Your Dexterity Score increase by 1.
- **Agile Climber** Your sharp claws grant you a climbing speed of 30ft.
- **Nimble Squeeze** You can fit through a space for a creature one size smaller than you without having to squeeze.

PANDA URSINE

Panda ursines are easily recognizable due to their black and white spots and relaxed demeanor. However, they have been known to take on other colors such as red or gold.

- **Ability Score Increase** Your Wisdom Score increase by 1.
- **Serene** You have advantage on saving throws against being charmed.
- **Restful Sleep** Whenever you finish a long rest, you can recover one additional Hit Die. You can recover another Hit Die when you reach 9th level, and again at 17th level for a total of three additional hit die.
- **Catnap** You are able to make the most of even the shortest of rests. Whenever you take a short rest, and you roll to recover hitpoints using your Hit Die, you can reroll 1s and 2s taking the new result.

POLAR URSINE

Polar ursines make their home in the frozen reaches of the Material Plane. Thanks to their white fur, they are able to easily use their otherwise stark environment as a suitable camouflage.

- **Ability Score Increase** Your Strength Score increase by 1.
- **Arctic Resistance** You have resistance to cold damage.
- **Ice Walk** You are not affected by difficult terrain caused by non-magical icy or snowy terrain.
- **Powerful Swimmer** You have a swimming speed of 30ft.
- **Snow Stealth** You have advantage on Stealth checks while icy or snowy terrain.

STRIX URSINE

The strix ursine is the rarest of all bearfolk as they trace their ancestry to the owlbear. Despite their looming forms, they are efficient hunters under the cover of night.

- **Ability Score Increase** Your Strength Score increase by 1.
- **Superior Darkvision** As a night predator, you are especially proficient at hunting during the night. You have darkvision up to 120ft.
- **Silent Stride** Despite your size, you are able to move silently and undetected. You gain proficiency in Stealth.

VERMINFOLK

Verminfolk are the most diverse and numerous of all beastfolk. In general, they tend to be much smaller than other beastfolk, but make up for their size with their agility and cunning.

VERMINFOLK FEATURES

- **Age** Verminfolk mature at the same rate as humans. However, their lifespan is only up to 50 years.
- **Speed** Your base walking speed is 30ft.
- **Languages** You can speak, read, and write Common and one language of your choice
- **Ability Score** Your Dexterity Score increases by 2.
- **Size** Your size counts as Small.
- **Keen Senses** Your keen eyesight and smell grants your proficiency in Perception checks
- **Darkvision** You are accustomed to seeing 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.
- **Nimble Form** You can move through the space of any creature that is of a size larger than yours.
- **Diminutive Evasion** When you are forced to make a Dexterity saving throw, you are able to do so with advantage. If the saving throw deals damage, you can take half damage on a failed saving throw, and none upon a success.

You can only use this feature once per short or long rest.

MOUSEFOLK

Mousefolk are the smallest of all beastfolk. They have a peculiar knack for being able to squeeze into the smallest of holes and even use their larger allies as cover from attacks.

- **Ability Score Increase** Your Charisma Score increases by 1.
- **Nimble Squeeze** You can fit through a space for a creature one size smaller than you without having to squeeze.
- **Body Shield** You are able to Hide behind a creature at least one size larger than you.

RACCOONFOLK

Just like their bestial counterparts, raccoonfolk primarily use the shadows to evade detection. Thanks to their small but dexterous hands, they are able to quickly grab anything that catches their interest before scurrying away unseen.

- **Ability Score Increase** Your Intelligence Score increase by 1.
- **Quick Fingers** You have proficiency on Sleight of Hand checks.
- **Shadow Walker** You have advantage on Stealth checks while in dim light or darkness.

MOLE FOLK

Molefolk are the most reclusive of all vermin folk. Unlike their ancestors, they are not completely blind, but do suffer difficulty seeing in bright light. However, they despite their small squat forms, they are surprisingly strong and fast. Thanks to their powerful claws, they are able to create tunnels to burrow into the soft earth around them.

- **Ability Score Increase** Your Strength Score increase by 1.
- **Tremorsense** You gain tremorsense up to 10ft.
- **Earth Walk** You are not affected by difficult terrain caused by non-magical rocky or sandy terrain
- **Powerful Build** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Burrow** You are able to burrow underneath the ground using your powerful claws. You gain a burrow speed of 10ft. and can only burrow through a surface with loose earth. You must use your bonus action to either burrow or resurface from the ground. Burrowing and resurfacing can provoke attacks of opportunity. Each time you burrow, you leave a hole 5ft in diameter in your wake.
- **Sun Sensitivity** You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

AARAKOCRA

Aarakocra are bird-like humanoids that are believed to be natural denizens of the Elemental Plane of Air, an endless domain of open skies and clouds. Typically, their communities tend to be small outposts and refuges on the Material Plane.

AARAKOCRA FEATURES

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

Speed Your base walking speed is 25ft.

Languages You can speak, read, and write Common, Auran, and Aarakocra

Ability Score Increase Your Dexterity score increases by 2

Size Your size counts as your choice of Small or Medium

Flying Speed Thanks to your wings, you have a flying speed of 30ft. You can't use this flying speed if you're wearing medium or heavy armor.

AQUILAN AARAKOCRA

Aquilan aarakocra resemble deadly birds of prey, using their sharp claws and keen eyes to grant them an edge of their opponents.

- **Ability Score Increase** Your Wisdom score increases by 1
- **Talons** You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.
- **Keen Vision** You gain proficiency in Perception. You can see up to 1000ft. away with no difficulty, and you are able to discern even fine details as though looking at something no more than 100 feet away from you.
- **Gale Wings** Whenever you take the special melee action to Shove a creature, you can choose to force one creature within 10ft. of you to make a Strength saving throw equal to $8 + \text{your proficiency bonus} + \text{your choice of your Strength or Dexterity modifier}$. On a failed saving throw, you can either knock that creature prone or push it 5ft. away from you.

CARRION AARAKOCRA

Carriion aarakocra resemble many scavenger avians such as condors or vultures. Their affinity to eating carriion grants them natural resilience against various toxins and diseases.

- **Ability Score Increase** Your Constitution score increases by 1
- **Poison Resistance** You gain resistance to poison damage and have advantage on saving throws against being poisoned or diseased.
- **Carriion Sense** Your keen senses allow you to sense the presence of death and decay. As an action, you can sense the presence of a corpse or an undead creature within 60ft. of you. This feature does not reveal the identity of that type of creature. Once you use this feature, you cannot do so again until you finish a short or long rest.
- **Purging Immunity** You are naturally able to purge harmful toxins from your body. As an action, you can end the poisoned condition on yourself. Once you use this feature, you cannot do so again until you finish a long rest.

CORVID AARAKOCRA

Corvid aarakocra often take the appearance of many crows, ravens, or jays. They are particularly known for their unique ability to mimic sounds and even project their voices.

- **Ability Score Increase** Your Intelligence score increases by 1
- **Imitator** You have a special knack for fooling others. You gain proficiency in Deception.
- **Mimicry** You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check, opposed by your Charisma (Deception) check.
- **Ventriloquism** You are able to project your voice to make it sound as if you are in a different location. As an action, you can cause your voice to sound as if it originated from a spot within 30ft. of you. A creature that hears the sounds you make can tell they determine if this is a trick with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

SKYSONG AARAKOCRA

Skysong aarakocra are known for the stunning beauty with their color and their hypnotic bird songs. They often sport extremely colorful plumage.

- **Ability Score Increase** Your Charisma score increases by 1
- **Natural Elegance** You gain proficiency in Intimidation or Performance
- **Bird Song** You are able to amplify your voice to make it sound much larger than a creature of your size. As an action, you can amplify your voice up to three times as loud. When you use your voice in this manner, it can be clearly heard at least up to 100ft. away.
- **Magnificent Feather** You are able to flaunt your feathers or use your natural voice to curry favor with others. Whenever you have advantage on a Performance or Intimidation check, you can choose to roll three times instead of twice taking the highest roll. You can only use this feature a number of times equal to your proficiency bonus before you must finish a long rest.

ROCBORN AARAKOCRA

Rocborn aarakocra trace their heritage to the mighty roc. Thanks to their immense strength, they are able to fly in the most turbulent of winds.

- **Ability Score Increase** Your Strength Score increases by 1
- **Powerful Build** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Powerful Wings** You are able to maintain your natural flying speed while wearing medium armor.
- **Tempest Wings** You can move across and fly through strong winds without needing to make an ability check. Additionally, difficult terrain generated by strong wind doesn't cost you extra movement.

STRIX AARAKOCRA

Strix aarakocra are the silent hunters of the night, using their silent wings and superior vision to skulk through the night like wraiths.

- **Ability Score Increase** Your Wisdom score increases by 1
- **Silent Feathers** You gain proficiency in Stealth
- **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. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.
- **Gloom Sight** You are able to fully hone your nocturnal senses to grant your heightened awareness. For 10 minutes, your vision is no longer obscured by magical darkness or being heavily obscured. Once you use this feature, you cannot do so again until you finish a long rest.

SUNFEATHER AARAKOCRA

Sunfeather aarakocra share a special lineage to the mighty phoenix, granting them feathers that can emit the radiance of the sun.

- **Ability Score Increase** Your Constitution Score increases by 1
- **Fire Resistance** You gain resistance to fire damage. You are also immune to being set aflame.
- **Luminous Feathers** As a bonus action, you can give off a bright light in a 10ft. radius and dim light an additional 10ft. You can dismiss this light as a bonus action
- **Phoenix Rebirth** Whenever you take fire damage, you can use your reaction to expend a hit die to regain a number of hit points equal to your Hit Die + your Constitution modifier.
- **Phoenix's Blessing** You are able to read, write, and speak Ignan.

SWIFTWING AARAKOCRA

Swiftwing aarakocra are characterized by their rapidly buzzing wings akin to a hummingbird. As a result, they are known for their particularly agile flight and evasion.

- **Ability Score Increase** Your Charisma Score increases by 1
- **Nimble Flier** You gain proficiency in Acrobatics
- **Rapid Flight** For 10 minutes, you are able to rapidly flap your wings at extreme speeds to keep yourself aloft and to fly at extreme speeds. While airborne in this manner, your flying speed increases by 10ft. and you do not fall from the sky whenever you are knocked prone. You cannot benefit from this feature if your movement speed is reduced to 0, if you are incapacitated, or if you are unable to move. Once you use this feature, you cannot do so again until you finish a long rest.
- **Evasive Flight** Whenever you use your action to Dash while airborne, you can use your bonus action to Disengage.

TIDEGALE AARAKOCRA

Tidegale aarakocra are masters of the skies and the seas. Their feathers are especially adapted to granting them the ability to become prolific swimmers.

- **Ability Score Increase** Your Constitution score increases by 1
- **Active Swimmer** You gain a swimming speed of 30ft.
- **Migratory Senses** You gain proficiency in Survival. You always know what direction is North and cannot become lost by non-magical means.
- **Hold Breath** When determining how long you can hold your breath, you can add your proficiency bonus to the total number of minutes you can hold your breath. You can also add your proficiency bonus to the number of rounds you can survive without being able to breathe.

FLEDGEKIN

Fledgekins are believed to be related to aarakocra. However, unlike their relatives, their primitive wings do not give them the ability of true flight.

FLEDGEKIN FEATURES

Age Fledgekin reach maturity by age 12 and can live to 60.

Size Your size counts as your choice of Small or Medium

Speed Your base walking speed is 30ft.

Languages You can speak, read, and write Common, Auran, and Aarakocra

Ability Score Increase Your Dexterity score increases by 1 and your Charisma score increases by 1

Size Your size counts as your choice of Small or Medium

Natural Agility You gain proficiency in Acrobatics

False Flight Your primitive feathers grants you the ability to leap long distances. When determining your vertical jumping height, you can use your choice of Strength or Dexterity. Additionally, you can increase your vertical jumping height by your proficiency bonus as well.

Feather Fall Your ability for false flight allows you to take soften your hard landing. Whenever, you calculate fall damage, you can subtract 30ft. from the total when calculating damage, as long as you are not incapacitated. Upon taking fall damage, you must make a DC 10 Dexterity saving throw. On a successful saving throw, you do not fall prone. The DC for this ability check increases by every 10ft. above 30ft. that you fall.

PENGU

Penguins share a close resemblance to actual penguins and typically originate in from the frozen reaches of the Material Plane. However, these fledgekin have been known to migrate and live in more temperate environments.

- **Ability Score Increase** You can increase your Constitution score by 1.
- **Cold Resistance** You have resistance to cold damage.
- **Natural Swimmer** You have a swimming speed of 30ft.
- **Ice Walk** You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.
- **Ice Stride** While you are in icy or snowy terrain, you can use your bonus action to take the Dash action.

KENKU

Kenkus are a subspecies of fledgekin that possess the unique ability to mimic sounds and voices of creatures they can hear. In some settings, they have even been known to use this ability as their sole means of communication.

- **Ability Score Increase** You can increase your Intelligence score by 1.
- **Mimicry** You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check, opposed by your Charisma (Deception) check.
- **Ventriloquism** You are able to project your voice to make it sound as if you are in a different location. As an action, you can cause your voice to sound as if it originated from a spot within 30ft. of you. A creature that hears the sounds you make can tell, they determine if this is a trick with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.
- **Mocking Retort** You are able to use your ability for mimicry allows you to distract your enemies in mid-combat. As a bonus action, you can force a creature you can see within 10ft. of you to make a Wisdom saving throw against a DC equal to $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$. On a failed saving throw, the target suffers disadvantage on its next attack roll until the end of its next turn. You can use this feature a number of times equal to your proficiency bonus before finishing a long rest.

PTERA

Ptera fledgekin are some of the most ancient of all their relatives tracing and almost have a more reptilian appearance. They possess particularly sharp claws that allow them to eviscerate their enemies, as well as climb nearly any surface with surprising speed.

- **Ability Score Increase** You can increase your Strength score by 1.
- **Climbing Claws** You have a climbing speed of 30ft..
- **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.
- **Raptor Claws** You are proficient with your unarmed strikes, which deal 1d6 slashing damage on a hit.

WINDRUNNER

Windrunner Fledgekin are known for their particularly long and powerful legs. They are able to sprint at incredible speeds, surpassing that of many other humanoids, and even the winged aarakocra.

- **Ability Score Increase** You can increase your Dexterity score by 1.
- **Natural Athlete** The windrunner has proficiency in Athletics.
- **Natural Agility** The windrunner has a walking speed of 40ft.
- **Sprint Burst** Whenever you use your action to Dash, you can use your bonus action to take the Dash action again.
- **Swift Stride** You can add your proficiency bonus to your initiative rolls.

CHICKDOWN

As their name suggests, chickdown fledgekin almost resemble giant bipedal baby birds. Their seemingly harmless appearance allows them to communicate with animals with ease and even allow them to escape from harm's way by using their adorable looks.

- **Ability Score Increase** You can increase your Charisma score by 1.
- **Avian Speech** Through sound and gestures, you may communicate simple ideas with Small beasts as well as any beast with a flying speed
- **Bird Song** You are able to amplify your voice to make it sound much larger than a creature of your size. As an action, you can amplify your voice up to three times as loud. When you use your voice in this manner, it can be clearly heard at least up to 100ft. away.
- **Adorable Fluff** You are able to weaponize your adorable looks. As a bonus action, you can force a creature you can see within 10ft. of you to make a Wisdom saving throw against a DC equal to $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$. On a failed saving throw, the target is charmed by you until the end of its next turn. You can use this feature a number of times equal to your proficiency bonus before finishing a long rest.

KRAKENFOLK

Krakenfolk are a rare species that hail from the deepest depths of the ocean. It is believed that these individuals long held allegiance to ancient terrors of the deep, such as aboleths and krakens.

However, their civilization has forged a new future for itself apart from these entities, as they have begun exploring the surface world for new adventures that await them.

KRAKENFOLK FEATURES

Age Krakenfolk reach maturity by age 15. Krakenfolk have been known to live up to about 80 years.

Appearance Krakenfolk resembled bipedal humanoids with smooth, sometimes glistening skin of all colors. Instead of legs, they possess a set of tentacles that they use for locomotion, while sporting a pair of longer and more developed tentacles from their backs that they can use to perform minor tasks.

Speed Your base walking speed is 25ft.

Languages You can speak, read, and write Common and Aquan

Ability Score Your Dexterity score increases by 1 and your Intelligence score increases by 1.

Size Your size counts as your choice of Medium

Natural Swimmer You gain a swimming speed of equal to your walking speed.

Amphibious You can breathe in air and in water.

Long Limbed When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Multi-limbed You have a set of tentacles growing alongside with your arms which sprout from your back. Each one is also a natural weapon, which you can use to make an unarmed strike with. If you hit, they do $1d4 + \text{your Strength or Dexterity modifier}$ bludgeoning damage. Immediately after hitting a creature with this unarmed attack, you can try to grapple the target as a bonus action.

Dexterous Tentacles You can use your tentacles to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour out the contents of a container. The tentacle can't attack, activate magic items, or carry more than 5 times your Strength score.

Ink Cloud As an action, you can emit a cloud of ink in a 10ft. radius around a spot you can see within range until the end of your next turn. Creatures that first enter or start their turn in this area are considered blinded and have their vision heavily obscured for the duration.

Once you use this feature, you cannot use this feature again until you finish a short or long rest.

CNIDARI

Cnidari are a beautiful variant of krakenfolk that often resemble the alien and ethereal beauty of jellyfish. They are particularly known for their glowing skin and shocking tentacles

Ability Score Your Charisma score increase by 1

Lightning Resistance You gain resistance to lightning damage.

Bioluminescent Body As a bonus action, you can emit a bright light in a 10ft. radius and dim light an additional 10ft.

CALAMARAN

Calamaran kraken folk are the largest of their kin. They are particularly known for their powerful tentacles that enable them to accomplish tremendous feats of Strength, as well as provide them the necessary strength to vertically climb walls.

Ability Score Your Strength score increase by 1

Constricting Grasp You have advantage on Strength(Athletics) checks to grapple a creature.

Powerful Tentacles Your tentacles have a carry capacity equal to 10 times your Strength score.

Climbing Tentacles You gain a climbing speed of 30ft. You are able to can move up, down, and across vertical surfaces and upside down along ceilings, however, your hands and limb are not free to use in any capacity other than climbing.

MIRAGE

Mirage kraken folk are known for their ability to change the color of their skin, particularly to blend into their surroundings. Due to their ability to change the color of their skin, they are able to become nearly invisible to the naked eye.

Ability Score Your Dexterity score increase by 1

Chameleon Skin You can take the Hide action even if you are only lightly obscured by cover

Natural Camouflage You gain proficiency in Stealth

Ink Shroud When you use your Ink Cloud ability, you are able to turn invisible until the start of your next turn.

NAUTILARI

Nautilari trace their ancestry directly to the great krakens. As a result, they possess the unique ability to manipulate water to fit their needs, creating tentacles made out of water to lash at their opponents.

Ability Score Increase Your Intelligence score increases by 1

Thalassic Tendril Your unarmed strikes with your tentacle can deal your choice of either acid or cold damage. When you make an unarmed strike with this attack, you can choose to your Intelligence instead of Strength or Dexterity.

Thalassic Gift You know the *Shape Water* cantrip.

Once you reach 3rd level, you can cast the *Grease Spell* spell once 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 the *Create or Destroy Water* 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.

OCTULI

The octuli tend to be the smallest kind of kraken folk. What they lack in size, they more than make up for with agility and the ability to slip away from danger by squeezing through tight spaces otherwise too large for creatures their size.

Ability Score Your Dexterity score increase by 1

Malleable Form You are especially adept at squeezing through the tightest of spaces. You are able to move through a space large enough for a creature one size smaller than you without squeezing.

Slippery Skin You have advantage on Strength(Athletics) or Dexterity(Acrobatics) checks to escape being grappled

Propulsive Jet When you use your Ink Cloud ability, you can use your bonus action to simultaneously gain the benefits of Dash and Disengage.

TRENCH

Trench krakenfolk originate from the darkest depths of the ocean. Because they make their home in such a harsh environment, they possess a thick shell that protects them from the extreme pressure of the deep sea as well as from most conventional forms of attacks.

In comparison to their other kin, trench krakenfolk have much deadlier tentacles that are lined with piercing barbs that impale creatures trapped in their grasp.

Ability Score Your Constitution score increase by 1

Natural Armor You possess an extremely hard shell to protect you from harm. Your armor class is equal to $13 +$ your Dexterity modifier.

Barbed Tentacles Your tentacles are deadlier than your other kin. Upon a hit, you deal piercing damage equal to $1d6 +$ your Strength or Dexterity bonus. While grappling a creature with your unarmed strikes, you can use your bonus action to make another unarmed strike against that creature.



CRABFOLK

Crabfolk are an interesting people who tend to keep to themselves. They have built massive empires of coral on many coastal reefs with numerous feats of engineering almost enough to rival that of dwarves. However despite their aquatic lifestyle, their heavy body makes them rather slow swimmers.

CRABFOLK FEATURES

Age Crabfolk reach maturity by age 20. Compared to humans, krakenfolk don't usually live longer than 60 years.

Appearance Crabfolk tend to resemble humanoid crustaceans almost akin to centaurs in appearance. Although most crabfolk tend to be shorter than humans, their thick shell and claws make them weigh nearly as much as the largest of goliaths.

Speed Your base walking speed is 25ft.

Languages You can speak, read, and write Common and Aquan

Ability Score Your Strength score increases by 1 and your Constitution score increases by 1.

Size Your size counts as your choice of Medium

Amphibious, You can breathe in air and in water.

Colossal Claws Your giant claws are natural weapons, which you can use to make an unarmed strike with. If you hit, they do $1d6 + \text{your Strength or Dexterity modifier}$ bludgeoning damage. Immediately after hitting a creature with this unarmed attack, you can try to grapple the target as a bonus action.

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

Natural Armor Your body is covered with a thick and sturdy shell. Your armor class is equal to $13 + \text{your Constitution modifier}$. You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

GLACIER CRAB

Glacier crabs hail from the frigid reaches of the Material Plane on their floating glacier cities. Despite their bulky forms, they are surprisingly nimble on the icy surfaces of their home.

Ability Score Your Dexterity score increases by 1.

Frost Resistance You gain resistance to cold damage

Ice Camouflage While in icy or snowy terrain, you have advantage on Dexterity(Stealth) checks.

Ice Walk You are able to travel across icy or snowy terrain without needing to make an ability check. Additionally, difficult terrain generated by snow or ice doesn't cost you extra movement.

HULK CRAB

Hulk crabs, the largest and strongest of their kin and are comparable to immovable mounds of chitin and muscle. Their most defining feature is their enormous claws, which are able to bind even the strongest of creature's in space.

Ability Score Your Strength score increases by 1

Dense Body You have advantage on saving throws against being pushed, knocked prone, or any effect that would forcibly move you.

Vice Grip You have advantage on Strength (Athletics) checks to grapple a creature.

Enormous Claws Your unarmed strikes can benefit from the Heavy property. It can only benefit from this feature if you use Strength as your melee attack modifier.

NOMAD CRAB

Nomad crabs are known for the natural wanderlust, carrying their colossal shells on their back. These shells are believed to have special cultural importance to the crabfolk and are often painted and decorated to match their personality. Despite their nomadic nature, they are a honed sense of direction, enabling them to always find their way back home no matter how far they travel.

Ability Score Your Wisdom score increases by 1

Direction Sense Your nomadic instincts prevents you from becoming easily lost. You always can sense the direction of north and always know the general direction of a location that you have been to.

Migratory Instinct You gain proficiency in Survival.

Resilient Shell You can harden your shell, occasionally shrug off injury. When you take damage, you can gain resistance to that damage type until the start of your next turn. After you use this trait, you can't use it again until you finish a short or long rest.



SCUTTLETIDE

The scuttletide crab is a strange subspecies of crabfolk. They do not resemble true crabs, but are much closer related to trilobites or horseshoe crabs. These crabfolk possess a long bladed tail which enables them to swim with surprising agility as well as keep them balanced while underwater.

Ability Score Your Dexterity score increases by 1

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.

Natural Swimmer You gain a swimming speed of 30ft.

Buoyant Swimmer While underwater, you have advantage on Strength saving throws. Additionally, you are immune to being knocked prone while underwater.

REGAL CRABFOLK

Regal crabfolk tend to have a rather bizarre and otherworldly appearance thanks to their unnaturally long limbs. It is unclear why they are referred to as regal crabfolk, but it is believed that they are one of the oldest species of crabfolk.

Ability Score Your Strength score increases by 1

Long Limbed When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Long Legged You can move through the space of creatures at least one size or smaller than you without expending additional movement. You can also end your turn in that creature's space.

SAHUAGIN

Sahuagin are one of the most prominent aquatic civilizations. They are known for their unique and special connection with many aquatic creatures, especially sharks.

SAHUAGIN FEATURES

Age Sahuagin reach maturity by age 10. Compared to humans, sahuagin don't usually live longer than 50 years.

Appearance Sahuagin are aquatic humanoids that share many visual characteristics of predatory fish.

Speed Your base walking speed is 30ft.

Languages You can speak, read, and write Common and Aquan

Ability Score Your Constitution score increases by 2.

Size Your size counts as your choice of Medium.

Amphibious You gain a swimming speed of 30ft and can breathe in air and in water.

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..

Fish Fangs Your toothy maw is a natural weapons, which you can use to make an unarmed strike with. If you hit, they do 1d6 + your Strength modifier piercing damage.

Fish Speaker You are able to communicate simple ideas to beasts within a natural swimming speed.

BLOODFIN SAHUAGIN

Bloodfin sahuagin are the most common species of sahuagin. They are known for their keen sense of smell, particularly for blood.

Ability Score Your Wisdom score increases by 1.

Blood Scent You have advantage on Perception checks against creatures below half their hitpoints maximum. If the creature is within 60ft. of you, you can pinpoint its location

Keen Senses You gain proficiency in Perception

Feeding Frenzy As a bonus action, you are able to throw yourself into a vicious feeding frenzy for one minute. For the duration of this ability, you can use your bonus action to make an unarmed strike with your jaws. Upon using this feature, you cannot do so again until you finish a long rest.

STORMTIDE SAHUAGIN

Stormtide sahuagin possess a special connection to electricity as they are able to absorb this energy to heal their wounds.

Ability Score Your Charisma score increases by 1.

Static Body As a bonus action, you are able to electrical charge your body to hamper your enemies movements for 1 minute. For the duration of this ability, when a creature touches you or hits you with a melee attack while within 5ft. of you, you can use your reaction to deal 1d6 lightning damage and the target cannot take reactions until the end of its next turn. Upon using this feature, you cannot do so again until you finish a long rest.

Lightning Resistance You gain resistance to lightning damage.

Gift of the Storm You know the *Shocking Grasp* cantrip. Once you reach 3rd level, you can cast the *Witch Bolt* spell once 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 the *Hold Person* spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.



UMBERSEA SAHUAGIN

Umbersea sahuagin are the rarest and most reclusive of all sahuagin as they live in the deepest reaches of the sea. They have the natural ability to create hypnotizing lights to charm and confound their prey.

Ability Score Your Charisma score increases by 1.

Lure Sequence As a bonus action, you are able to flash your lure to confound your opponent. When you use this feature, you can choose to disorient them in the following manner.

- **Blinding Lure** A creature you can see within 10ft. of you must succeed a Constitution saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, it is blinded until the end of your next turn.
- **Charm Lure** A creature you can see within 10ft. of you must succeed a Wisdom saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, it is charmed by you until the end of your next turn.
- **Fear Lure** A creature you can see within 10ft. of you must succeed a Wisdom saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, it is frightened by you until the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus before requiring a long rest.

Superior 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 can't discern color in darkness, only shades of gray.

Arcane Lure You know the *Dancing Lights* cantrip. Once you reach 3rd level, you can cast the *Color Spray* spell once 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 the *Charm Person* spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

PRECURSOR SAHUAGIN

Precursor sahuagin are the most ancient of their kind as they can directly trace their ancestry to the ancient prehistoric fish from ages long lost.

Ability Score Your Strength score increases by 1.

Natural Armor Your body is covered with a thick scales as hard as iron. Your armor class is equal to $13 + \text{your Dexterity modifier}$. You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

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

Ancient Form For one minute, you can choose to embrace the primal form of your prehistoric ancestors. As a bonus action, your size increases by one size larger and your scales harden into an armored carapace.

For the duration of this ability, you gain a +1 to your Armor class and can reduce damage taken on your turn by your proficiency bonus.

Once you use this feature, you cannot do so again until you finish a long rest.

KUO-TOA

Kuo-toa are subterranean fish-like humanoids that live deep within in the Underdark. Long in their past history, they were known for their entralling service to otherworldly entities that have forever shaped their society.

Although most kuo-toa civilization have forged a new path for their society; many still retain vestiges from their dark history, wherein they are able to conjure supernatural entities to come to their aid.

KUO-TOA FEATURES

Age Kuo-toa reach maturity by age 5. Compared to humans, sahuagin don't usually live longer than 30 years.

Appearance Kuo-toa seem to resemble squat humanoid fish with webbed gills and limbs that allow them to be quite agile swimmers.

Speed Your base walking speed is 30ft.

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

Ability Score Your Charisma score increases by 2.

Size Your size counts as your choice of Medium.

Natural Swimmer You gain a swimming speed of 30ft.

Amphibious You can breathe in air and in water.

Superior 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 can't discern color in darkness, only shades of gray.

Sunlight Sensitivity While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Slippery Skin You have advantage on ability checks and saving throws made to escape a grapple.

ABERRANT KUO-TOA

Aberrant kuo-toa have had a dark history marred by a connection to aberrations such as mind flayers and aboleths.

Ability Score Your Intelligence score increases by 1.

Telepathic Babbling You can speak telepathically to any creature you can see, provided the creature is within 60ft. of you. 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.

Aberrant Calling At 3rd level, you can cast *Find Familiar* with this trait as a ritual, using Charisma modifier as your spellcasting ability for it. When you cast the spell in this manner, you can conjure your choice of an Flumph or Gazer.

A creature summoned in this manner remains for 1 hour unless dismissed or if you are incapacitated or die.

DIVINE KUO-TOA

Divine kuo-toa possess a special connection and blessing to divine entities such as Celestials. They seek true enlightenment through divine ascension.

Ability Score Your Wisdom score increases by 1.

Divine Resurrection Upon dropping to 0 hitpoints, you can regain 1 hitpoint instead. Upon using this feature, you cannot do so again until you finish a long rest

Divine Sight As an action, you can open your awareness to detect the presence of supernatural creatures around you. You are able to pinpoint the location of any Celestials, Fiends, or Undead within 30ft. of you for 10 minutes.

Once you use this feature, you cannot do so again until you finish a long rest.

Celestial Tongue You are able to read, write, and speak Celestial

ELEMENTAL KUO TOA

These kuo-toa have a long history with elemental entities such as genies and other powerful entities.

Ability Score Increase Your Constitution score increases by 1.

Elemental Calling You can cast *Find Familiar* with this trait as a ritual, using Charisma modifier as your spellcasting ability for it. When you cast the spell in this manner, you can choose to conjure a Mephit of your choice.

A creature summoned in this manner remains for 1 hour before disappearing unless dismissed or if you are incapacitated or die.

Elemental Sight As an action, you can open your awareness to detect the presence of elemental creatures around you. You are able to pinpoint the location of any Elementals within 30ft. of you for 10 minutes.

Once you use this feature, you cannot do so again until you finish a long rest.

Elemental Speech You are able to read, write, and speak Primordial.

FEYLIGHT KUO-TOA

Feylight kuo-toa societies have been forever marked by the machinations or a devious deal from a powerful Fey in their past.

Ability Score Increase Your Intelligence score increases by 1.

Fey Calling You can cast *Find Familiar* with this trait as a ritual, using Charisma modifier as your spellcasting ability for it. When you cast the spell in this manner, you can choose to conjure a Sprite.

A creature summoned in this manner remains for 1 hour unless dismissed or if you are incapacitated or die. Once you use this spell, you cannot do so again until you finish a long rest.

Otherworldly Senses As a bonus action, you can unlock your preternatural senses to detect the presence of a creature within 30ft. of it that is invisible or under an illusion for 10 minutes.

Once you use this feature, you cannot do so again until you finish a long rest.

Fey Speech You are able to read, write, and speak Sylvan.

INFERNAL KUO-TOA

The heritage of infernal kuo-toa has been forever tainted by an ancient pact with a fiendish entity. Despite this dark history, some kuo-toa have learned to use their fiendish talents to forge their own destiny instead.

Ability Score Your Constitution score increases by 1.

Fiendish Sight As an action, you can open your awareness so that your senses are not hampered by magical darkness for 10 minutes. Once you use this feature, you cannot do so again until you finish a long rest.

Fiendish Calling You can cast *Find Familiar* with this trait as a ritual, using Charisma modifier as your spellcasting ability for it. When you cast the spell in this manner, you can conjure your choice of an Imp or Quasit.

A creature summoned in this manner remains for 1 hour before disappearing unless dismissed or if you are incapacitated or die. Once you use this spell, you cannot do so again until you finish a long rest.

Fiendish Tongue You are able to read, write, and speak your choice of Abyssal or Infernal.

PRIMAL KUO TOA

Primal kuo-toa possess a deep connection with the ancient magic of nature. Many believe that primal kuo-toa are actually the oldest of all kuo-toa societies, as they have returned to their primal roots after centuries of influence with otherworldly entities.

Ability Score Your Wisdom score increases by 1.

Primal Sight As an action, you can open your awareness to detect the presence of living creatures around you. You are able to pinpoint the location of any beasts or plants within 30ft. of you for 10 minutes.

Once you use this feature, you cannot do so again until you finish a long rest.

Primal Calling At 3rd level, you can cast *Find Familiar* with this trait as a ritual, using Charisma modifier as your spellcasting ability for it. When you cast this spell in this manner, you can call any CR 1/2 beast.

A creature summoned in this manner remains for 1 hour before disappearing unless dismissed or if you are incapacitated or die.

Primal Speaker You are able to communicate simple ideas to small beasts or beasts that possess a natural swim speed.

GRUNG

Grungs are diminutive amphibious humanoids that live deep with tropical jungles and swamps. Despite their size, they are incredibly agile and can jump long distances.

GRUNG FEATURES

Age Grung reach maturity in a single year, but have been known to live up to 50 years

Appearance Grungs take the appearance of bipedal frogs that come in all shapes and size according to their environment.

Speed Your base walking speed is 25ft.

Languages You can speak, read, and write Common and Grung

Ability Score Your Dexterity score increases by 2.

Size Your size counts as of Small

Sticky Fingers You have a climbing speed equal to your walking speed. You can climb difficult surfaces without needing to make an ability check. However, your hands are not free to do any other actions while climbing in this manner.

Amphibious You can breathe in air and in water

Moist Skin When you take a short rest while immersed in water, you can recover one additional hit die, even if you have no more remaining hit die. You must spend your entire short rest immersed in water to benefit from this feature.

Tremendous Leap When determining the distance you can vertically or horizontally jump, you can use your choice of Strength or Dexterity. Additionally, you can add your proficiency bonus to the total number of feet you can jump. You can benefit from this jumping speed without having to make a running start.

Frog Tongue You have an elongated tongue that you can use to grasp items or make unarmed strikes. This tongue has a reach of 10ft. but is limited to stowing or retrieving an item from an open container as a Bonus action. The tongue can't perform complex task such as activating magic items, or carrying more than 10 pounds.

FROGHEMOTH

Froghemoth grung trace their ancestry to the mighty froghemoth and banderhobb giving them tremendous strength and the agility.

Ability Score Increase Your Strength score increases by 1.

Monstrous Jaws You possess monstrous jaws for your size. Your jaws count as natural weapons and your unarmed strikes can deal piercing damage equal to $1d6 + \text{your Strength modifier}$.

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

Powerful Tongue Your tongue is much more powerful than your kin. You are able to pull objects that weigh no more than 5 times your Strength score.

Additionally, you are able to use your bonus action to force a creature your size or smaller within 10ft. of you to make a contested Strength(Athletics) check. On a failed saving throw, that creature is pulled 10ft. towards you.

Crushing Leap Whenever you use your Tremendous Leap and hit a creature with a melee weapon attack on your turn, you can use your bonus action to shove or knock a creature prone.

THUNDERCROAK

Thundercroaks are known for their absolute mastery of their voices. They are able to project their voices to create magnificent and bellowing croaks as well cause their voice to appear as if it were to appear in another location.

Ability Score Increase Your Charisma score increases by 1.

Deafening Croak As a bonus action, you can emit a deafening croak. Creatures within 10ft. of you that can hear, you must succeed a Constitution saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, creatures are considered deafened until the end of your next turn. You can use this feature once per short or long rest.

Ventriloquism You are able to project your voice to make it sound as if you are in a different location. As an action, you can cause your voice to sound as if it originated from a spot within 30ft. of you. A creature that hears the sounds you make can tell, they determine if this is a trick with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Bellowing Voice You are able to amplify your voice to make it sound much larger than a creature of your size. As an action, you can amplify your voice up to three times as loud. When you use your voice in this manner, it can be clearly heard at least up to 100ft. away.

DEATHWART

Despite their beautiful and brightly colored appearance, deathwart grung have the unique ability to secrete poisonous toxins from their skin as self-defense.

Ability Score Increase Your Constitution score increases by 1.

Poison Resistance You gain resistance to poison damage. You also have advantage on saving throws against being poisoned.

Poisonous Secretion When a creature touches your skin, you can use your reaction to force that creature to make a Constitution saving throw. That creature must succeed a Constitution saving throw equal to $8 + \text{your Constitution bonus} + \text{your proficiency bonus}$. On a failed saving throw, creatures take $2d6$ poison damage, are poisoned until the end of its next turn. On a successful saving throw, it takes half damage and it is not poisoned.

Alternatively, you can use your bonus action to apply this poison to a weapon. This poison can last on the blade for one minute before losing its potency. Upon the next weapon attack, the target must succeed a Constitution saving throw or take an additional $2d6$ poison damage and are poisoned until the end of its next turn or half as much on a successful saving throw.

This extra damage for either feature increases to $3d6$ at 5th level, $4d6$ at 9th level, $5d6$ at 13th level and $6d6$ at 17th level. Once you use this feature, you cannot do so again until you finish a short or long rest.

STONEWART

Unlike other grung, stonewarts possess extremely dry skin that allows them to endure the harshest of conditions. Their societies tend to be quite nomadic, traveling long distances over harsh environments.

Ability Score Increase Your Constitution score increases by 1.

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.

Desert Acclimation Your vision is not obscured by sand or similar conditions. Additionally, you are unaffected by non-magical terrain caused by sand or rocky terrain. Moving through this terrain does not cost additional movement.

Endurance When you are forced to make a Constitution saving throw, you can do so with advantage. If the effect deals damage, you take half damage on a failed saving throw and none on a success. Upon using this feature, you cannot do so again until you finish a short or long rest.

WEBGLIDER

Webglider grung are known to possess a special membrane that enables them to glide short distances. They even have the ability to use these membranes to temporarily take flight.

Ability Score Increase Your Wisdom score increases by 1.

Webbed Glider Your webbed membranes allows you to take soften your hard landing. Whenever, you calculate fall damage, you can subtract 30ft. from the total when calculating damage, as long as you are not incapacitated. Upon taking fall damage, you must make a DC 10 Dexterity saving throw. On a successful saving throw, you do not fall prone. The DC for this ability check increases by every 10ft. above 30ft. that you fall.

Wind Rider You are able to harness the slightest breeze to temporarily give you the ability to fly. As a bonus action, you are able to grant yourself a flying speed equal to your walking speed for 1 minute. Once you use this feature, you cannot do so again until you finish a long rest.

JUNGLEFOOT

Junglefoot grung spend the majority of their lives in trees. They possess superior agility and jumping reflexes, giving the ability to jump from tree limb to tree limb.

Ability Score Increase Your Wisdom score increases by 1.

Natural Acrobat You gain proficiency in Acrobatics

Evasive Leap Whenever you use your movement using your Tremendous Leap, attacks of opportunity against you has disadvantage

Bounding Leap As a bonus action, you use your Tremendous Leap ability again on your turn. 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.

POND SKATER

Of all grung, pond skater grung possess the greatest affinity for water, as they have built floating cities on lily pads in ponds and streams.

Ability Score Increase Your Wisdom score increases by 1.

Natural Swimmer You have a swimming speed of 30ft.

Aquatic Recovery Whenever you benefit from your Moist Skin ability, you are able to end one of the following conditions: Diseased, Poisoned, or Paralyzed

Slippery Skin You have advantage on ability checks and saving throws made to escape a grapple.

SALAMANDRI

The salamandri are an extremely friendly and curious race, closely related to the grung. Instead of resembling frogs, they seem to resemble bipedal salamanders. Despite their apparent confusion with elemental salamanders, they are welcome in nearly all societies due to their friendly nature.

SALAMANDRI FEATURES

Age Salamandri reach maturity in a single year, but have been known to live up to 100 years

Appearance Salamandri resemble small bipedal salamanders or newts that possess glistening and brightly colored skin.

Speed Your base walking speed is 25ft.

Languages You can speak, read, and write Common and Grung

Ability Score Your Constitution score increases by 2.

Size Your size counts as your choice of Small

Amphibious You can breathe in air and water

Natural Swimmer You have a swimming speed equal to your walking speed.

Rapid Regeneration Your natural regeneration is able to amplify your healing capabilities. Whenever you recover hitpoints using your Hit Die, you can reroll 1s and 2s taking the new result.

Enhanced Recovery Whenever you finish a long rest, you can recover one additional Hit Die. You can recover another Hit Die when you reach 9th level, and again at 17th level for a total of three additional hit die.

Moist Skin When you take a short rest while immersed in water, you can recover one additional hit die, even if you have no more remaining hit die. You must spend your entire short rest immersed in water to benefit from this feature.

AXOLOTL

Axolotls are the rarest of salamandri. They have the unique ability to rapidly regenerate from their wounds and are able to even defy the very jaws of death.

Ability Score Your Wisdom score increases by 1.

Back from the Grave 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.

Accelerated Healing Whenever you regain healing from a spell, item, or similar ability, you can choose to spend one of your Hit Die to regain additional hitpoints using your bonus action. You regain a number of hit points equal to the number rolled plus your Constitution modifier.

Shed Skin As an action, you can end one of the following features on yourself: blinded, diseased, deafened, or poisoned. Once you use this feature, you cannot do so again until you finish a long rest.

EMBERBLOOD

Emberblood salamandri are believed to be distantly related to elemental salamanders. They possess a natural resilience to fire and even the ability to heal themselves using extreme heat.

Ability Score Your Charisma score increases by 1.

Fire Resistance You gain resistance to fire damage.

Flame Heal Whenever you take fire damage, you can choose to spend one of your Hit Die to regain additional hitpoints using your bonus action. You regain a number of hit points equal to the number rolled plus your Constitution modifier.

Elemental Kin You are able to read, write, and speak Ignan.

AETHERBLOOD

Aetherblood salamandri hail from magically volatile environments, as they have the natural ability to detect magic and even shrug off dangerous magical effects.

Ability Score Your Intelligence score increases by 1.

Arcane Sense As a bonus action, you are able to attune your senses to the arcane for 10 minutes. For the duration, you are able to detect the effects of magic or determine if an item is magical in nature. This ability does not identify the effect but can reveal the school of magic (if any). Once you use this feature, you cannot do so again until you finish a long rest.

Manablood When you are forced to make a saving throw against a spell effect, you can do so with advantage. If the effect deals damage, you take half damage on a failed saving throw and none on a success. Upon using this feature, you cannot do so again until you finish a short or long rest.

SWAMPMAW

Swampmaw salamandri reside deep in tangled marshes and swamps. Despite these horrid conditions (by most standards), these salamandri are completely at home in such environments.

Ability Score Your Dexterity score increases by 1.

Acid Resistance You gain resistance to acid damage.

Acidic Blood Whenever you take acid damage, you can choose to spend one of your Hit Die to regain additional hitpoints using your bonus action. You regain a number of hit points equal to the number rolled plus your Constitution modifier.

Slippery Body You have advantage on ability checks and saving throws made to escape a grapple.



BUGFOLK

Although the Material Plane is home to a variety of races, none are as alien as bugfolk. Bugfolk are an extremely diverse species, and they can come in many forms, ranging from the industrious antfolk to the powerful beetlefolk.

Age Bugfolk typically have relatively short life spans in comparison to most humanoids. They reach maturity within 1 year and can live up to 50 years.

Speed Your base walking speed is 25ft.

Languages You can speak, read, and write Common and Bugfolk

Ability Score Your Dexterity score increases by 2.

Size Your size counts as of Small

Spider Climb You have a climbing speed equal to your walking speed. You can climb difficult surfaces without requiring an ability check.

Multiple Arms You have two smaller secondary arms below your primary pair of arms. The secondary arms can function like your primary arms, but cannot effectively wield weapons or wear a shield. These additional limbs can allow you to use your bonus action to Interact with an Object.

ANTFOLK

Despite their small form, antfolk are known for their incredible strength. These bugfolk possess a strong sense of community, tracing back to their ancestor's reliance on a hive mind. Although antfolk no longer are bound to a hive mind, they still retain several traits from their ancestors that give them the ability to bolster their allies in a pinch.

Ability Score Increase Your Intelligence score increases by 1

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

Legacy of the Swarm As a bonus action, you can bolster your allies to overcoming impossible odds. Upon using this feature, you can grant one of the following benefits to a number of creatures within 10ft. of you, equal to your proficiency bonus.

- **Collective Knowledge** You and affected creatures are able to bring your minds together to overcome any task. Upon using this feature, affected creatures gain advantage on its next ability check until the end of your next turn.
- **Hive Frenzy** You and affected creatures are able to shrug off the effects of charm or fear through a sudden pheromone rush. Upon using this feature, affected creatures can repeat its saving throw against the effects of charm or fear to end it on a success.
- **Swarm Frenzy** You can spur your allies into a swarming frenzy. As a bonus action, you and a number of creatures equal to your proficiency bonus that can hear you gain advantage on their next attack roll until the end of your next turn.

Upon using any one of these features, you cannot do so again until you finish a short or long rest.

BEEFOLK

Beefolk are known for their brightly colored appearance and loud buzzing wings. In general, beefolk possess a strong sense of community and loyalty to one another and their allies.

Although beefolk tend to be independent of the hive mentality of their bestial counterparts, they do retain many of their physical attributes, such as a stinger filled with deadly poison.

However, like many of their species, they are only able to use this feature once a day as it takes a while for the beefolk to produce more of this venom.

Ability Score Increase Your Charisma score increases by 1

Natural Flight You possess a flying speed equal to your walking speed.

Sting You possess a stinger full of deadly poison. When you take the attack action, you can replace one of your attacks with an unarmed strike.

Upon a hit, the target takes piercing damage equal to $1d4 +$ your Strength modifier and must succeed a Constitution saving throw. On a failed saving throw, the target takes an additional $2d6$ poison damage and half as much on a success. This damage increases to $3d6$ at 5th level, $4d6$ at 9th level, $5d6$ at 13th level, and $6d6$ and 17th level.

Once you use this feature, you cannot do so again until you finish a long rest.

BEETLEFOLK

Beetlefolk are small but sturdy bugfolk that possess nearly impenetrable exoskeletons. Their surprising strength and endurance more than makes up for their slow gain and diminutive stature.

Ability Score Increase Your Constitution score increases by 1

Natural Armor You possess a heavily armored shell. Your armor class is equal to $13 +$ your Constitution modifier.

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

Shielding Carapace Whenever you take damage, you can use your reaction to gain reduce the damage taken by $1d12 +$ your Constitution modifier. Upon using this feature, you cannot do so again until you finish a short or long rest.

FLUTTERFOLK

Flutterfolk can easily be identified by their beautiful wings, which has slightly psychedelic qualities that allows them to invoke fear or awe in those around them. However, as beautiful as these wings are, flutterfolk are considerably weak fliers, especially in comparison to other airborne races.

Ability Score Increase Your Charisma score increases by 1

Natural Elegance You gain proficiency in your choice of Acrobatics or Intimidation.

Dazzling Wings You can use your wings to instill a sense of fear or awe around you. As an action, you can force creatures within 10ft. of you must succeed a Wisdom saving throw equal to $8 +$ your Charisma modifier + your proficiency bonus. On a failed saving throw, creatures are charmed or frightened by you until the end of your next turn. Upon using this feature, you cannot do so again until you finish a long rest.

Natural Flight You gain a flying speed equal to your walking speed. As long as you are not wearing medium or heavy armor.

FLYFOLK

Flyfolk are easily identified by their bulging compound eyes and transparent wings. Their odd appearance is actually quite beneficial, giving them enhanced awareness, giving them the edge against the first sign of danger.

Ability Score Increase Your Wisdom score increases by 1

Compound Eyes Your compound eyes gives an preternatural awareness. While you are not incapacitated, you can add your proficiency bonus to your initiative.

Corpse Sense Your keen senses allow you to sense the presence of death and decay. As an action, you can sense the presence of a corpse or an undead creature within 60ft. of you. This feature does not reveal the identity of that type of creature. Once you use this feature, you cannot do so again until you finish a short or long rest.

Natural Flight You gain a flying speed to your walking speed as long as you are not wearing medium or heavy armor.

MOTHFOLK

Mothfolk are the nocturnal counterparts to the flutterfolk. At first glance, one may not be able to easily identify the difference between these two subraces, however, mothfolk dynamic or colorful patterns on their wings.

Mothfolk are also the only species of bugfolk that are able to navigate in the dark with ease. In fact, they have retained many of their bestial instincts that allows them to use the stars as a means to find their way.

Ability Score Increase Your Wisdom score increases by 1

Darkvision You gain darkvision up to 60ft.

Star Finder You gain proficiency in Survival. While at night, you are always know what direction is north and cannot become lost by non-magical means. You can only benefit from this feature if you can clearly see the night sky.

Natural Flight You gain a flying speed up to 30ft. as long as you are not wearing medium or heavy armor.

LOCUSTFOLK

Locustfolk are known for the superior agility in comparison to the rest of their kin. Despite their small form, they are able to leap tremendous distances with ease. They also have primitive wings which are able to temporarily keep them aloft along enough to prevent harm from a poorly timed jump.

Ability Score Increase Your Strength score increases by 1

Agile Leap When determining the distance you can vertically or horizontally jump, you can use your choice of Strength or Dexterity. Additionally, you can add your proficiency bonus to the total number of feet you can jump. You can benefit from this jumping speed without having to make a running start.

Natural Acrobatic You gain proficiency in Acrobatics.

Natural Agility Your movement speed increases by 10ft.

Slow Fall Whenever, you calculate fall damage, you can subtract 30ft. from the total when calculating damage, as long as you are not incapacitated. Upon taking fall damage, you must make a DC 10 Dexterity saving throw. On a successful saving throw, you do not fall prone. The DC for this ability check increases by every 10ft. above 30ft. that you fall.

SCORPIONFOLK

Scorpionfolk are an intimidating subrace of bugfolk that possess powerful claws and a jagged stinger full of debilitating poison. Despite their small stature, many other races tend to be fearful of these bugfolk due to their frightening demeanor.

Ability Score Increase Your Strength score increases by 1

Natural Armor You possess a heavily armored shell. Your armor class is equal to $13 + \text{your Constitution modifier}$.

Giant Claws Two of your hands are gigantic claws that can be used as natural weapons, which you can use to make an unarmed strike with. If you hit, they do $1d6 + \text{your Strength or Dexterity modifier}$ bludgeoning damage. Immediately after hitting a creature with this unarmed attack, you can try to grapple the target as a bonus action.

Poisonous Tail You possess a tail equipped with a poisonous stinger, that you can make an unarmed strike with. This tail has a reach of 10ft. and upon a hit, it can deal $1d4 + \text{your Strength piercing damage}$ and the target must make a Constitution saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, that creature is poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned by this attack for the next 24 hours.

SPIDERFOLK

As their name suggests, spiderfolk possess the unique ability to walk across tangled webs with little difficult and can craft silky tendrils to ensnare their foes.

Unfortunately, their appearance often puts many other races on edge, despite the spiderfolk's best intentions.

Ability Score Increase Your Intelligence score increases by 1

Venomous Fangs You possess a pair of poisonous fangs. Your fangs are a natural weapon, which you can use to make an unarmed strike with. If you hit, they do $1d4 + \text{your Strength piercing damage}$ and the target must make a Constitution saving throw equal to $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. On a failed saving throw, that creature is poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned by this attack for the next 24 hours.

Web Strider You are able to travel through a web without becoming restrained or expending additional movement. While in a web, you gain blindsight up to 60ft.

Web Magic You know the *Poison Spray* cantrip. Once you reach 3rd level, you can cast the *Ray of Sickness* spell once as a 1st level spell. Once you reach 5th level, you can also cast the *Ray of Enfeeblement* spell once. You must finish a long rest to cast these spells again with this trait. Constitution is your spellcasting ability for these spells.

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MARSHMELLOW OWLBEAR

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