

Homebrew Races

Written and designed by Joshua Ford for Dungeons and Dragons or similar tabletop roleplaying games.

Succubus (Incubus)

An evolutionary offshoot of Tieflings, but without horns.

Succubus wings are much smaller, out of the lower back, and while are unable to accomplish flight, allow for a sort of Feather Fall if not overencumbered.

Social Butterflies

Unlike many Tieflings, Succubi are social in nature, and prefer groups over solitude. They are often friendly at least (seductive to most) to everyone that they come across, although that does not necessarily mirror the Succubus' inner thoughts, opinions, or trust.

Race Distinctions

A significant number of Fiends have taken to calling themselves Succubi and Incubi, and one should be wary so as not to be confused; if they have retained their horns and flight-capable wings, they are a Fiend, maintaining a human-like form merely to seduce their victims. True Succubi, as a race, are similar to Tieflings again in that they are truly part human.

Suitable Tails

Tail has heart, spade, diamond, or club, is very thin

Legend says that a Succubus' tail is an insight to their personality, but this has never been tested, and likely never will, as it is all too easy to be deceived by the words of a Succubus.

True Beauty

Every Succubus is in their own eyes a magnificent manifestation of beauty. As beauty is quite subjective, it is possible that not everybody would agree with them.

It is also not only possible, but certainly common for standards or preferences to change, and so many Succubi's appearance will follow suit. These features sometimes lead to misunderstandings between similarities of Succubi and changelings, with the main difference being the Succubus' lack of conscious control over most changes, the exception being: in order to realize this self-proclaimed beauty, and viewed by some as a form of self expression, Succubi are able to change the color of their hair at will.

Most experienced Succubi come to learn the spell Charm Person, but many take offense to its use, believing it to be a sign of a lack of personal beauty and social ability. Some, however, practice it as a back-up or last resort option, when standard charms and seduction just can't cut it.

Skills and Ability Score Increase

+1 Con,+ 2 Cha

Age

Succubi often outlive humans, but not by long. The average life of a Succubus is 100 years old, although some have been known to live up to 120. They mature in their early life at the same rate as humans, but when they hit the age they consider their “prime”, the aging process appears to halt (unless the Succubus perceives aging as inherently beautiful).

Alignment

Most Succubi tend to be quite neutral in respect to law or chaos, but notably very few end up considering themselves to be what one would consider “good”.

Size

Medium

Speed

30ft

Languages

Languages include common and infernal, as well as one extra language, usually learned in order to increase social standing or seduction target range.

Alluring Tongue: Proficiency in Deception and Persuasion

Darkvision: 60 feet

Natural Charm: Due to their charismatic nature, Succubi have resistance to being charmed and know Charm Person when they reach 3rd level, and can cast it once a day using this trait.

Infernal Legacy: Succubi innately know the Thaumaturgy cantrip. When they reach 3rd level, they can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. When they reach 5th level, they can cast the darkness spell once with this trait and regain the ability to do so when they finish a long rest. Charisma is their spellcasting ability for these spells.

Small Wings: As long as you are conscious, right side up, and not overencumbered, your maximum falling speed is 60 ft per round and you take no fall damage as you land on your feet.

Dragon (Human)

Dragons in human form are not uncommon in folktale or mythos, but many believe the idea to be nothing more than wonder in stories. No one has ever actually seen a dragon in human form. Or so they believe.

Culture Adaptation

In reality, it is not a particularly rare occurrence for dragons to adopt a human-like life. While noteworthy in its eccentricity, dragons are often free spirits and tend to do as they please, so it is almost inevitable that some would find their way to this way of life. Some dragons are more faithful to the struggles that would come naturally in human life, while others use their immense strength in order to reliably come out on top of human interactions.

Colorful Lives

There are often cases where Chromatic dragons find their human forms to have hair colored the same as their scales. The same occurrence has been seen within the irises of Metallic Dragons.

Limiting Transformation

The method of transformation from dragon to human is not a dangerous nor unreasonable one, but it is not something that can be done often. The method of reverting back into dragon form is a much more difficult venture;

As a dragon changes its form, it loses much of its inherent power. Even should one decide it wants to change back, it would not immediately have the power or resources necessary to accomplish such a thing. Whether intending to or not, a newly transformed dragon is in the same situation as a human, and must use human methods to be able to grow their power.

Skills and Ability Score Increase

+2 Str, +2 Con

Age

As a true dragon, even in another shape, a Dragon in human form will age at an incredibly slow pace compared to the natural humans around them. They can live up to 800 years even in human form.

Alignment

Alignments for Dragons are as varied as for humans, although there are distinct correlations between the alignment and the color of a dragon.

Size

Medium size, but are actually naturally slightly faster than humans, given their innate dragon strength.

Speed

35ft

Languages

Dragons know Common and Draconic

Darkvision: 60 feet

Dragon's Experience: Proficiency in Insight and Intimidation

Elemental Resistance: Resistance against damage associated with the Dragon's color

Legendary Resistance (weakened): when a Dragon fails a saving throw, it can instead choose to attempt the roll again. (3/day)

Truesight (weakened): 1/day, a dragon can channel its power through its human eyes, giving itself Truesight for 30 seconds. If the entire 30 seconds are used, the human eyes go dark, blinding the dragon for 10 minutes.

Faerun

A subspecies of the Fae, these small sprites and pixies prefer to spend time in the material plane with mortals, rather than the Faewild.

Ability Score Increase

+2 Dex, +1 Wis

Age

The Faerun, as an offshoot of the Fae that gave rise to the elves, live incredibly long lives. Similar to elves, they reach adulthood at around age 100, but they can live longer lives, up to over a thousand years. Strangely, they reach physical maturity around just one year of life, seemingly due to their small size.

Alignment

Alignments for Faerun are incredibly varied, and Faerun have been seen of every sort. Many tend to live in communities, and as such lean towards Good.

Size

Faerun are Tiny creatures, but their magically infused wings allow them to travel very quickly in the air, where they spend most of their time. Because of their airborne lifestyles, as well as their tiny stature, they are very slow runners.

Speed

10ft walking, 40ft flying

Languages

Faerun know Common, Elvish, and Sylvan

Fae Presence: Proficiency in Perception and Stealth

Size Infusion: Used to most other races creating weapons, armor, and tools for creatures of much larger relative size, Faerun have created a magic to shrink such things to be of a more helpful size. This magic can be used as an action or bonus action to shrink or to restore a shrunken item to its original size.

Constant Flight: As they are usually hovering or flying in lieu of standing, they are immune to effects of difficult terrain or ground-based attacks such as the spell Earth Tremor.

Fey Ancestry: Advantage on saving throws against being charmed, and magic can't put them to sleep.

Heart Sight: Faerun have the innate ability to see into the hearts of those around them. When a Faerun touches a creature, they can choose to look into their heart and magically know the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the Faerun also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility: Faerun have the ability to turn invisible at will, and so can cast Invisibility on themselves once a day starting at level 1, but rising to two times a day and three times a day at levels 5 and 10 respectively.

Garden Gnome

A subset of Gnomes, also known as a sort of Halfling. Garden Gnomes can come in many varieties in the same way as other Gnomes, such as Deep Garden Gnomes, Rock Garden Gnomes, etc., and gain different traits based on those varieties.

Running Amok

Garden Gnomes are functionally the same as every other Gnome, with the standout difference being their size, a measly average of one foot tall and 10 to 15 lbs. They are quick moving, however, so retain the same movement speed as an average Gnome.

Medusan

Medusans are said to be the genetic descendants of the original Medusa herself, sharing the traits of a humanoid body with hair made out of snakes. These snakes have their own individual personalities, but can be commanded by the Medusan they stem from.

Ability Score Increase

+2 Dex, +1 Cha

Age

Medusans can live up to 100 years, appearing to age at a similar rate to humans.

Alignment

Alignments for Medusans can be varied, but due to the spiteful nature in which their communities tell the tale of their origins, they tend to be regarded as Neutral or even Evil.

Size

Medusans are Medium creatures

Speed

30ft

Languages

Medusans know Common and another language of their choice

Eyes of Snakes: Intimidation and Investigation

Petrifying Gaze: When a creature that can see the Medusan's eyes starts its turn within 30 feet of the Medusan, the Medusan can force it to make a DC 14 Constitution saving throw if the Medusan isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a Success. The petrification lasts until the creature takes enough damage to rest at one half of their total HP, or 36 hours. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Medusan until the start of its next turn, when it can avert its eyes again. If the creature looks at the Medusan in the meantime, it must immediately make the save. This ability can be used once per short rest.

Spiteful Origin: In accordance with the origin myth of the original Medusa, Medusans are wary of the charms of other people, and thus have developed a resistance. They thus have advantage on saves against being charmed.

One Between Worlds

There are times at the end of one's life where the soul does not pass on, and stays within the mortal plane, stuck between the world of the living and the world of the dead.

Ability Score Increase

+2 Wis, +1 Cha

Age

One who is between worlds can often be mistaken for a phantom, ghost, or spirit, and this would be a fair assessment. Therefore, they do not appear to age, and seem to be able to live forever.

Alignment

Alignments for those between worlds are as varied as they come, as they commonly retain the alignment held by their previous life.

Size

Those who are between worlds are of the same size as their original body, almost certainly Small or Medium.

Speed

30ft walking, 20ft flying

Languages

Those between worlds know the languages of the race they were in life

Darkvision: 60 feet

Ghostly Presence: Proficiency in Acrobatics and Stealth

Limited Levitation: One who is between worlds is not fully limited to the gravity of the plane they currently inhabit, and can fly up to 20 feet into the air. If, while in the air, they travel above ground at a lower elevation than they started, they will float slowly at a speed of 20 feet per round until they are once again 20 feet above the ground.

Semi-Transparent Existence: As they are not fully visible, it becomes harder for others to notice them as light becomes scarce. Due to this, they are invisible to darkvision until within 10ft of the viewer.

Half-Within, Half-Without: As their nature implies, one who is between worlds is not truly within one world or another. This allows them to pass through objects as if they were difficult terrain. Due to the stressful nature, you can only move through 5 feet of material at a time.

Mermaid / Siren

[ONLY AVAILABLE IN PURELY UNDERWATER GAMES]

A race similar to the Tritons, but that lives exclusively underwater. While their top half is human, their bottom half can be fish, shark, seahorse, whale, dolphin, or seemingly any other type of ocean creature. As noted in the warning above, Mermaids and Sirens are purely aquatic, and therefore cannot breathe air like most playable races.

Ability Score Increase

+2 Cha, +1 Dex

Age

Mermaids can live up to 100 years, appearing to age at a similar rate to humans.

Alignment

Alignments for Mermaids can fall anywhere along the alignment spectrum, but those who are considered Evil are usually referred to as Sirens instead.

Size

Mermaids are Medium creatures

Speed

30ft swimming

Languages

Mermaids know Common and can speak to fish

Natural Gifts: Persuasion and Performance

Deep Depths: 60ft of darkvision underwater.

Making Waves: Due to their experience underwater, mermaids have become fluent in moving it. When underwater, unarmed strike damage becomes 1d4 + Str modifier, and by subtracting the strength modifier, this strike can be thrown up to 30 feet.

Fish Tales: Due to their lower half being that of an aquatic creature, they gain swimming speed but are unable to walk on land.

Mayfly

This is a joke race, made for use in comedic campaigns. Mayflies are weak and nearly talentless, and die of natural causes long before they are able to grow into powerful adventurers.

Skills and Ability Score Increase

+1 Dex

Age

Mayflies live for two days: one as an egg and larva, and one as an adult.

Alignment

Mayflies tend to be chaotic in nature.

Size

Miniscule (1 inch)

Speed

30ft flying

Languages

You know no languages

Small but Aware: You have proficiency in Stealth and Perception

Wings: You can fly at 30 feet per round. You can land, but your feet are so small your walking speed becomes 0.

Menace: You are too small to don armor, but you are able to add your proficiency to your AC in addition to your Dex.