

Kara-Turan Hengeyokai

Race Details

The hengeyokai is a race of intelligent, shapeshifting animals native to Kara-Tur. All hengeyokai can assume three distinct forms : an animal form, a hybrid form, and a human form. The Hengeyokai are wild and unpredictable, with a strong independent streak. They value their freedom above all else, and many also champion the freedom of others.

Credit: Tim Eagon, Dragon Magazine 404.

Kara-Turan Hengeyokai Traits

Your hengeyokai character is an agile creature with the following traits:

Ability Score Increase

Your Dexterity score increases by 2.

Age

Hengeyokai are exceptionally long-lived, with an unusual life cycle. Hengeyokai can live for over 200 years, but for the first century they exist only as animals and cannot assume another form.

Alignment

All hengeyokai are mischievous by nature and value playing tricks on others without being caught or noticed. They tend toward a chaotic alignment.

Size

In human form, the hengeyokai appear like a **human of Shou ethnicity**. They are yellowish-bronze in hue, with black hair and dark eyes. Even in human form, hengeyokai always display some animalistic features based on their animal form. For example, a rat hengeyokai might have beady eyes or a long, thin mustache. Your size is Medium.

Speed

Your base walking speed in human form is 30 feet.

Hybrid Nature

You are a shapechanger with two creature types: fey and humanoid. You can be affected by a game effect if it works on either of your creature types no matter your current form.

Animal Form

Choose an animal form for your hengeyokai: **badger**, **cat**, **crab**, dog (**mastiff**), hare (**weasel** stats block, speed 40), monkey, **rat**, or sparrow.

Your chosen animal grants you an ability score increase at first level or another benefit:

Constitution +1 (badger), Charisma +1 (cat), Swim speed 20 (crab), Strength +1 (mastiff), Wisdom +1 and walking speed 40 (hare), Climb speed 20 (monkey), Advantage Wisdom (Perception) checks that rely on smell (rat). The sparrow grants no other benefit than the flying speed gained in animal form.

You can transform as an action and stay in your beast shape indefinitely. You can revert to your hybrid or human form by using a bonus action on your turn. You automatically revert to your human form if you fall **unconscious**, drop to 0 hit points, or die. See the [druid's Wild Shape feature](#) for the rules that apply while you are transformed.

[Spoiler \(click to show\)](#)

Hybrid Form

You can assume your hybrid form as an action. In your animal form, you can shapechange into your hybrid form as a bonus action.

In their hybrid form, hengeyokai stand at their human height on their hind legs or similar appendages. They assume an overall humanoid shape, with front paws or wings changing into hands that are capable of gripping and using weapons and other equipment, but retain their animalistic appearance, including fur, scales, feathers, tails, and other characteristics. At the DM's option, your hybrid form may have a natural weapon (e.g. claws, beak, bite) that deals 1d6 bludgeoning, piercing, or slashing damage as appropriate to the animal's natural weapon. You are proficient with your natural weapon.

While in your hybrid form, you can **speak with animals** (as per the spell). This is a nonmagical ability.

You can stay in your hybrid form indefinitely. You can revert to your animal or human form by using a bonus action on your turn. You revert to your human form if you fall **unconscious**, drop to 0 hit points, or die.

Languages

You can speak, read, and write Common, Shou (regional language), and one other language of your choice.