



Aarakocra *(Monsters of the Multiverse)*

A winged people who originated on the Elemental Plane of Air, aarakocra soar through the sky wherever they wander. The first aarakocra served the Wind Dukes of Aaqa-mighty beings of air-and were imbued with a measure of their masters' power over winds. Their descendants still command echoes of that power.

From below, aarakocra look like large birds and thus are sometimes called birdfolk. Only when they roost on a branch or walk across the ground is their Humanoid nature clear. Standing upright, aarakocra are typically about 5 feet tall, and they have long, narrow legs that taper to sharp talons. Feathers cover their bodies-usually red, orange, yellow, brown, or gray. Their heads are also avian, often resembling those of parrots or eagles.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (5 ft tall, 80-100 lbs.)

Speed: 30 ft (6 squares)

Flight: Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Talons: You have talons that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Wind Caller: Starting at 3rd level, you can cast the gust of wind spell with this trait, without requiring a material component. Once you cast the spell with this trait, you can't do so again until you finish a long rest. You can also cast the spell using any spell slots you have of 2nd level or higher.



Aasimar *(Monsters of the Multiverse)*

Whether descended from a celestial being or infused with heavenly power, aasimar are mortals who carry a spark of the Upper Planes within their souls. They can fan that spark to bring light, ease wounds, and unleash the fury of the heavens.

Aasimar can arise among any population of mortals. They resemble their parents, but they live for up to 160 years and often have features that hint at their celestial heritage. These often begin subtle and become more obvious when the aasimar gains the ability to reveal their full celestial nature. The Aasimar Celestial Features table has examples you can choose or use as inspiration to create your own.

Aasimar Celestial Features (1d6)

1	A dusting of metallic, white, or charcoal freckles
2	Metallic, luminous, or dark eyes
3	Starkly colored hair
4	An unusual hue tinting your shadow
5	A ghostly halo crowning your head
6	Rainbows gleaming on your skin

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium or Small





Speed: 30 ft (6 squares)

Celestial Resistance: You have resistance to necrotic damage and radiant damage.

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 discern colors in that darkness only as shades of gray.

Healing Hands: As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus. The creature regains a number of hit points equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer: You know the light cantrip. Charisma is your spellcasting ability for it.

Celestial Revelation: When you reach 3rd level, choose one of the revelation options below. Thereafter, you can use a bonus action to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using your revelation below, you can't use it again until you finish a long rest:

- **Necrotic Shroud:** Your eyes briefly become pools of darkness, and ghostly, flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Until the transformation ends, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.
- **Radiant Consumption:** Searing light temporarily radiates from your eyes and mouth. For the duration, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes radiant damage equal to your proficiency bonus. Until the transformation ends, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.
- **Radiant Soul:** Two luminous, spectral wings sprout from your back temporarily. Until the transformation ends, you have a flying speed equal to your walking speed, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.



Alseid **(Tome of Heroes)**

Alseid are graceful woodland cousins to centaurs, blending the torsos of elves with the lower bodies of nimble deer. Because they rarely venture far from their wooded glades, some call them "grove nymphs," although they're more closely related to elves than nymphs.

Alseid see the forest as an individual and a friend. They are suspicious of outsiders who do not share this view. Lost travelers who demonstrate deep respect for the forest may spot a distant alseid's white tail and chase after it as it bounces toward a road that leads out of the forest. Disrespectful strangers may follow the same tail to their doom.

Alseid have antlers growing from their foreheads. Antlers grow very slowly, branching every 10 years for the first century of life (so an alseid with six points per antler should be between 60 and 70 years old). Further points only develop with the blessing of the forest. No 14-point imperial alseid are known to exist, but many tribes are governed by princes with 13 points, indicating that they've done a great service to the forest on at least three occasions. Because antlers signify status, alseid don't fight with them the way deer do. Cutting an alseid's antlers is one of the direst punishments an alseid can receive. Elf rangers

	sometimes report seeing lone alseid exiles, wandering the Margreve, their antlers sawn off near the scalp. Alseid have a deep connection with ancient forests and the powerful natural magic inherent in them. Alseid leaders favor the druid and ranger classes, and sorcerers and Old Wood warlocks often arise from deep forest glades infused with energy. Dexterity +2 Wisdom +1 Languages: Common and Elvish Size: Medium (6+ ft tall, 300 lbs.) Speed: 40 ft (8 squares) Alseid Weapon Training: You have proficiency with spears and shortbows. Darkvision: Accustomed to the limited light beneath the forest canopy, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Light Hooves: You have proficiency in the Stealth skill. Quadruped: The mundane details of the structures of humanoids can present considerable obstacles for you. You have to squeeze when moving through trapdoors, manholes, and similar structures even when a Medium humanoid wouldn't have to squeeze. In addition, ladders, stairs, and similar structures are difficult terrain for you. Woodfriend: When in a forest, you leave no tracks and can automatically discern true north.
	Astral Elf (<i>Spelljammer: Astral Adventurer's Guide</i>) Long ago, groups of elves ventured from the Feywild to the Astral Plane to be closer to their gods. Life in the Silver Void has imbued their souls with a spark of divine light. That light manifests as a starry gleam in an astral elf's eyes. Because nothing ages on the Astral Plane, astral elves who inhabit that plane can be very old, and their longevity gives them an unusual perspective on the passage of time. Some are prone to melancholy, while others might display an absence of feeling. Many look for creative ways to occupy themselves. Whether they choose to live in quiet contemplation or strike out to explore the reaches of the multiverse, astral elves tend to see things through the lens of time as having little or no meaning to them. Astral elves who don't dwell on the Astral Plane can live to be more than 750 years old. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium (5 to 6+ ft tall, slender build) Speed: 30 ft (6 squares) Astral Fire: You know one of the following cantrips of your choice: dancing lights, light, or sacred flame. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this race). Astral Trance: You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious. Whenever you finish this trance, you gain proficiency in one skill of your choice and with

one weapon or tool of your choice, selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory and the experiences of entities on the Astral Plane, and you retain them until you finish your next long rest.

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.

Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Keen Senses: You have proficiency in the Perception skill.

Starlight Step: As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



Autognome (*Spelljammer: Astral Adventurer's Guide*)

Autognomes are mechanical beings built by rock gnomes. Sometimes, because of a malfunction or a unique circumstance, an autognome becomes separated from its creator and strikes out on its own.

An autognome bears a resemblance to its creator, and most autognomes are programmed to speak and understand Gnomish. The internal components used in an autognome's manufacture can vary wildly; one autognome might have an actual beating heart in its chest cavity, while another might be powered by stardust or intricate clockwork gears.

Roll on the Autognome History table or choose an entry that you like to identify what event set you on the path to adventure. If nothing on the table appeals to you, work with your DM to create an origin story for your character.

Autognome History (1d6)

1	Your creator gave you autonomy and urged you to follow your dreams.
2	Your creator died, leaving you to fend for yourself.
3	A glitch caused you to forget your original programming. You don't remember who made you or where you came from.
4	You didn't like how you were being treated by your creator, so you ran away from home.
5	You were built to complete a special mission.
6	You felt trapped in the role for which you were built and abandoned your creator, determined to find a greater purpose.

Like gnomes, autognomes can live for centuries, typically up to 500 years.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Small

Speed: 30 ft (6 squares)

Armored Casing: You are encased in thin metal or some other durable material. While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.

Built for Success: You can add a d4 to one attack roll, ability check, or saving throw you

	make, and you can do so after seeing the d20 roll but before the effects of the roll are resolved. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Healing Machine: If the mending spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point). In addition, your creator designed you to benefit from several spells that preserve life but that normally don't affect Constructs: cure wounds, healing word, mass cure wounds, mass healing word, and spare the dying. Mechanical Nature: You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe. Sentry's Rest: When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious. Specialized Design: You gain two tool proficiencies of your choice.
	Boarfolk <i>*(Tome of Horrors)*</i> Boarfolk are giant humanoids standing some 9 to 10 feet tall, weighing nearly 700 pounds. They possess boar-like features, including large tusks that protrude from their mouths. Boarfolk are created by the sorceress, Circe, on the Isle of the Phoenix in the Land of the Dead. There she uses her powers to transmute travelers that are unfortunate enough to cross her path. Once transmuted, the boarfolk grow enthralled by her beauty and charisma and serve her without question. Boarfolk speak an offshoot of Common, but so thickly accented as to make it a separate language. The boarfolk live in a nomadic, tribal fashion. Should the influence of Circe ever depart, the boarfolk would turn to infighting and barbaric tribal law; the strongest would rule, and the rest of the boarfolk would split into warring tribes. Strength +2 Charisma +1 Languages: Boarfolk and Common Size: Medium (7 to 10 ft tall, 400 to 700 lbs.) Speed: 30 ft (6 squares) Beast of Burden: You are considered to be Large size for the purposes of determining your carrying capacity. Created Race: You have advantage on saving throws against spells or effects which would alter your form. In addition, you have proficiency in one skill and one tool of your choice. Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Keen Scent: You have advantage on Wisdom (Perception) checks based on scent. Tusks: You have forward, upthrust tusks that allow you to make a gore attack. You are proficient with your tusks. They are melee weapons that deal 1d8 piercing damage and you cannot be disarmed of them.



Brownie **(Tome of Horrors)**

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures.

Brownies are rarely over 18 inches tall. Their hair is always earth-toned such as brown, gray, or tawny. Most brownies prefer green or otherwise brightly colored clothing. They may be distant relatives of pixies and halflings, but this has never been proven.

Brownies avoid combat unless forced. If unable to employ any spells, brownies attack with tiny longswords.

Dexterity +2

Charisma +1

Languages: Common and Sylvan

Size: Small (18 inches or less)

Speed: 25 ft (5 squares)

Faeriefolk: You cannot be put to sleep or aged by magic.

Fey Magic: You know the druidcraft cantrip. Once you reach 3rd level, you can cast the entangle spell once per day. Once you reach 5th level, you can also cast the spike growth spell once per day. Charisma is your spellcasting ability for these spells.

Slight: Your small size gives you a +1 bonus to your Armor Class, and you have proficiency in Stealth.



Bugbear *(Monsters of the Multiverse)*

Neither bugs nor bears, bugbears are the hulking cousins of goblins and hobgoblins. With roots in the Feywild, early bugbears resided in hidden places, in hard-to-reach and shadowed spaces. Long ago and from out of the corner of your eye, they came to the Material Plane, urged to spread throughout the multiverse by the conquering god Maglubiyet. Centuries later, they still bear a fey gift for lurking just out of sight, and many of them have sneaked away from that god's influence.

They are long of limb and covered in coarse hair, with wedge-shaped ears and pointed teeth. Despite their formidable build, bugbears are quiet skulkers, thanks to a fey magic that allows them to hide in spaces seemingly too small for them.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (6 to 8 ft tall, 250 to 350 lbs.)

Speed: 30 ft (6 squares)

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 discern colors in that darkness only as shades of gray.

Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Long-Limbed: 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.

	Sneaky: You are proficient in the Stealth skill. In addition, without squeezing, you can move through and stop in a space large enough for a Small creature. Surprise Attack: If you hit a creature with an attack roll, the creature takes an extra 2d6 damage if it hasn't taken a turn yet in the current combat.																						
  	Catfolk <i>*(Tome of Heroes)*</i> Catfolk are a social and active people of natural grace and obsessive curiosity, resembling bipedal, feline humanoids with tails, cat-like ears, and fur. They are equally comfortable wandering in far-off regions, wallowing in the heart of the largest cities, or delving into the lairs of forgotten horrors. Most catfolk dwell in deserts and endless plains, but love of travel and new experiences often draw catfolk to distant realms. There are whispers of hidden catfolk communities in the deepest jungles or even far to the north in the frozen tundra. Catfolk are nimble, curious, and adventurous creatures who seek out life rather than wait for it to come to them. Some outsiders believe heedless self-expression alone drives the catfolk. As proof, they point to catfolk fascination with new experiences or quests for heroic glory. Those who make this claim miss the catfolk's inner strength. Catfolk are optimistic, quirky, sometimes extravagant extroverts who overindulge their own curiosity or motivations. They are a race of extremes. Some catfolk are playful and seemingly irresponsible while others possess unwavering focus and a hunter's mentality. Many catfolk float between these two viewpoints as the situation—or their mood—dictates. All but the most introverted catfolk enjoy holding the attention of others, but never to the detriment of their friends or family. Harkening back to their ancestors' packs and prides, friends, relations, and community hold a special place in the hearts of most catfolk. Because catfolk are a largely matriarchal people, females hold most positions of leadership and power, but competence usually supersedes gender. Catfolk living in mixed communities and cities largely integrate into the overall society. A catfolk's personality can be flighty, flitting from obsession to obsession, or as constant as the world itself. You can use some of the ideas in the Catfolk Eccentricity table to customize your character in addition to the elements of the background you chose. <table border="1"> <thead> <tr> <th colspan="2">Catfolk Eccentricity (1d10)</th></tr> </thead> <tbody> <tr><td>1</td><td>You constantly compare everyone's actions to catfolk heroes of the past.</td></tr> <tr><td>2</td><td>You keep a long list of places you want to go or things you want to do.</td></tr> <tr><td>3</td><td>You must defeat a certain foe to fulfill your oath and reap the glory.</td></tr> <tr><td>4</td><td>You find it amusing to act more bestial because it makes others nervous.</td></tr> <tr><td>5</td><td>You are writing a song about your exploits.</td></tr> <tr><td>6</td><td>You never like returning to a place you've already been.</td></tr> <tr><td>7</td><td>Your weapons have names and you speak to them like siblings or lovers.</td></tr> <tr><td>8</td><td>You tend to play with small objects.</td></tr> <tr><td>9</td><td>You growl and show your teeth when things get tense.</td></tr> <tr><td>10</td><td>You can't help talking to strangers—the stranger the better.</td></tr> </tbody> </table> Dexterity +2 Languages: Common and Elvish Speed: 30 ft (6 squares) Cat's Claws: Your sharp claws can cut with ease. Your claws are natural melee weapons,	Catfolk Eccentricity (1d10)		1	You constantly compare everyone's actions to catfolk heroes of the past.	2	You keep a long list of places you want to go or things you want to do.	3	You must defeat a certain foe to fulfill your oath and reap the glory.	4	You find it amusing to act more bestial because it makes others nervous.	5	You are writing a song about your exploits.	6	You never like returning to a place you've already been.	7	Your weapons have names and you speak to them like siblings or lovers.	8	You tend to play with small objects.	9	You growl and show your teeth when things get tense.	10	You can't help talking to strangers—the stranger the better.
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which you can use to make unarmed strikes. When you hit with a claw, your claw deals slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

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.

Hunter's Senses: You have proficiency in the Perception and Stealth skills.

Choose a Subrace:

Malkin Catfolk

- **Intelligence +1**
- **Charmed Curiosity:** When you roll a 1 on the d20 for a Dexterity check or saving throw, you can reroll the die and must use the new roll.
- **Curiously Clever:** You have proficiency in the Investigation skill.
- **Size:** Small (3 to 4 ft tall, 50 lbs.)

Pantheran Catfolk

- **Wisdom +1**
- **Hunter's Charge:** Once per turn, if you move at least 10 feet toward a target and hit it with a melee weapon attack in the same turn, you can use a bonus action to attack that creature with your Cat's Claws. You can use this trait a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **One with the Wilds:** You have proficiency in one of the following skills of your choice: Insight, Medicine, Nature, or Survival.
- **Size:** Medium (similar height to humans, but leaner and more muscular)



Centaur (*Monsters of the Multiverse*)

Centaur's gallop throughout the multiverse and trace their origins to many different realms. The centaurs presented here hail from the Feywild and mystically resonate with the natural world. From the waist up, they resemble elves, displaying all the elf varieties of skin tone. From the waist down, they have the bodies of horses.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (6 to 7 feet tall, 4 feet long)

Speed: 40 ft (8 squares)

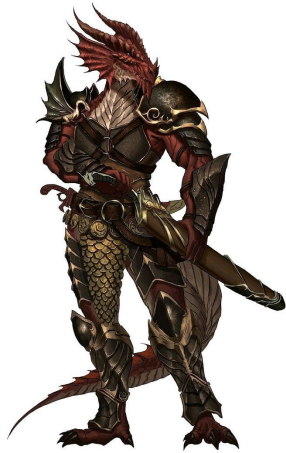
Charge: If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet instead of the normal 1 extra foot.

Hooves: You have hooves that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

	Natural Affinity: Your fey connection to nature gives you an intuitive connection to the natural world and the animals within it. You therefore have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.
	Changeling (<i>Monsters of the Multiverse</i>) With ever-changing appearances, changelings reside in many societies undetected. Each changeling can supernaturally adopt any face they like. For some changelings, a new face is only a disguise. For other changelings, a new face may reveal an aspect of their soul. The first changelings in the multiverse appeared in the Feywild, and the wondrous, mutable essence of that plane lingers in changelings today—even in those changelings who have never set foot in the fey realm. Each changeling decides how to use their shape-shifting ability, channeling either the peril or the joy of the Feywild. Sometimes they adopt new forms for the sake of mischief or malice, and other times they don a new identity to right wrongs or delight the downtrodden. In their true form, changelings appear faded, their features almost devoid of detail. It is rare to see a changeling in that form, for a typical changeling changes their shape the way others might change clothes. A casual shape—one created on the spur of the moment, with no depth or history—is called a mask. A mask can be used to express a mood or to serve a specific purpose and then might never be used again. However, many changelings develop identities that have more depth, crafting whole personas complete with histories and beliefs. A changeling adventurer might have personas for many situations, including negotiation, investigation, and combat. Personas can be shared by multiple changelings; a community might be home to three healer changelings, with whoever is on duty adopting the persona of Andrea, the gentle physician. Personas can even be passed down through a family, allowing a younger changeling to take advantage of contacts established by the persona’s previous users. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium or Small Speed: 30 ft (6 squares) Changeling Instincts: Thanks to your connection to the fey realm, you gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, Performance, or Persuasion. Shapechanger: As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Medium and Small. You can make yourself appear as a member of another race, though none of your game statistics change. You can’t duplicate the appearance of an individual you’ve never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren’t changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die.



Chromatic Dragonborn *(Fizban's Treasury of Dragons)*

Dragonborn with chromatic ancestry claim the raw elemental power of chromatic dragons. The vibrant colors of black, blue, green, red, and white dragons gleam in those dragonborn's scaled skin and in the deadly energy of their breath weapons. There is the raw elemental fury of the volcano, of biting arctic winds, and of raging lightning storms, as well as the subtle whisper of swamp and forest, toxic and corrosive.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (6+ ft tall, 250+ lbs.)

Speed: 30 ft (6 squares)

Breath Weapon: When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Chromatic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Chromatic Ancestry: You trace your ancestry to a chromatic dragon, granting you a special magical affinity. Choose one type of dragon from the Chromatic Ancestry table. This determines the damage type for your other traits as shown in the table.

Chromatic Ancestry	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

Draconic Resistance: You have resistance to the damage type associated with your Chromatic Ancestry.

Warding: Starting at 5th level, as an action, you can channel your draconic energy to protect yourself. For 1 minute, you become immune to the damage type associated with your Chromatic Ancestry. Once you use this trait, you can't do so again until you finish a long rest.



Custom Lineage *(Tasha's Cauldron of Everything)*

Instead of choosing one of the game's races for your character at 1st level, you can use the following traits to represent your character's lineage, giving you full control over how your character's origin shaped them.

Any Ability +2

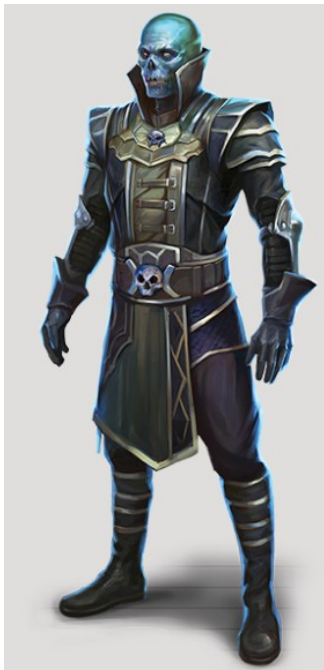
Languages: Common, and one other language of your choice

Size: Medium or Small

Speed: 30 ft (6 squares)

Feat: You gain one feat of your choice for which you qualify.

Variable Trait: Choose either Darkvision with a range of 60 feet or 1 skill proficiency of

	your choice. Darakhul <i>*(Tome of Heroes)*</i> Both ordinary ghouls and darakhul arise from the infected corpses of other races. Most traits of the previous race are gone when the creature rises as a darakhul, although each darakhul carries some traits of their previous form. Still, most of a darakhul's cosmetic features, such as supple skin or a long beard, fade over time into the gaunt, skull-like face, fanged maw, and taut, gray skin of a ghoulish undead. Constitution +2 Languages: Common and Darakhul Darkvision: You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Hunger for Flesh: You must consume 1 pound of raw meat each day or suffer the effects of starvation. If you go 24 hours without such a meal, you gain one level of exhaustion. While you have any levels of exhaustion from this trait, you can't regain hit points or remove levels of exhaustion until you spend at least 1 hour consuming 10 pounds of raw meat. Imperfect Underneath: You transitioned into undeath, but your transition was imperfect. Though you are a humanoid, you are susceptible to effects that target undead. You can regain hit points from spells like cure wounds, but you can also be affected by game effects that specifically target undead, such as a cleric's Turn Undead feature. Game effects that raise a creature from the dead work on you as normal, but they return you to life as a darakhul. A true resurrection or wish spell can restore you to life as a fully living member of your original race. Powerful Jaw: Your heavy jaw is powerful enough to crush bones to powder. Your bite is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your bite deals piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. Undead Resilience: You are infused with the dark energy of undeath, which frees you from some frailties that plague most creatures. You have resistance to necrotic damage and poison damage, you are immune to disease, and you have advantage on saving throws against being charmed or poisoned. When you finish a short rest, you can reduce your exhaustion level by 1, provided you have ingested at least 1 pound of raw meat in the last 24 hours (see Hunger for Flesh). Undead Vitality: You don't need to breathe, and you don't sleep the way most creatures do. Instead, you enter a dormant state that resembles death, remaining semiconscious, for 6 hours a day. While dormant, you have disadvantage on Wisdom (Perception) checks. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. Choose a Subrace: Derro Heritage • Charisma +2 • Calculating Insanity: The insanity of your race was compressed into a cold, hard brilliance when you took on your darakhul form. These flashes of brilliance come to you at unexpected moments. You know the true strike cantrip. Charisma is your spellcasting ability for it. You can cast true strike as a bonus action a number of
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times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. The insanity of your race was compressed into a cold, hard brilliance when you took on your darakhul form. These flashes of brilliance come to you at unexpected moments. You know the true strike cantrip. Charisma is your spellcasting ability for it. You can cast true strike as a bonus action a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

- **Language:** Dwarvish
- **Size:** Small (3 to 4 ft tall)
- **Speed:** 30 ft (6 squares)

Dragonborn Heritage

- **Strength +2**
- **Corrupted Bite:** The inherent breath weapon of your draconic heritage is corrupted by the necrotic energy of your new darakhul form. Instead of forming a line or cone, your breath weapon now oozes out of your ghoulish maw. As a bonus action, you breathe necrotic energy onto your fangs and make one bite attack. If the attack hits, it deals extra necrotic damage equal to your level. You can't use this trait again until you finish a long rest.
- **Language:** Draconic
- **Size:** Medium (6+ ft tall, 250 lbs.)
- **Speed:** 25 ft (5 squares), not slowed by heavy armor

Drow Heritage

- **Intelligence +2**
- **Language:** Elvish
- **Poison Bite:** When you hit with your bite attack, you can release venom into your foe. If you do, your bite deals an extra 1d6 poison damage. The damage increases to 3d6 at 11th level. After you release this venom into a creature, you can't do so again until you finish a short or long rest.
- **Size:** Medium
- **Speed:** 30 ft (6 squares)

Dwarf Heritage

- **Wisdom +2**
- **Dwarven Stoutness:** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- **Language:** Dwarvish
- **Size:** Medium (4 to 5 ft tall, 150 lbs.)
- **Speed:** 25 ft (5 squares), not slowed by heavy armor

Elf Heritage

- **Dexterity +2**
- **Language:** Elvish
- **Size:** Medium (5 to 6 ft tall, slender build)
- **Speed:** 30 ft (6 squares)
- **Supernatural Senses:** Your keen elven senses are honed even more by the power of undeath and the hunger within you. You can now smell when blood is in the air. You have proficiency in the Perception skill, and you have advantage on Wisdom (Perception) checks to notice or find a creature within 30 feet of you that doesn't have all of its hit points.

Gnome Heritage

- **Intelligence +2**
- **Language:** Gnomish
- **Magical Hunger:** When a creature you can see within 30 feet of you casts a spell,

you can use your reaction to consume the spell's residual magic. Your consumption doesn't counter or otherwise affect the spell or the spellcaster. When you consume this residual magic, you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

- **Size:** Small (3 to 4 ft tall, 40 lbs.)
- **Speed:** 25 ft (5 squares)

Halfling Heritage

- **Dexterity +2**
- **Ill Fortune:** Your uncanny halfling luck has taken a dark turn since your conversion to an undead creature. When a creature rolls a 20 on the d20 for an attack roll against you, the creature must reroll the attack and use the new roll. If the second attack roll misses you, the attacking creature takes necrotic damage equal to twice your Constitution modifier (minimum of 2).
- **Language:** Halfling
- **Size:** Small (3 ft tall, 40 lbs.)
- **Speed:** 25 ft (5 squares)

Human / Half Elf Heritage

- **Any ability other than Constitution +2**
- **Language:** Elvish
- **Size:** Medium
- **Speed:** 30 ft (6 squares)
- **Versatility:** The training and experience of your early years was not lost when you became a darakhul. You have proficiency in two skills and one tool of your choice.

Kobold Heritage

- **Intelligence +2**
- **Devious Bite:** When you hit a creature with your bite attack and you have advantage on the attack roll, your bite deals an extra 1d4 piercing damage.
- **Language:** Draconic
- **Size:** Small (3 to 4 ft tall, 40 lbs.)
- **Speed:** 30 ft (6 squares)

Ravenfolk Heritage

- **Dexterity +2**
- **Language:** Huginn's Speech
- **Size:** Medium (4 ft to 6 ft tall)
- **Speed:** 30 ft (6 squares)
- **Sudden Bite and Flight:** If you surprise a creature during the first round of combat, you can make a bite attack as a bonus action. If it hits, you can immediately take the Dodge action as a reaction.

Tiefling Heritage

- **Charisma +2**
- **Language:** Infernal
- **Necrotic Rebuke:** When you are hit by a weapon attack, you can use a reaction to envelop the attacker in shadowy flames. The attacker takes necrotic damage equal to your Charisma modifier (minimum of 1), and it has disadvantage on attack rolls until the end of its next turn. You must finish a long rest before you can use this feature again.
- **Size:** Medium
- **Speed:** 30 ft (6 squares)

	Trollkin Heritage • Strength +2 • Language: Trollkin • Regenerative Bite: The regenerative powers of your trollkin heritage are less potent than they were in life and need a little help. As an action, you can make a bite attack against a creature that isn't undead or a construct. On a hit, you regain hit points (minimum of 1) equal to half the amount of damage dealt. Once you use this trait, you can't use it again until you finish a long rest. • Size: Medium (6+ ft tall, 200 lbs.) • Speed: 30 ft (6 squares)
	Deep Gnome / Svirfneblin (<i>Monsters of the Multiverse</i>) Deep gnomes, or svirfneblin, are natives of the Underdark and are suffused with that subterranean realm's magic. They can supernaturally camouflage themselves, and their svirfneblin magic renders them difficult to locate. These abilities have enabled them to survive for generations among the perils of the Underdark. Like other gnomes, deep gnomes can live for centuries, up to 500 years. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Small Speed: 30 ft (6 squares) 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 discern colors in that darkness only as shades of gray. Gift of the Svirfneblin: Starting at 3rd level, you can cast the disguise self spell with this trait. Starting at 5th level, you can also cast the nondetection spell with it, without requiring a material component. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). Gnomish Magic Ressitance: You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells. Svirfneblin Camouflage: When you make a Dexterity (Stealth) check, you can make the check with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



Derro **(Tome of Heroes)**

The derro are stunted, dwarflike humanoids, small of stature with wide shoulders and stubby limbs. They stand between 3 and 4 feet tall, with males only slightly taller than females on average. Their slender builds rarely weigh more than 40 pounds. Their pale skin is nearly translucent, revealing a ghostly web of blue veins. Their large, pure white staring eyes gleam in the dark.

Shorter than surface dwarves, derro are quick and erratic in their movements. Their elaborately braided or styled hair ranges from white to a pale straw color. Males take great pride in their prodigious mustaches, which are often braided and waxed.

Derro Minor Madness (d%)

1 to 10	Collector; roll on subtable 1 for specific object
11 to 20	Pica (eats nonfood objects); roll on subtable 1 for specific object
21 to 40	Minor delusion; roll on subtable 3
41 to 50	Irrational prejudice against creature; roll on subtable 2 for specific creature
51 to 60	Taboo (cannot touch or interact with creature); roll on subtable 2 for specific creature
61 to 70	Phobia (strong fear of creature); roll on subtable 2 for specific creature
71 to 80	Obsessed with creature; roll on subtable 2 for specific creature
81 to 100	Physical effect; roll on subtable 4

d%	Subtable 1: Small Objects	Subtable 2: Living Creatures
1 to 10	Rocks or crystals	Tiny insect, slug, or worm
11 to 20	Bones, hair, nails, or bugs (dead or alive)	Chicken, cat, dog, sheep, cow, or other domestic animal
21 to 30	Deodands (items responsible for the death of a creature)	Elf, dwarf, human, kobold, or other humanoid
31 to 40	Eyes, fingers, teeth, ears, toes, or other small body parts	Rat, giant centipede, gelatinous cube, or other giant vermin or ooze
41 to 50	Dirt, dust, or clay	Cleric or druid
51 to 60	Rags, cloths, or papers	Wizard or sorcerer
61 to 70	Hats, socks, gloves, or other clothing	Sparrow, pigeon, hawk, owl, or other bird
71 to 80	String, wire, or chain	Rat, wolf, mole, badger, or other mammalian beast
81 to 90	Clockwork parts, jewelry, or buttons	Construct or clockwork creature
91 to 100	Holy symbols, religious goods, or sacred texts	Angel or fiend

d%	Subtable 3: Delusions	Subtable 4: Physical Effects
1 to 10	Has imaginary friend; god/spirit who is friendly and encouraging	Leers and rolls eyes upon seeing a particular type of creature (roll on subtable 2)
11 to 20	Has imaginary friend; god/spirit who is hateful and discouraging	Tic or tremor in body part

21 to 30	Is a high noble of derro society	Mutters constantly to self, sometimes narrating actions or feelings
31 to 40	Has less power than actually does	Speaks inappropriate but true facts during diplomatic situations
41 to 50	Has more power than actually does	Randomly speaks a word (chosen by GM) during combat or negotiation
51 to 60	Has an important destiny	Laughs at inappropriate moments
61 to 70	Believes a particular inanimate object (roll on subtable 1) is alive	Weeps at inappropriate moments
71 to 80	Is a powerful creature polymorphed as a derro	Constantly clenches and unclenches hands
81 to 90	Is commanded by voices speaking random gibberish and commands	Minor hunchback
91 to 100	Random patterns of either inanimate objects (subtable 1) or living things (subtable 2) have an important meaning and must be studied	Half of face paralyzed

Dexterity +2

Languages: Dwarvish and either Common or Undercommon

Size: Small (3 to 4 ft tall)

Speed: 30 ft (6 squares)

Eldritch Resilience: You have advantage on Constitution saving throws against spells.

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

Superior Darkvision: Accustomed to life underground, 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.

Choose a Subrace:

Far-Touched Derro

- **Charisma +1**
- **Insanity:** You have advantage on saving throws against being charmed or frightened. In addition, you can read and understand Void Speech, but you can speak only a few words of the dangerous and maddening language—the words necessary for using the spells in your Mad Fervor trait.
- **Mad Fervor:** The driving force behind your insanity has blessed you with a measure of its power. You know the vicious mockery cantrip. When you reach 3rd level, you can cast the enthrall spell with this trait, and starting at 5th level, you can cast the fear spell with it. Once you cast a non-cantrip spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Mutated Derro

- **Strength +1**
- **Athletic Training:** You have proficiency in the Athletics skill, and you are proficient with two martial weapons of your choice.
- **Otherworldly Influence:** Your close connection to the strange powers that your people worship has mutated your form. Choose one of the following:

- **Alien Appendage.** You have a tentacle-like growth on your body. This tentacle is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your tentacle deals bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. This tentacle has a reach of 5 feet and can lift a number of pounds equal to double your Strength score. The tentacle can't wield weapons or shields or perform tasks that require manual precision, such as performing the somatic components of a spell, but it can perform simple tasks, such as opening an unlocked door or container, stowing or retrieving an object, or pouring the contents out of a vial.
- **Tainted Blood.** Your blood is tainted by your connection with otherworldly entities. When you take piercing or slashing damage, you can use your reaction to force your blood to spray out of the wound. You and each creature within 5 feet of you take necrotic damage equal to your level. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Tenebrous Flesh.** Your skin is rubbery and tenebrous, granting you a +1 bonus to your Armor Class.

Uncorrupted Derro

- **Wisdom +1**
- **Language:** One of your choice
- **Psychic Barrier:** Your time among your less sane brethren has inured you to their madness. You have resistance to psychic damage, and you have advantage on ability checks and saving throws made against effects that inflict insanity, such as spells like contact other plane and symbol, and effects that cause short-term, long-term, or indefinite madness.
- **Studied Insight:** You are skilled at discerning other creature's motives and intentions. You have proficiency in the Insight skill, and, if you study a creature for at least 1 minute, you have advantage on any initiative checks in combat against that creature for the next hour.



Dhampir *(Van Richten's Guide to Ravenloft)*

Poised between the worlds of the living and the dead, dhampirs retain their grip on life yet are endlessly tested by vicious hungers. Their ties to the undead grant dhampirs a taste of a vampire's deathless prowess in the form of increased speed, darkvision, and a life-draining bite.

With unique insights into the nature of the undead, many dhampirs become adventurers and monster hunters. Their reasons are often deeply personal. Some seek danger, imagining monsters as personifications of their own hungers. Others pursue revenge against whatever turned them into a dhampir. And still others embrace the solitude of the hunt, striving to distance themselves from those who'd tempt their hunger.

Every dhampir knows a thirst slaked only by the living. Those who overindulge their thirst risk losing control and forever viewing others as prey. Those who resist might find exceptional ways of controlling their urges or suppress them through constant, molar-grinding restraint. In any case, temptation haunts dhampirs, and circumstances conspire to give them endless reasons to indulge.

While many dhampirs thirst for blood, your character might otherwise gain sustenance from the living. Roll on or choose an option from the Dhampir Hungers table to determine what tempts your character to feed.

Dhampir Hungers (1d6)

1	Blood
2	Flesh or raw meat

3	Cerebral spinal fluid
4	Psychic energy
5	Dreams
6	Life energy

Dhampirs often arise from encounters with vampires, but all manner of macabre bargains, necromantic influences, and encounters with mysterious immortals might have transformed your character. The Dhampir Origins table provides suggestions for how your character gained their lineage.

Dhampir Origins (1d8)	
1	You are the reincarnation of an ancestor who was a vampiric tyrant.
2	Your pact with a predatory deity, fiend, fey, or spirit causes you to share their hunger.
3	You survived being attacked by a vampire but were forever changed.
4	A parasite lives inside you. You indulge its hunger.
5	Tragedy interrupted your transformation into an immortal.
6	You are a diminished form of an otherworldly being. Slaking your hunger hastens your renewal.
7	One of your parents was a vampire.
8	A radical experiment changed your body, making you reliant on others for vital fluids.

When creating a dhampir, ask your DM if it makes sense for your character to have ties to one of the following Domains of Dread:

- **Barovia.** In the shadow of Castle Ravenloft, tales flourish of those who love or descend from vampires. You might have such a connection, but dread what would happen if others in your insular community found out.
- **Darkon.** The Kargat, this shattered domain's secret police, supposedly know the secret of immortality. Perhaps you joined and advanced through their lesser ranks, known as the Kargatane, and were rewarded by being transformed into a dhampir.
- **I'Cath.** At night, the starving city of I'Cath is overrun by vampiric jiangshi (described in chapter 5). You were left with a cold hunger after an encounter with one of these unquiet ancestors.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium or Small

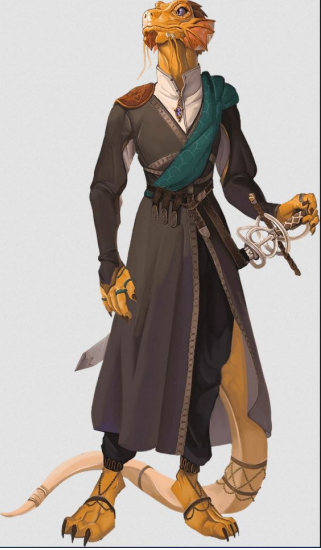
Speed: 35 ft (7 squares)

Ancestral Legacy: If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

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 discern colors in that darkness only as shades of gray.

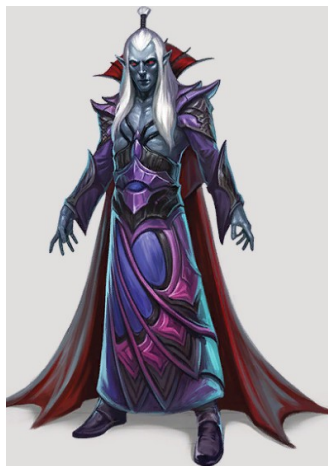
Deathless Nature: You don't need to breathe.

	Spider Climb: You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. Vampiric Bite: Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier, instead of your Strength modifier, to the attack and damage rolls when you attack with this bite. It deals 1d4 piercing damage on a hit. While you are missing half or more of your hit points, you have advantage on attack rolls you make with this bite. When you attack with this bite and hit a creature that isn't a Construct or an Undead, you can empower yourself in one of the following ways of your choice: • You regain hit points equal to the piercing damage dealt by the bite. • You gain a bonus to the next ability check or attack roll you make; the bonus equals the piercing damage dealt by the bite. You can empower yourself with this bite a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
	Draconblood (<i>Explorer's Guide to Wildemount</i>) Wildemount was the cradle from which all dragonborn civilization grew. The city-state of Draconia rose in the Dreemoth Ravine along the southern edge of the continent, when foreign dragonkin fleeing the gods' wrath during the Calamity forged an alliance with native dragonborn already dwelling there. The colonizing dragonborn, who called themselves draconbloods, worked with the native dragonborn, called ravenites, to build a society that could withstand the wandering monsters of Xhorhas. However, Draconia swiftly descended into corruption and bigotry, and the draconblood ruling class betrayed and enslaved their ravenite kin. Twenty years ago, Draconia was destroyed by the ire of the mighty Chroma Conclave, and the city-state's ruins were occupied by an ancient white dragon named Vorugal. The chaos of the attack upended draconblood civilization, and the ravenite slaves rose up and drove their former masters from the Dreemoth Ravine. Now masters of their own fate, the ravenite dragonborn have rebuilt their home within the ravine and have begun to spread out across the world. Draconbloods possess long tails and a knack for social manipulation. They remember the days when they were once mighty conquerors. Intelligence +2 Charisma +1 Languages: Common and Draconic Size: Medium (6+ ft tall, about 250 lbs.) Speed: 30 ft (6 squares) Breath Weapon: You can use your action to exhale destructive energy. It deals damage in an area according to your ancestry. When you use your breath weapon, all creatures in the area must make a saving throw, the type of which is determined by your ancestry. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete 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 discern colors in that darkness only as shades of gray. Draconic Ancestry: You are distantly related to a particular kind of dragon. Choose a type of dragon from the below list; this determines the damage and area of your breath weapon,

and the type of resistance you gain.

Dragon	Damage Type	Breath Weapon
Black	Acid	5x30 ft line (Dex Save)
Blue	Lightning	5x30 ft line (Dex Save)
Brass	Fire	5x30 ft line (Dex Save)
Bronze	Lightning	5x30 ft line (Dex Save)
Copper	Acid	5x30 ft line (Dex Save)
Gold	Fire	15 ft cone (Dex save)
Green	Poison	15 ft cone (Con save)
Red	Fire	15 ft cone (Dex save)
Silver	Cold	15 ft cone (Con save)
White	Cold	15 ft cone (Con save)

Forceful Presence: You can use your understanding of creative diplomacy or intimidation to guide a conversation in your favor. When you make a Charisma (Intimidation or Persuasion) check, you can do so with advantage. Once you use this trait, you can't do so again until you finish a short or long rest.



Drow **(Tome of Heroes)**

This is an alternative to the Dark Elf / Drow subrace of elves found in the Player's Handbook. Here, we see the drow re-imagined as a separate race with its own subraces. This entry does not represent the canonical drow of Faerun.

The beginnings of the drow race are shrouded in mystery. With their resemblance to the elves of the surface world, many would posit the drow are some subterranean offshoot of that surface race, driven underground for some treacherous and evil acts. The truth is practically the opposite. The drow lived long before the surface elves, and if there is any connection between the two races at all, the drow are the elders. The skin of a drow ranges from grey to blue-black to the darkest ebon. Their features are delicate and streamlined, and their eyes glow red. Drow who have hair generally sport white or silver hair, and they do not grow facial or body hair.

Intelligence +2

Languages: Elvish and either Common or Undercommon

Size: Medium

Speed: 30 ft (6 squares)

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

Mind of Steel: You understand the complexities of minds, as well as the magic that can affect them. You have advantage on Wisdom, Intelligence, and Charisma saving throws against spells.

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

Superior Darkvision: Accustomed to life in the darkest depths of the world, 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.

Choose a Subrace:

Delver Drow

- **Strength or Dexterity +1**
- **Martial Excellence:** You are proficient with one martial weapon of your choice and with light armor.
- **Rapport with Insects:** Your caste's years of working alongside the giant spiders and beetles that your people utilized in building and defending cities has left your caste with an innate affinity with the creatures. You can communicate simple ideas with insect-like beasts with an Intelligence of 3 or lower, such as spiders, beetles, wasps, scorpions, and centipedes. You can understand them in return, though this understanding is often limited to knowing the creature's current or most recent state, such as "hungry," "content," or "in danger." Delver drow often keep such creatures as pets, mounts, or beasts of burden.
- **Specialized Training:** You are proficient in one skill and one tool of your choice.

Fever-Bit Drow

- **Constitution +1**
- **Deathly Resilience:** Your long exposure to the life-sapping energies of darakhul fever has made you more resilient. You have resistance to necrotic damage, and advantage on death saving throws.
- **Iron Constitution:** You are immune to disease.
- **Near-Death Experience:** Your brush with death has made you more stalwart in the face of danger. You have advantage on saving throws against being frightened.

Purified Drow

- **Charisma +1**
- **Born Leader:** You gain proficiency with two of the following skills of your choice: History, Insight, Performance, and Persuasion.
- **Initiate Spellcasting:** You know the poison spray cantrip. When you reach 3rd level, you can cast suggestion once 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 tongues spell once and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.



Duergar / Gray Dwarf (*Monsters of the Multiverse*)

Duergar are dwarves whose ancestors were transformed by centuries living in the deepest places of the Underdark. That chthonic realm is saturated with strange magical energy, and over generations, early duergar absorbed traces of it. They were further altered when mind flayers and other Aberrations invaded and performed horrific experiments on them. Fueled by Underdark magic, those experiments left early duergar with psionic powers, which have been passed down to their descendants. In time, they liberated themselves from their aberrant tyrants and forged a new life for themselves in the Underdark and beyond.

Like other dwarves, duergar typically have a life span of 350 years.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (4 to 5 ft tall, avg 150 lbs.)

Speed: 30 ft (6 squares)

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 discern colors in that darkness only as shades of gray.

Duergar Magic: Starting at 3rd level, you can cast the enlarge/reduce spell on yourself with this trait, without requiring a material component. Starting at 5th level, you can also



you make that uses the chosen tool.

- **Forgeborn:** You have resistance to fire damage.
- **Language:** Ignan
- **Reforge:** You have an innate connection with elemental fire and can repair forged items with a touch. You know the mending cantrip, and you can cast it as an action. However, you can use this trait to repair only objects made of metal, such as reconnecting two halves of a broken sword.

Gold Dwarf or Hill Dwarf

- **Wisdom +1**
- **Dwarven Toughness:** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Mountain Dwarf or Shield Dwarf

- **Strength +2**
- **Dwarven Armor Training:** You have proficiency with light and medium armor.

Spindrift Dwarf **(Tome of Heroes)**

- **Dexterity +1**
- **Dwarven Marine Training:** You have proficiency with the club, handaxe, hand crossbow, net, rapier, and scimitar. This trait replaces the Dwarven Combat Training trait.
- **Nautical Proficiency:** You gain proficiency with one of the following: carpenter's tools, navigator's tools, or woodcarver's tools. In addition, you gain proficiency with vehicles (water). This trait replaces the Tool Proficiency trait.
- **Rigger:** When you are not wearing heavy armor or using a shield, you have a climbing speed equal to your base walking speed.
- **Sailor's Eyes:** Accustomed to the harsh glare of sunlight on the sea, you don't have darkvision, unlike other dwarves.
- **Shipwright:** Whenever you make an Intelligence (Investigation) check related to the seaworthiness or quality of craftsmanship of a sailing vessel, you are considered proficient in the Investigation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. This trait replaces the Stonecunning trait.
- **Spindrift Step:** As a bonus action (or a reaction when you are submerged in water), you can magically step across water. You can walk across the surface of water as if it were solid ground for a number of rounds equal to your level or until your concentration ends (as if concentrating on a spell). If you are submerged in water when you activate this trait, you are carried to the surface of the water at a rate of 60 feet per round. You can't use this trait again until you finish a short or long rest.



Eldarin *(Monsters of the Multiverse)*

Eladrin are elves of the Feywild, a realm of perilous beauty and boundless magic. Using that magic, eladrin can step from one place to another in the blink of an eye, and each eladrin resonates with emotions captured in the Feywild in the form of seasons-affinities that affect the eladrin's mood and appearance. An eladrin's season can change, though some remain in one season forever. Choose your season or roll on the Eladrin Seasons table. Your Trance trait lets you change your season.

Eldarin Seasons (1d4)	
1	Autumn: peace and goodwill, when summer's harvest is shared with all
2	Winter: contemplation and dolor, when the vibrant energy of the world slumbers
3	Spring: cheerfulness and celebration, marked by merriment and hope as winter's sorrow passes

4	Summer: boldness and aggression, a time of unfettered energy and calls to action
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Like other elves, eladrin can live to be over 750 years old.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (5 to 6+ ft tall, slender build)

Speed: 30 ft (6 squares)

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 discern colors in that darkness only as shades of gray.

Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Fey Step: As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose when you select this race):

- **Autumn.** Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to the creatures.
- **Winter.** When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.
- **Spring.** When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.
- **Summer.** Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your proficiency bonus.

Keen Senses: You have proficiency in the Perception skill.

Trance: You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Whenever you finish this trance, you can change your season, and you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.



Elf *(Player's Handbook, some subraces found in other texts)*

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry, and the good things of the world.

With their unearthly grace and fine features, elves appear hauntingly beautiful to humans and members of many other races. They are slightly shorter than humans on average, ranging from well under 5 feet tall to just over 6 feet. They are more slender than humans, weighing only 100 to 145 pounds. Males and females are about the same height, and males are only marginally heavier than females.

Elves' coloration encompasses the normal human range and also includes skin in shades of copper, bronze, and almost bluish-white, hair of green or blue, and eyes like pools of liquid gold or silver. Elves have no facial and little body hair. They favor elegant clothing in bright colors, and they enjoy simple yet lovely jewelry.

Elves can live well over 700 years, giving them a broad perspective on events that might trouble the shorter-lived races more deeply. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance. When pursuing a goal, however, whether adventuring on a mission or learning a new skill or art, elves can be focused and relentless. They are slow to make friends and enemies, and even slower to forget them. They reply to petty insults with disdain and to serious insults with vengeance.

Dexterity +2

Languages: Common and Elvish

Size: Medium (5 to 6+ ft tall, slender build)

Speed: 30 ft (6 squares)

Darkvision: Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Keen Senses: You have proficiency in the Perception skill.

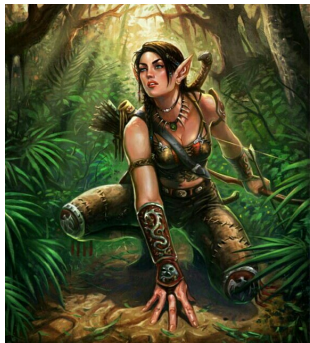
Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Choose a Subrace:

Dark Elf (Drow)

- **Charisma +1**
- **Sunlight Sensitivity:** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- **Superior Darkvision:** Your darkvision extends to a range of 120 feet.
- **Drow Magic:** You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once with this trait and regain the ability to do so after you finish of a long rest. When you reach 5th level, you can also cast the





darkness 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.

- **Drow Weapon Training:** You have proficiency with rapiers, shortswords and hand crossbows.

Dunewalker Elf **(Tome of Heroes)**

- **Wisdom +1**
- **Desert Dweller:** You are adapted to life in the desert. You suffer no ill effects from high temperatures, and you require no additional water in such conditions. You have proficiency in the Survival skill.
- **Desert Mirage:** While outdoors in a sunny area with an ambient temperature warmer than freezing, you can use a bonus action to create a minor natural phenomenon that surrounds you and up to a number of allies within 10 feet of you equal to your proficiency bonus. The mirage lightly obscures each of you from the view of any creature more than 30 feet away from you for 1 minute. For the duration, each target can attempt to hide even if a target is obscured only by this mirage. You can't use this trait again until you finish a short or long rest.
- **Dunewalker Elf Weapon Training:** You have proficiency with the longbow, scimitar, shortbow, and spear.
- **Sand Spirit:** Difficult terrain comprised of sand or similar desert environs doesn't cost you extra movement.

Frostfell Elf **(Tome of Heroes)**

- **Constitution +1**
- **Cold Dweller:** You have resistance to cold damage.
- **Elf Weapon Training:** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- **Ice Crafting:** You can magically form an item from nearby water, ice, or snow. The crafting takes 1 minute, and you can form any nonmagical object without moving parts weighing up to 10 pounds. Though made of ice, the object functions as a similar item made of standard materials. The object has AC 13, hit points equal to a resilient object of appropriate size, and is immune to cold damage but vulnerable to fire damage. If the ambient temperature is warmer than freezing, the object lasts 1 minute. As long as the ambient temperature remains at freezing or colder, the object lasts for 24 hours or until destroyed. Once you have crafted an object using this trait, you can't do so again until you have completed a short or long rest.
- **Snow Step:** Difficult terrain composed of snow or ice doesn't cost you extra movement.

High Elf, Moon Elf or Sun Elf

- **Intelligence +1**
- **Elf Weapon Training:** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- **Cantrip:** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.
- **Extra Language:** You can speak, read, and write one extra language of your choice.

Wood Elf

- **+1 Wisdom**
- **Elf Weapon Training:** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- **Fleet of Foot:** Your base walking speed increases to 35 feet (7 squares).
- **Mask of the Wild:** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.



Erina **(Tome of Heroes)**

The enigmatic hedgehog-folk trace their history back to the beginning of the world—further back than even elves can trace—to the first groves and wild grasslands, to those green places between the elemental poles that birthed all that is. Or so the erina druids like to claim.

The erina are a small-statured race of creatures resembling bipedal hedgehogs. They often escape the notice of the powerful rulers of the land, though anyone traveling through the wilds would do well to have them as allies.

Erina are a highly intelligent species whose natural curiosity and cunning serve them well. They are always probing around the limits of their territory and keep a careful record of their environment. Erina seem supernaturally aware of their surroundings and have a keen eye for things that are out of place or novel.

Erina subsist by scrounging. In the wild, their diet consists of fruit, roots, insects, and small animals that come within range of their spears. The few erina who make their homes in cities live in much the same way. For this reason, erina sometimes run afoul of the law, though they are not naturally greedy.

Dexterity +2

Wisdom or Charisma +1

Languages: Erina and either Common or Sylvan

Size: Small (3 ft tall, 50 lbs.)

Speed: 25 ft (5 squares)

Darkvision: Accustomed to life in the dark burrows of your people, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Digger: You have a burrowing speed of 20 feet, but you can use it to move through only earth and sand, not mud, ice, or rock.

Hardy: The erina diet of snakes and venomous insects has made them hardy. You have advantage on saving throws against poison, and you have resistance against poison damage.

Keen Senses: You have proficiency in the Perception skill.

Spines: Erina grow needle-sharp spines in small clusters atop their heads and along their backs. While you are grappling a creature or while a creature is grappling you, the creature takes 1d4 piercing damage at the start of your turn.



Fairy *(Monsters of the Multiverse)*

The Feywild is home to many fantastic peoples, including fairies. Fairies are a wee folk, but not nearly as much so as their pixie and sprite friends. The first fairies spoke Elvish, Goblin, or Sylvan, and encounters with human visitors prompted many of them to learn Common as well.

Infused with the magic of the Feywild, most fairies look like Small elves with insectile wings, but each fairy has a special physical characteristic that sets the fairy apart. For your fairy, roll on the Fey Characteristics table or choose an option from it. You're also free to come up with your own characteristic if none of the suggestions below fit your character.

Fey Characteristics (1d8)	
1	Your wings are like those of a bird.
2	You have shimmering, multicolored skin.
3	You have exceptionally large ears.
4	A glittering mist constantly surrounds you.
5	You have a small spectral horn on your forehead, like a little unicorn horn.
6	Your legs are insectile.
7	You smell like fresh brownies.
8	A noticeable, harmless chill surrounds you.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and 1 other of your choice

Size: Small

Speed: 30 ft (6 squares)

Fairy Magic: You know the druidcraft cantrip.

Starting at 3rd level, you can cast the faerie fire spell with this trait. Starting at 5th level, you can also cast the enlarge/reduce spell with this trait. Once you cast faerie fire or enlarge/reduce with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Flight: Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.



Firbolg *(Monsters of the Multiverse)*

Distant cousins of giants, the first firbolgs wandered the primeval forests of the multiverse, and the magic of those forests entwined itself with the firbolgs' souls. Centuries later, that magic still thrums inside a firbolg, even one who has never lived under the boughs of a great forest.

A firbolg's magic is an obscuring sort, which allowed their ancestors to pass through a forest without disturbing it. So deep is the connection between a firbolg and the wild places of the world that they can communicate with flora and fauna. Firbolgs can live up to 500 years.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and 1 other of your choice

Size: Medium (7 to 8 ft tall, 240 to 300 lbs.)

Speed: 30 ft (6 squares)

Firbolg Magic: You can cast the detect magic and disguise self spells with this trait. When you use this version of disguise self, you can seem up to 3 feet shorter or taller. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Hidden Step: As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

Speech of Beast and Leaf: You have the ability to communicate in a limited manner with Beasts, Plants, and vegetation. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.



Frost Man **(Tome of Horrors)**

Frost men are hunters that make their home in the cold regions of the world. Each carries his personal belongings in small sacks and takes them wherever he goes. A frost man's body radiates cold out to 30 feet, though not enough to deal damage.

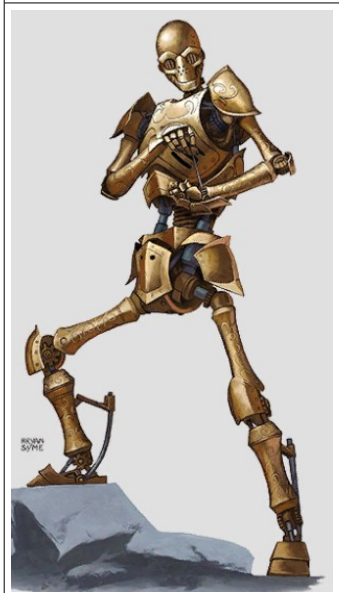
There is much speculation on the society of frost men. Other beings only encounter them as lone males. Speculation suggests that there must be villages somewhere with women and children, perhaps buried deep in cold mountain caves. Tribes that are aware of frost men fear them greatly for their deadly talent and refer to them as "ice demons."

Frost men appear in the outside world occasionally and wish only to go about their unknown business undisturbed. Anyone bothering them can expect to be attacked. A frost man usually opens combat with its ice blast before moving in to kill off anything not subsequently frozen to death.

Strength +2

Constitution +1

Languages: Common, and one other language of your choice

	Size: Medium Speed: 30 ft (6 squares) Darkvision: Your race is accustomed to frozen, long-lasting nights. 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. Icy Heart: You know the ray of frost cantrip. Constitution is your spellcasting ability for this spell. In addition, you can use an action to instantly freeze a melee weapon or 5 pieces of ammunition for 1 minute. When you hit with the melee weapon or the ammunition, you deal additional damage equal to your Constitution modifier and it counts as magical. Once the ammunition has been used, it ceases to be enchanted by your icy heart. Once you have used this ability, you can't do so again until you take a long rest. Survivor: You have cold resistance and suffer no ill effects from temperatures as cold as -20 degrees Fahrenheit, and you have proficiency in the Survival skill.
	Gearforged <i>*(Tome of Heroes)*</i> Originally created as powerful soldiers, gearforged must now find their own paths to navigate the second life they've been given. Many devote themselves to civil service, others to their gods. Some dedicate their extraordinarily long lives to the pursuit of knowledge. A few, naturally, seek out lives of adventure. The gearforged are an artificial race. More importantly, its members are created one at a time and come from a vast array of backgrounds. Nevertheless, they maintain rich traditions of history, culture, and spirituality all their own. All gearforged were once other creatures with flesh-and-blood bodies, but their conscious minds were transplanted into articulated bodies of iron, steel, brass, and wood, driven by pistons and springs. Each is as distinctive in appearance as other people are. Some entities spend a fortune on these new bodies, while others scrape together anything that will work—especially if the subject is aging or ill. All gearforged are made in humanoid shape, often in the likeness of the person's original race. The vast majority of gearforged are created from and shaped like humans, who were the first creators of gearforged. Gearforged have articulated joints, hands, feet, and crystal-lens eyes. Gearforged mechanisms are more than mechanical, because gearforged are machines with souls. Their arms and legs are driven by everwound springs. Their minds are actuated by memory gears, transverse cognition gearing, and the marvel of a soul gem connected directly to a maze of silver and mithral steam, spark, and magical conduits. These elements reside in a shell of iron, brass, and steel. The range of gearforged anatomy in all its variants is remarkable, but all gearforged share some common parts: • Everwound Springs. These magical springs provide energy over long periods, effectively acting as the power sources for most of the gearforged's moving parts. A broken everwound spring results in the loss of function in that digit or limb, much like a damaged joint or ligaments in a flesh-and-blood creature. • Soul Gem. The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, its mind—are retained in a soul gem. The destruction of this gem means the death of that gearforged. • Memory Gears. These delicate constructions are scroll-like ribbons pierced with thousands of pin holes and wound about with tiny enchantments of great complexity. The memory of a gearforged for all the days after its creation lives in



the memory gears. Older gearforged have many such gears, and the material component for the magic to create them requires one new gear for every 10 years of life. Installing a new memory gear requires one day's work and 2,000 gp.

- Other gearforged can read memory gears salvaged from a dead gearforged, but it's a complex, time-consuming process. It's also viewed with some alarm by most gearforged, since it is akin to peering into the most private details of a creature's life. When a used memory gear is installed in a new or existing gearforged, the process takes three days' work to avoid damaging the memories in the gear, and it takes one week before the recipient can fully interpret and understand the memories.

Any 2 abilities +1

Languages: Common and Machine Speech

Construct Resilience: Your body is constructed, which frees you from some of the limits of flesh-and-blood creatures. You have resistance to poison damage, you are immune to disease, and you have advantage on saving throws against being poisoned.

Construct Vitality: You don't need to eat, drink, or breathe, and you don't sleep the way most creatures do. Instead, you enter a dormant state where you resemble a statue and remain semiconscious for 6 hours a day. During this time, the magic in your soul gem and everwound springs slowly repairs the day's damage to your mechanical body. While in this dormant state, you have disadvantage on Wisdom (Perception) checks. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Living Construct: Your consciousness and soul reside within a soul gem to animate your mechanical body. As such, you are a living creature with some of the benefits and drawbacks of a construct. Though you can regain hit points from spells like cure wounds, you can also be affected by game effects that specifically target constructs, such as the shatter spell. As long as your soul gem remains intact, game effects that raise a creature from the dead work on you as normal, repairing the damaged pieces of your mechanical body (restoring lost sections only if the spell normally restores lost limbs) and returning you to life as a gearforged. Alternatively, if your body is destroyed but your soul gem and memory gears are intact, they can be installed into a new body with a ritual that takes one day and 10,000 gp worth of materials. If your soul gem is destroyed, only a wish spell can restore you to life, and you return as a fully living member of your original race.

Choose a Subrace:

Dwarf Chassis

- Constitution +1**
- Always Armed:** Every dwarf knows that it's better to leave home without pants than without your weapon. Choose a weapon with which you are proficient and that doesn't have the two-handed property. You can integrate this weapon into one of your arms. While the weapon is integrated, you can't be disarmed of it by any means, though you can use an action to remove the weapon. You can draw or sheathe the weapon as normal, the weapon folding into or springing from your arm instead of a sheath. While the integrated weapon is drawn in this way, it is considered held in that arm's hand, which can't be used for other actions such as casting spells. You can integrate a new weapon or replace an integrated weapon as part of a short or long rest. You can have up to two weapons integrated at a time, one per arm. You have advantage on Dexterity (Sleight of Hand) checks to conceal an integrated weapon.
- 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.
- Language:** Dwarvish
- Remembered Training:** You remember some of your combat training from your

previous life. You have proficiency with two martial weapons of your choice and with light and medium armor.

- **Size:** Medium (4 to 5 ft tall, 250 lbs.)
- **Speed:** 25 ft (5 squares), not reduced by heavy armor

Gnome Chassis

- **Intelligence +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.
- **Language:** Gnomish
- **Mental Fortitude:** When creating their first gearforged, gnome engineers put their efforts toward ensuring that the gnomish mind remained a mental fortress, though they were unable to fully replicate the gnomish mind's resilience once transferred to a soul gem. Choose Intelligence, Wisdom, or Charisma. You have advantage on saving throws made with that ability score against magic.
- **Quick Fix:** When you are below half your hit point maximum, you can use a bonus action to apply a quick patch up to your damaged body. You gain temporary hit points equal to your proficiency bonus. You can't use this trait again until you finish a short or long rest.
- **Size: Small** (3 to 4 ft tall, 100 lbs.)
- **Speed:** 25 ft (5 squares)

Human Chassis

- **Any ability +1**
- **Adaptable Acumen:** You gain proficiency in two skills or tools of your choice. Choose one of those skills or tools or another skill or tool proficiency you have. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill or tool.
- **Inspired Ingenuity:** When you roll a 9 or lower on the d20 for an ability check, you can use a reaction to change the roll to a 10. You can't use this trait again until you finish a short or long rest.
- **Language:** One of your choice
- **Size: Medium** (5 to 6+ ft tall, 250 to 300 lbs.)
- **Speed:** 30 ft (6 squares)

Human Chassis

- **Any ability +1**
- **Adaptable Acumen:** You gain proficiency in two skills or tools of your choice. Choose one of those skills or tools or another skill or tool proficiency you have. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill or tool.
- **Inspired Ingenuity:** When you roll a 9 or lower on the d20 for an ability check, you can use a reaction to change the roll to a 10. You can't use this trait again until you finish a short or long rest.
- **Language:** One of your choice
- **Size: Medium** (5 to 6+ ft tall, 250 to 300 lbs.)
- **Speed:** 30 ft (6 squares)

Kobold Chassis

- **Dexterity +1**
- **Clutch Aide:** Kobolds spend their lives alongside their clutchmates, both those hatched around the same time as them and those they choose later in life, and you retain much of this group-oriented intuition. You can take the Help action as a bonus action.
- **Language:** Draconic

- **Resourceful:** If you have at least one set of tools, you can cobble together one set of makeshift tools of a different type with 1 minute of work. For example, if you have cook's utensils, you can use them to create a temporary set of thieves' tools. The makeshift tools last for 10 minutes then collapse into their component parts, returning your tools to their normal forms. While the makeshift tools exist, you can't use the set of tools you used to create the makeshift tools. At the GM's discretion, you might not be able to replicate some tools, such as an alchemist's alembic or a disguise kit's cosmetics. A creature other than you that uses the makeshift tools has disadvantage on the check.
- **Size: Medium** (5 to 6+ ft tall, 250 to 300 lbs.)
- **Speed:** 30 ft (6 squares)



Gem Dragonborn *(Fizban's Treasury of Dragons)*

Gem dragonborn partake of the heritage of gem dragons, who claim to be heirs of Sardior, the Ruby Dragon. The colors and mysterious powers of gem dragons—amethyst, crystal, emerald, sapphire, and topaz—gleam in these dragonborn's scaled skin and course through their veins. Theirs are the wonders of the mind, the force of will, the brilliant light of insight, and the resounding echo of discovery—but also the desiccation of despair.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (6+ ft tall, 250+ lbs.)

Speed: 30 ft (6 squares)

Breath Weapon: When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Gem Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

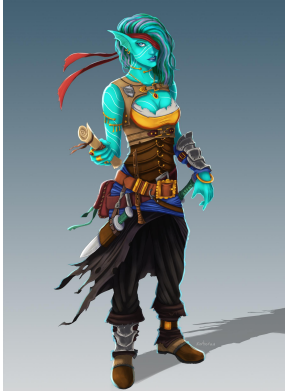
Draconic Resistance: You have resistance to the damage type associated with your Gem Ancestry.

Gem Ancestry: You have a gem dragon ancestor, granting you a special magical affinity. Choose one type of dragon from the Gem Ancestry table. This determines the damage type for your other traits as shown in the table.

Gem Ancestry	Damage Type
Amethyst	Force
Crystal	Blue
Emerald	Psychic
Sapphire	Thunder
Topaz	Necrotic

Gem Flight: Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

Psionic Mind: You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these

	messages, but it must be able to understand at least one language to comprehend them.
   	Genasi (<i>Monsters of the Multiverse</i>) Tracing their ancestry to the genies of the Elemental Planes, each genasi can tap into the power of one of the elements. Air, earth, fire, and water—these are the four pillars of the Material Plane and the four types of genasi. Some genasi are direct descendants of a genie, while others were born to non-genasi parents who lived near a place suffused by a genie’s magic. A typical genasi has a life span of 120 years. Air genasi are descended from djinn, the genies of the Elemental Plane of Air. Embodying many of the airy traits of their otherworldly ancestors, air genasi can draw upon their connection to the winds. Air genasi’s skin tones include many shades of blue, along with the full range of human skin tones, with bluish or ashen casts. Sometimes their skin is marked by lines that seem like cracks with bluish-white energy spilling out. An air genasi’s hair might blow in a phantom wind or be made entirely of clouds or vapor. Tracing their ancestry to dao, the genies of the Elemental Plane of Earth, earth genasi inherit dao’s steadfast strength and control over earth. An earth genasi’s skin can be the colors of stone and earth or a human skin tone with glittering sparkles like gem dust. Some earth genasi have lines marking their skin like cracks, either showing glimmering gemlike veins or a dim, yellowish glow. Earth genasi hair can appear carved of stone or crystal or resemble strands of spun metal. Descended from efreet, the genies of the Elemental Plane of Fire, fire genasi channel the flamboyant and often destructive nature of flame. They show their heritage in their skin tones, which can range from deep charcoal to shades of red and orange. Some bear skin tones common to humanity but with fiery marks, such as slowly swirling lights under their skin that resemble embers or glowing red lines tracing over their bodies like cracks. Fire genasi hair can resemble threads of fire or sooty smoke. Water genasi descend from marids, aquatic genies from the Elemental Plane of Water. Water genasi are perfectly suited to life underwater and carry the power of the waves inside themselves. Their skin is often shades of blue or green, sometimes a blend of the two. If they have a human skin tone, there is a glistening texture that catches the light, like water droplets or nearly invisible fish scales. Their hair can resemble seaweed, waving as if in a current, or it can even be like water itself. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium or Small Speed: 30 ft (6 squares) 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 discern colors in that darkness only as shades of gray. Choose a subrace: Air Genasi • Speed: Your walking speed is 35 feet (7 squares). • Lightning Resistance: You have resistance to lightning damage. • Mingle with the Wind: You know the shocking grasp cantrip. Starting at 3rd level, you can cast the feather fall spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the levitate spell with this trait, without requiring a material component. Once you cast feather fall or levitate with

this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

- **Unending Breath:** You can hold your breath indefinitely while you're not incapacitated.

Earth Genasi

- **Earth Walk:** You can move across difficult terrain without expending extra movement if you are using your walking speed on the ground or a floor.
- **Merge with Stone:** You know the blade ward cantrip. You can cast it as normal, and you can also cast it as a bonus action a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. Starting at 5th level, you can cast the pass without trace spell with this trait, without requiring a material component. Once you cast that spell with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Fire Genasi

- **Fire Resistance:** You have resistance to fire damage.
- **Reach to the Blaze:** You know the produce flame cantrip. Starting at 3rd level, you can cast the burning hands spell with this trait. Starting at 5th level, you can also cast the flame blade spell with this trait, without requiring a material component. Once you cast burning hands or flame blade with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Water Genasi

- **Acid Resistance:** You have resistance to acid damage.
- **Amphibious:** You can breathe air and water.
- **Swim:** You have a swimming speed equal to your walking speed.
- **Call to the Wave:** You know the acid splash cantrip. Starting at 3rd level, you can cast the create or destroy water spell with this trait. Starting at 5th level, you can also cast the water walk spell with this trait, without requiring a material component. Once you cast create or destroy water or water walk with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).



Giff *(Spelljammer: Astral Adventurer's Guide)*

Giff are tall, broad-shouldered folk with hippo-like features. Some have smooth skin, while others have short bristles on their faces and the tops of their heads. As beings of impressive size and unforgettable appearance, giff are noticed wherever they go. Giff put their great size to use in all sorts of ways, from lifting heavy loads and tying tight knots to opening stuck doors and seeing over crowds. They're also natural swimmers.

Most giff believe they originated on one world, but their home world is now the stuff of legend, because no living giff has seen it or knows where it is. The divine beings who created giff have likewise been forgotten. Their titanic petrified bodies drift on the Astral Sea, isolated and unrecognizable in their current forms.

Although they don't realize it, giff are drawn to the Astral Plane because, on a deep psychic

level, they remain connected to their creator gods, who have just enough divine spark left in them to imbue giff with sparks of their own, which giff have learned to channel through their weapons. Most giff have no idea where this so-called astral spark comes from, but they feel its presence most strongly when they are in Wildspace or the Astral Sea.

Giff are split into two camps concerning how their name is pronounced. Half of them say it with a hard g, half with a soft g. Disagreements over the correct pronunciation often blossom into hard feelings, loud arguments, and head-butting contests, but they rarely escalate beyond that.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium

Speed: 30 ft (6 squares), Swimming 30 ft (6 squares)

Astral Spark: Your psychic connection to the Astral Plane enables you to mystically access a spark of divine power, which you can channel through your weapons. When you hit a target with a simple or martial weapon, you can cause the target to take extra force damage equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, but you can use it no more than once per turn. You regain all expended uses when you finish a long rest.

Firearm Mastery: You have a mystical connection to firearms that traces back to the gods of the giff, who delighted in such weapons. You have proficiency with all firearms and ignore the loading property of any firearm. In addition, attacking at long range with a firearm doesn't impose disadvantage on your attack roll.

Hippo Build: You have advantage on Strength-based ability checks and Strength saving throws. In addition, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.



Githyanki (*Monsters of the Multiverse*)

Once members of a people who escaped servitude to mind flayers, githyanki split from their cousins, githzerai, and fled to the Astral Plane. In that timeless, silvery realm, githyanki honed their psionic powers and built a great city called Tu'narath.

They have since spread throughout the multiverse, starting in outposts outside the Astral Plane, called creches, where time passes and their children can reach adulthood.

A lanky people with skin tones of yellows, greens, and browns, githyanki complement their physical prowess with psionic might, instilled in them by mind flayers and cultivated over eons in the Astral Plane. Now all githyanki can use their psychic bond with that plane to access splinters of knowledge left behind by beings who travel, live, and die among the silver astral clouds.

Githyanki who reside in the Astral Plane can live indefinitely.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

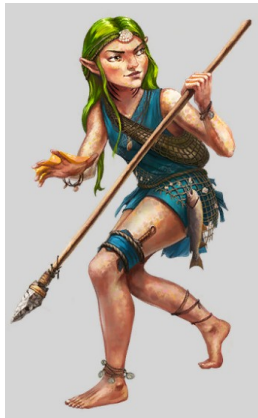
Languages: Common, and one other language of your choice

Size: Medium (typically 6 ft tall and lean build)

Speed: 30 ft (6 squares)

Astral Knowledge: You can mystically access a reservoir of experiences of entities connected to the Astral Plane. Whenever you finish a long rest, you gain proficiency in one

	skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook, as you momentarily project your consciousness into the Astral Plane. These proficiencies last until the end of your next long rest. Githyanki Psionics: You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait. Starting at 3rd level, you can cast the jump spell with this trait. Starting at 5th level, you can also cast the misty step spell with it. Once you cast jump or misty step with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). None of these spells require spell components when you cast them with this trait. Psychic Resilience: You have resistance to psychic damage.
	Githzerai (<i>Monsters of the Multiverse</i>) Githzerai migrated to the Everchanging Chaos of Limbo after the ancient schism that split their ancestors from their cousins, githyanki. Limbo is a roiling maelstrom of matter and energy, collapsing and reforming without purpose or direction, until a creature exerts deliberate will to stabilize it. Through their potent psionic power, githzerai carved a home for themselves amid the chaos. As the ages passed, githzerai explorers ranged out to other planes and worlds of the multiverse. Githzerai are generally slender, with speckled skin in shades of yellow, green, or brown. Eons of cultivating their mental powers within the endless chaos of Limbo have imbued githzerai with the ability to shape psionic energy to protect themselves and probe minds. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium (typically 6 ft tall and lean build) Speed: 30 ft (6 squares) Githzerai Psionics: You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait. Starting at 3rd level, you can cast the shield spell with this trait. Starting at 5th level, you can also cast the detect thoughts spell with it. Once you cast shield or detect thoughts with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). None of these spells require spell components when you cast them with this trait. Mental Discipline: Your innate psychic defenses grant you advantage on saving throws you make to avoid or end the charmed and frightened conditions on yourself. Psychic Resilience: You have resistance to psychic damage.



Gnome *(Player's Handbook)*

A constant hum of busy activity pervades the warrens and neighborhoods where gnomes form their close-knit communities. Louder sounds punctuate the hum: a crunch of grinding gears here, a minor explosion there, a yelp of surprise or triumph, and especially bursts of laughter. Gnomes take delight in life, enjoying every moment of invention, exploration, investigation, creation, and play.

A gnome's energy and enthusiasm for living shines through every inch his or her tiny body. Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. Their tan or brown faces are usually adorned with broad smiles (beneath their prodigious noses), and their bright eyes shine with excitement. Their fair hair has a tendency to stick out in every direction, as if expressing the gnome's insatiable interest in everything around.

Intelligence +2

Languages: Common and Gnomish

Size: Small (3 to 4 ft tall, avg 40 lbs.)

Speed: 25 ft (5 squares)

Darkvision: Accustomed to life underground, you can see in darkness within 60 feet of you as if it were dim light. However, you can't discern color in darkness, only shades of gray.

Gnome Cunning: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Choose a subrace:

Forest Gnome

- **Dexterity +1**
- **Natural Illusionist:** You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.
- **Speak with Small Beasts:** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and keep any animal they can find as a beloved pet-squirrels, badgers, rabbits, moles, woodpeckers, and so on.

Rock Gnome

- **Constitution +1**
- **Artificer's Lore:** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.
- **Tinker:** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours, or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options.

Clockwork Toy	This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
Fire Starter	The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
Music Box	When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end



or when it is closed.

Shoal Gnome **(Tome of Heroes)**

- **Charisma +1**
- **Amphibious:** You can breathe air and water.
- **Aquatic Beast Affinity:** Using sounds and gestures, you can communicate simple ideas with dolphins and sea turtles and with beasts that can breathe water.
- **Swimmer:** You have a swimming speed of 25 feet.

Wyrd Gnome **(Tome of Heroes)**

- **Wisdom +1**
- **Natural Diviner:** You have an innate knack for understanding the world and can catch glimpses of the mysteries of the universe. You know the guidance cantrip. When you reach 3rd level, you can cast the identify spell with this trait, requiring no material components, and starting at 5th level you can cast the augury spell with it. Once you cast a non-cantrip spell with this trait, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for these spells.
- **Prescience:** When you finish a long rest, roll a d20 and record the number rolled. Before your next long rest, you can replace one attack roll, saving throw, or ability check made by you or a creature that you can see with this prescient roll. You must choose to do so before the roll.
 - If 20 wyrd gnomes are present within a half-mile of you when you make the prescience roll, you can add 1 to the result. Every time the number of nearby wyrd gnomes is doubled, you gain an additional bonus of 1 to the roll (+2 for 40 gnomes, +3 for 80, etc.) to a maximum bonus of +5.



Goblin *(Monsters of the Multiverse)*

A subterranean folk, goblins can be found in every corner of the multiverse, often beside their bugbear and hobgoblin kin. Long before the god Maglubiyet conquered them, early goblins served in the court of the Queen of Air and Darkness, one of the Feywild's archfey. Goblins thrived in her dangerous domain thanks to a special boon from her—a supernatural knack for finding the weak spots in foes larger than themselves and for getting out of trouble. Goblins brought this fey boon with them to worlds across the Material Plane, even if they don't remember the fey realm they inhabited before Maglubiyet's rise. Now many goblins pursue their own destinies, escaping the plots of both archfey and gods.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Small (3 to 4 ft tall, 40 to 80 lbs.)

Speed: 30 ft (6 squares)

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 discern colors in that darkness only as shades of gray.

Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Fury of the Small: When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.

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



Goliath *(Monsters of the Multiverse)*

The first goliaths lived on the highest mountain peaks—far above the tree line, where the air is thin and frigid winds howl. Distantly related to giants and infused with the supernatural essence of their ancestors' mountainous home, goliaths stand between 7 and 8 feet tall and have a wide array of skin tones resembling different types of stone.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (7 to 8 ft tall, 280 to 340 lbs.)

Speed: 30 ft (6 squares)

Little Giant: You have proficiency in the Athletics skill, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born: You have resistance to cold damage. You also naturally acclimate to high altitudes, even if you've never been to one. This includes elevations above 20,000 feet.

Stone's Endurance: You can supernaturally draw on unyielding stone to shrug off harm. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



Hadozee *(Spelljammer: Astral Adventurer's Guide)*

Hadozees' progenitors were mammals no bigger than house cats. Hunted by larger natural predators, they took to the trees and evolved wing-like flaps that enabled them to glide from branch to branch.

Today, hadozees are sapient, bipedal beings eager to leave behind the fearsome predators of their home world and explore other worlds.

In addition to being natural climbers, hadozees have feet that are as dexterous as their hands, even to the extent of having opposable thumbs. Membranes of skin hang loosely from their arms and legs. When stretched taut, these membranes enable hadozees to glide. Hadozees wrap these wings around themselves to keep warm.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium or Small

Speed: 30 ft (6 squares), climbing 30 ft (6 squares)

Dexterous Feet: As a bonus action, you can use your feet to manipulate an object, open or close a door or container, or pick up or set down a Tiny object.

Glide: If you are not incapacitated or wearing heavy armor, you can extend your skin membranes and glide. When you do so, you can perform the following aerial maneuvers:

- You can move up to 5 feet horizontally for every 1 foot you descend in the air, at no movement cost to you.
- When you would take damage from a fall, you can use your reaction to reduce the fall's damage to 0.

Hadozee Dodge: The magic that runs in your veins heightens your natural defenses. When you take damage, you can use your reaction to roll a d6. Add your proficiency bonus to the

	number rolled, and reduce the damage you take by an amount equal to that total (minimum of 0 damage). You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
 	Half-Elf (<i>Player's Handbook, optional subraces found in Sword Coast Adventurer's Guide</i>) Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. Some half-elves live among humans, set apart by their emotional and physical differences, watching friends and loved ones age while time barely touches them. Others live with the elves, growing to adulthood while their peers continue to live as children, growing restless in the timeless elven realms. Many half-elves, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life. To humans, half-elves look like elves, and to elves, they look human. In height, they're on par with both parents, though they're neither as slender as elves nor as broad as humans. They range from under 5 feet to about 6 feet tall, and from 100 to 180 pounds, with men only slightly taller and heavier than women. Half-elf men do have facial hair, and sometimes grow beards to mask their elven ancestry. Half-elven coloration and features lie, somewhere between their human and elf parents, and thus show a variety even more pronounced than that found among either race. They tend to have the eyes of their elven parents. Charisma +2 Any two other ability scores +1 each Languages: Common, Elvish, and one other language of your choice. Size: Medium (5 to 6 ft tall) Speed: 30 ft (6 squares) Darkvision: Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep. Skill Versatility: You gain proficiency in two skills of your choice. Optional Subraces (may give up Skill Versatility to pick one racial variant, See Elf race listing for trait details): • Half Wood Elf: Take Elf Weapon Training, Fleet of Foot or Cantrip. • Half Moon Elf or Half Sun Elf: Take Elf Weapon Training or Cantrip. • Half Drow: Take Drow Magic. • Half Sea Elf: Take Swimming Speed 30 ft (6 squares).
	Halfling (<i>Player's Handbook, some subraces found in other texts</i>) The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They are inclined to be stout, weighing between 40 and 45 pounds. Halflings' skin ranges from tan to pale with a ruddy cast, and their hair is usually brown or sandy brown and wavy. They have brown or hazel eyes. Halfling men often sport long sideburns, but beards are rare among them and mustaches even more so. They like to wear simple, comfortable, and practical clothes, favoring bright colors. Halfling practicality extends beyond their clothing. They're concerned with basic needs and



simple pleasures and have little use for ostentation. Even the wealthiest of halflings keep their treasures locked in a cellar rather than on display for all to see. They have a knack for finding the most straightforward solution to a problem, and have little patience for dithering.

Dexterity +2

Languages: Common and Halfling

Size: Small (3 ft tall, avg 40 lbs.)

Speed: 25 ft (5 squares)

Brave: You have advantage on saving throws against being frightened.

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

Lucky: When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Choose a subrace:

Courtfolk Halfling **(Tome of Heroes)**

- **Charisma +1**
- **Boon Companion:** You are quick to step in and help your friends, and you have a knack for knowing exactly how best to do it. When you work with an ally to complete a task or take the Help action in combat, your ally adds a d4 to their check or attack roll.
- **Wee Glamour:** You are—ever so slightly—imbued with a bit of elven magic. You move with grace, your laugh is always pleasant, and colors are more vibrant on you. You have advantage on saving throws against being charmed and on saving throws against spells of the enchantment school.

Ghostwise Halfling *(Sword Coast Adventurer's Guide)*

- **Wisdom +1**
- **Silent Speech:** You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

Hinterfolk Halfling **(Tome of Heroes)**

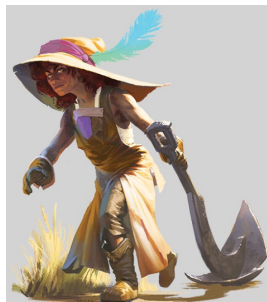
- **Strength +1**
- **Highly Mobile:** Your base walking speed is 30 feet. When wearing light or no armor, you have a climbing speed of 20 feet and a swimming speed of 20 feet.
- **Hunter and Gatherer:** You have proficiency in the Survival skill.

Lightfoot Halfling

- **Charisma +1**
- **Naturally Stealthy:** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Lotusden Halfling *(Explorer's Guide to Wildemount)*

- **+1 Wisdom**
- **Child of the Wood:** You know the Druidcraft Cantrip. At 3rd level, you can cast the Entangle spell once per long rest. At 5th level, you can cast Spike Growth spell once per long rest. These spells don't require the material components normally required. Wisdom is your spellcasting ability for these spells.
- **Timberwalk:** Ability checks made to track you are at disadvantage and you can move through difficult terrain made of non-magical plants and overgrowth without expending extra movement.



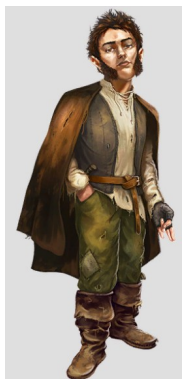


Riverfolk Halfling **(Tome of Heroes)**

- **Strength +1**
- **River's Child:** You have advantage on Strength (Athletics) checks made to swim and on Wisdom (Animal Handling) checks when interacting with animals native to rivers or riverbanks. In addition, you have proficiency with the barge pole.
- **Sure-Footed:** You are adept at maintaining your balance on wet decks. You have advantage on Dexterity (Acrobatics) checks to keep your balance. In addition, difficult terrain composed of slippery surfaces, such as a wet deck, the surface of a frozen lake, or an oilcovered dock, doesn't cost you extra movement.

Stout Halfling or Strongheart Halfling

- **Constitution +1**
- **Stout Resilience:** You have advantage on saving throws against poison, and you have resistance against poison damage.



Urban Halfling **(Tome of Heroes)**

- **Intelligence +1**
- **Family Business:** You gain proficiency with one type of tool of your choice, or you have proficiency in one of the following skills: Acrobatics, Animal Handling, Medicine, Performance, or Persuasion.
- **Lost in the Crowd:** If you are in a crowded area, such as a city street or a gathering of at least 10 humanoids, you can attempt to hide, blending in with the people around you.
- **Street Cant:** You grew up learning a second, secret language shared by your people. The cant is a halfling-based creole mixed with Common and select words taken from other languages, using specific dialects and jargon. This language is never taught to outsiders and is used by urban halflings to communicate directly to one another for privacy and protection. Only another creature that knows Street Cant understands the language when you speak it, though listeners who don't know it can understand your conversation with the use of magic.



Winterfolk Halfling **(Tome of Heroes)**

- **Constitution +1**
- **Hardened:** You have spent your life surviving in the cold and wild places of the world. You recover from all levels of exhaustion at the end of a long rest, and you have advantage on saving throws against the effects of being in a cold environment, such as frostbite or hypothermia.
- **Old Soul:** You have a deep connection with the ancient gods and spirits of the world. You can use your Wisdom modifier instead of Intelligence when making History and Religion checks.



Half-Orc *(Player's Handbook)*

Whether united under the leadership of a mighty warlock or having fought to a standstill after years of conflict, orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.

Half-orcs' grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and towering builds make their orcish heritage plain for all to see. Half-orcs stand between 6 and 7 feet tall and usually weigh between 1B0 and 250 pounds.

Orcs regard battle scars as tokens of pride and ornamental scars as things of beauty. Other scars, though, mark an Orc, or half-orc as a former slave or a disgraced exile. Any half-orc

who has lived among or near orcs has scars, whether they are marks of humiliation or of pride, recounting their past exploits and injuries. Such a half-orc living among humans might display these scars proudly or hide them in shame.

Strength +2

Constitution +1

Languages: Common and Orc

Size: Medium (5 to 6+ ft tall, bulky build)

Speed: 30 ft (6 squares)

Darkvision: Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing: You gain proficiency in the Intimidation skill.

Relentless Endurance: 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.

Savage Attacks: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.



Harengon (*Monsters of the Multiverse*)

Harengons originated in the Feywild, where they spoke Sylvan and embodied the spirit of freedom and travel. In time, these rabbitfolk hopped into other worlds, bringing the fey realm's exuberance with them and learning new languages as they went.

Harengons are bipedal, with the characteristic long feet of the rabbits they resemble and fur in a variety of colors. They share the keen senses and powerful legs of leporine creatures and are full of energy, like a wound-up spring. Harengons are blessed with a little fey luck, and they often find themselves a few fortunate feet away from dangers during adventures.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and 1 other of your choice

Size: Medium

Speed: 30 ft (6 squares)

Hare-Trigger: You can add your proficiency bonus to your initiative rolls.

Leoprine Senses: You have proficiency in the Perception skill.

Lucky Footwork: When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

Rabbit Hop: As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. 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.



Hexblood *(Van Richten's Guide to Ravenloft)*

Where wishing fails, ancient magic can offer a heart's desire—at least, for a time. Hexbloods are individuals infused with eldritch magic, fey energy, or mysterious witchcraft. Some who enter into bargains with hags gain their deepest wishes but eventually find themselves transformed. These changes evidence a hag's influence: ears that split in forked points, skin in lurid shades, long hair that regrows if cut, and an irremovable living crown. Along with these marks, hexbloods manifest hag-like traits, such as darkvision and a variety of magical methods to beguile the senses and avoid the same.

While many hexbloods gain their lineage after making a deal with a hag, others reveal their nature as they age—particularly if a hag influenced them early in life or even before their birth. Many hexbloods turn to lives of adventure, seeking to discover the mysteries of their magic, to forge a connection with their fey natures, or to avoid a hag that obsesses over them.

One way hags create more of their kind is through the creation of hexbloods. Every hexblood exhibits features suggestive of the hag whose magic inspires their powers. This includes an unusual crown, often called an eldercross or a witch's turn. This living, garland-like part of a hexblood's body extends from their temples and wraps behind the head, serving as a visible mark of the bargain between hag and hexblood, a debt owed, or a change to come.

A bargain with a hag or other eerie forces transformed your character into a magical being. Roll on or choose an option from the Hexblood Origins table to determine how your character gained their lineage.

Hexblood Origins (1d6)	
1	Seeking a child, your parent made a bargain with a hag. You are the result of that arrangement.
2	Fey kidnappers swapped you and your parents' child.
3	A coven of hags lost one of its members. You were created to replace the lost hag.
4	You were cursed as a child. A deal with the spirits of the forest transformed you into a hexblood, now free of the curse.
5	You began life as a fey creature, but an accident changed you and forced you from your home.
6	A slighted druid transformed you and bound you to live only so long as a sacred tree bears fruit.

When creating a hexblood, consult with your DM to see if it's appropriate to tie your origins to one of the following Domains of Dread:

- **Hazlan.** The bizarre magic of this crumbling domain exposes the populace to supernatural forces, occasionally giving rise to hexbloods.
- **Kartakass.** Whimsical witches make their homes in the forests of Kartakass. They eagerly grant the wishes of locals seeking grand fortunes for their children.
- **Tepest.** Many of the children in the town of Viktal are hexbloods who exhibit their supernatural natures from a young age. Each youngster is considered a gift from the town's patron deity, who is known as Mother.

Any Ability +2

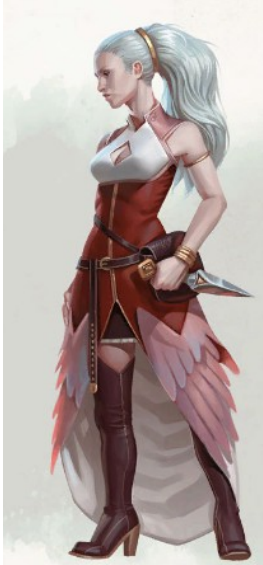
Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium or Small

	Speed: 30 ft (6 squares) Ancestral Legacy: If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it. If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice. 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 discern colors in that darkness as shades of gray. Eerie Token: As a bonus action, you can harmlessly remove a lock of your hair, one of your nails, or one of your teeth. This token is imbued with magic until you finish a long rest. While the token is imbued this way, you can take these actions: • Telepathic Message. As an action, you can send a telepathic message to the creature holding or carrying the token, as long as you are within 10 miles of it. The message can contain up to twenty-five words. • Remote Viewing. If you are within 10 miles of the token, you can enter a trance as an action. The trance lasts for 1 minute, but it ends early if you dismiss it (no action required) or are incapacitated. During this trance, you can see and hear from the token as if you were located where it is. While you are using your senses at the token's location, you are blinded and deafened in regard to your own surroundings. When the trance ends, the token is harmlessly destroyed. Once you create a token using this feature, you can't do so again until you finish a long rest, at which point your missing part regrows. Hex Magic: You can cast the Disguise Self and Hex spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).
	Hobgoblin (<i>Monsters of the Multiverse</i>) Hobgoblins trace their origins to the ancient courts of the Feywild, where they first appeared with their goblin and bugbear kin. Many of them were driven from the Feywild by the conquering god Maglubiyet, who marshaled them as soldiers, but the fey realm left its mark; wherever they are in the multiverse, they continue to channel an aspect of the Feywild's rule of reciprocity, which creates a mystical bond between the giver and the receiver of a gift. On some worlds, such bonds lead hobgoblins to form communities with deep ties to one another. In Eberron and the Forgotten Realms, vast hobgoblin legions have emerged, with ranks of devoted soldiers famed for their unity. Hobgoblins are generally taller than their goblin cousins but not quite as big as bugbears. They have curved, pointed ears and noses that turn bright red or blue during displays of emotion. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium (5 to 6 ft tall, 150 to 200 lbs.) Speed: 30 ft (6 squares) 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 discern colors in that darkness only as shades of gray.

	Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself. Fey Gift: You can use this trait to take the Help action as a bonus action, and you can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. Starting at 3rd level, choose one of the options below each time you take the Help action with this trait: • Hospitality. You and the creature you help each gain a number of temporary hit points equal to 1d6 plus your proficiency bonus. • Passage. You and the creature you help each increase your walking speeds by 10 feet until the start of your next turn. • Spite. Until the start of your next turn, the first time the creature you help hits a target with an attack roll, that target has disadvantage on the next attack roll it makes within the next minute. Fortune from the Many: If you miss with an attack roll or fail an ability check or a saving throw, you can draw on your bonds of reciprocity to gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
	Human (<i>Player's Handbook</i>) In the reckonings of most worlds, humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. Perhaps it is because of their shorter lives that they strive to achieve as much as they can in the years they are given. Or maybe they feel they have something to prove to the elder races, and that's why they build their mighty empires on the foundation of conquest and trade. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the worlds. +1 to all ability scores Size: Medium (5 to 6+ ft tall) Speed: 30 ft (6 squares) Languages: Common and 1 other language of your choice Variant Human Instead of +1 to all abilities, +1 to 2 abilities, 1 skill proficiency, and 1 feat.
	Kalashtar (<i>Eberron: Rising from the Last War</i>) The kalashtar are a compound people, created from the union of humanity and renegade spirits from the plane of dreams-spirits called quori. Kalashtar are often seen as wise, spiritual people with great compassion for others. There is an unmistakable alien quality to the kalashtar, though, as they are haunted by the conflicts of their otherworldly spirits. Every kalashtar has a connection to a spirit of light, a bond shared by other members of their bloodline. Kalashtar appear human, but their spiritual connection affects them in a variety of ways. Kalashtar have symmetrical, slightly angular features, and their eyes often glow when they are focused or expressing strong emotions. Kalashtar can't directly communicate with their quori spirits. Rather, they might experience this relationship as a sense of instinct and inspiration, drawing on the memories of the spirit when they dream. This connection grants kalashtar minor psionic abilities, as well as protection from psychic attacks. All of these quori dream-spirits are virtuous, but some are warriors and others are more contemplative. Work together with the DM to determine the nature of your linked spirit. Typically, a kalashtar knows the name and nature of their spirit, but some may know nothing of their spirit or the source of their psychic gifts, such as an orphan kalashtar raised among strangers.

The bond to the spirit can cause some kalashtar to display unusual quirks. Consider rolling or selecting a trait from the Kalashtar Quirks table.

Kalashtar Quirks (1d10)	
1	You try to understand the motives and feelings of your enemies.
2	You prefer using telepathy over speaking aloud.
3	You feel a strong drive to protect the innocent.
4	You apply dream logic to mundane situations.
5	You discuss things out loud with your quori spirit.
6	You suppress your emotions and rely on logic.
7	You are strongly influenced by the emotions of those around you.
8	You prefer to find nonviolent solutions to problems whenever possible.
9	You are driven by a warrior spirit and will fight for any noble cause.
10	You are obsessed with Dreaming Dark conspiracies.

The virtuous spirits tied to the kalashtar fled from the dream-realm of Dal Quor to escape evil spirits that dominate it. The rebel quori believe that through meditation and devotion, they can change the fundamental nature of Dal Quor, shifting the balance from darkness to light. Most kalashtar communities focus on acts of devotion known as the Path of Light. But the dark powers of Dal Quor have their own plans for Eberron. Through the force known as the Dreaming Dark, these monsters manipulate the folk of Khorvaire to eliminate kalashtar whenever possible.

Many kalashtar defend themselves from the Dreaming Dark by focusing on devotion to the Path of Light. Others, though, seek out the agents of the Dreaming Dark and oppose their plans, or protect the innocent however they can. Still other kalashtar grow up isolated, knowing nothing about Dal Quor or the Dreaming Dark. Such orphans might use their abilities for personal gain or otherwise act against the virtuous instincts of their quori spirits; this can cause internal conflicts and violent mood swings.

Wisdom +2

Charisma +1

Languages: Common, Quori, and 1 other of your choice

Size: Medium (5'6" to 6'4" tall, 110 to 180 lbs.)

Speed: 30 ft (6 squares)

Dual Mind: You have advantage on all Wisdom saving throws.

Mental Discipline: You have resistance to psychic damage.

Mind Link: You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. 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.

When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.

Severed from Dreams: Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit

	while they sleep. As such, you are immune to magical spells and effects that require you to dream, like the Dream spell, but not to spells and effects that put you to sleep, like the Sleep spell.
	Kender <i>(Dragonlance)</i> During the mythical origins of Krynn, Reorx, god of craft, indulged in an age of unfettered creation. Many peoples sprang from his divine forge, but not all among them remained as the god created them. Altered by unbridled magic, a group of gnomes were transformed and given almost supernatural curiosity and fearlessness. These were the first kender. Originating on the world of Krynn, kender are diminutive Humanoids who look like humans with pointed ears and diverse appearances. Kender have a supernatural curiosity that drives them to adventure. Due to this inquisitiveness, many kender find themselves falling through portals to other planes and worlds. Kender sometimes amass impressive collections of curiosities. Some might collect mundane knickknacks or relics from magical sites, while others might become professional thieves. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Small Speed: 30 ft (6 squares) Fearless: You have advantage on saving throws you make to avoid or end the frightened condition on yourself. When you fail a saving throw to avoid or end the frightened condition on yourself, you can choose to succeed instead. Once you succeed on a saving throw in this way, you can't do so again until you finish a long rest. Kender Aptitude: Thanks to the mystical origin of your people, you gain proficiency with one of the following skills of your choice: Insight, Investigation, Sleight of Hand, Stealth, or Survival. Taunt: You have an extraordinary ability to fluster creatures. As a bonus action, you can unleash a string of provoking words at a creature within 60 feet of yourself that can hear and understand you. The target must succeed on a Wisdom saving throw, or it has disadvantage on attack rolls against targets other than you until the start of your next turn. The DC equals 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose when you select this race). You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
	Kenku <i>(Monsters of the Multiverse)</i> Feathered folk who resemble ravens, kenku are blessed with keen observation and supernaturally accurate memories. None of them can remember the origin of the first kenku, however, and they often joke that there are as many kenku origin stories as there are kenku. Some of them paint their genesis as a curse, being a flightless bird people doomed to mimic other people's creations. Other kenku recite cryptic but beautiful poems about their advent being a blessed event in which they were sent into the multiverse to observe and catalog its many wonders. Whatever their true origin, kenku are most often found in the Shadowfell and the Material Plane, and they tend to have the coloration typical of ravens. Any Ability +2

	Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium or Small Speed: 30 ft (6 squares) Expert Duplication: When you copy writing or craftwork produced by yourself or someone else, you have advantage on any ability checks you make to produce an exact duplicate. Kenku Recall: Thanks to your supernaturally good memory, you have proficiency in two skills of your choice. Moreover, when you make an ability check using any skill in which you have proficiency, you can give yourself advantage on the check before rolling the d20. You can give yourself advantage in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Mimicry: You can accurately mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations only with a successful Wisdom (Insight) check against a DC of 8 + your proficiency bonus + your Charisma modifier.
	Kobold (<i>Monsters of the Multiverse</i>) Some of the smallest draconic creatures in the multiverse, kobolds display their draconic ancestry in the glint of their scales and in their roars. Legends tell of the first kobolds emerging from the Underdark near the lairs of the earliest dragons. In some lands, kobolds serve chromatic or metallic dragons—even worshiping them as divine beings. In other places, kobolds know too well how dangerous those dragons can be and help others defend against draconic destruction. Whatever their relationship to dragons, kobold scales tend to be rust colored, although the occasional kobold sports a scale color more akin to that of a chromatic or a metallic dragon. A kobold’s cry can express a range of emotion: anger, resolve, elation, fear, and more. Regardless of the emotion expressed, their cry resonates with draconic power. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Small (2 to 3 ft tall, 25 to 35 lbs.) Speed: 30 ft (6 squares) 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 discern colors in that darkness only as shades of gray. Draconic Cry: As a bonus action, you let out a cry at your enemies within 10 feet of you. Until the start of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear you. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Kobold Legacy: Kobolds’ connection to dragons can manifest in unpredictable ways in an individual kobold. Choose one of the following legacy options for your kobold: • Craftiness. You have proficiency in one of the following skills of your choice: Arcana, Investigation, Medicine, Sleight of Hand, or Survival. • Defiance. You have advantage on saving throws to avoid or end the frightened condition on yourself. • Draconic Sorcery. You know one cantrip of your choice from the sorcerer spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for that cantrip (choose when you select this race).



Leonin *(Mythical Odysseys of Theros)*

Leonin tend to be tall compared to humans and move with a boldness that suggests their physical might. Tawny fur covers leonin bodies, and some grow thick manes ranging in shades from gold to black. While their hands prove as nimble as those of other humanoids, leonin have retractable feline claws, which they can extend instantly. This, along with their ability to produce bone-shaking roars, gives most leonin an air that readily shifts between regal and fearsome.

Leonin often act with confidence, which can come off as imperiousness. While this can reassure their allies, it can also suggest defiance in the face of what they perceive as imposed authority or unworthy experts.

Constitution +2

Strength +1

Languages: Common and Lenoin

Size: Medium (5'8" to 7'2" tall, 185 to 420 lbs.)

Speed: 35 ft (7 squares)

Claws: Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d4 + your Strength modifier.

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 discern colors in that darkness only as shades of gray.

Daunting 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.

Hunter's Instincts: You have proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Survival.



Leprechaun **(Tome of Horrors)**

Charisma +2

Dexterity +1

Languages: Common and Sylvan

Size: Small

Speed: 30 ft (6 squares)

Faerie Folk : You cannot be put to sleep or aged by magic.

Polymorph Object: You can touch as an action one nonmagical inanimate object not being held or worn by another creature and magically transform it into another nonmagical inanimate object of the same size. The object remains changed for 1 minute, or until you use an action to change it back to its true form. A transformed object functions normally for the duration.

Trickster Magic: You can cast the dancing lights cantrip. When you reach 3rd level, you can cast the silent image spell once per day. When you reach 5th level, you can cast invisibility spell once per day. Charisma is your spellcasting ability for these spells.



Lizardfolk *(Monsters of the Multiverse)*

The saurian lizardfolk are thought by some sages to be distant cousins of dragonborn and kobolds. Despite their resemblance to those other scaled folk, however, lizardfolk are their own people and have lived on the worlds of the Material Plane since the worlds' creation. Gifted by the gods with remarkable physical defenses and a mystical connection to the natural world, lizardfolk can survive with just their wits in situations that would be deadly for other folk. Because of that fact, many lizardfolk myths state that their people were placed by the gods in the Material Plane to guard its natural wonders.

Lizardfolk have colorful scales and exhibit a wide array of scale patterns. Their individual facial features are as varied as those of lizards.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (slightly taller and bulkier than humans)

Speed: 30 ft (6 squares), swimming 30 ft (6 squares)

Bite: You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Hold Breath: You can hold your breath for up to 15 minutes at a time.

Hungry Jaws: You can throw yourself into a feeding frenzy. As a bonus action, you can make a special attack with your Bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Natural Armor: You have tough, scaly skin. When you aren't wearing armor, your base AC is 13 + 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.

Nature's Intuition: Thanks to your mystical connection to nature, you gain proficiency with two of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.



Loxodon *(Guildmaster's Guide to Ravnica)*

The humanoid elephants called loxodons are often oases of calm in the busy streets of Ravnica. They hum or chant in sonorous tones and move slowly or sit in perfect stillness. If provoked to action, loxodons are true terrors-bellowing with rage, trumpeting and flapping their ears. Their serene wisdom, fierce loyalty, and unwavering conviction are tremendous assets to their guilds.

Loxodons tower above most other humanoids, standing over 7 feet tall. They have the heads-trunks, tusks, ears, and faces-of elephants, and hulking bipedal bodies covered by thick, leathery skin. Each of their hands has four thick digits, and their feet are the flat-bottomed, oval-shaped feet of elephants.

Like that of an elephant, a loxodon's trunk is a useful appendage. In addition to providing a keen sense of smell, the trunk can be used to lift and carry even heavy objects. The trunk can be used to carry both food and liquid to the mouth and can even act as a snorkel.

Constitution +2

	Wisdom +1 Languages: Common and Loxodon Size: Medium (7 to 8 ft tall, 300 to 400 lbs.) Speed: 30 ft (6 squares) Keen Smell: Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell. Loxodon Serenity: You have advantage on saving throws against being charmed or frightened. Natural Armor: You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + 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. Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. 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. Your DM might allow other simple tasks to be added to that list of options. 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.								
	Metallic Dragonborn (<i>Fizban's Treasury of Dragons</i>) Dragonborn with metallic ancestry lay claim to the tenacity of metallic dragons—brass, bronze, copper, gold, and silver—whose hues glint in their scales. Theirs is the fire of hearth and forge, the cold of high mountain air, the spark of inspiration, and the scouring touch of acid that purifies. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium (6+ ft tall, 250+ lbs.) Speed: 30 ft (6 squares) Breath Weapon: When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Metallic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Metallic Ancestry: You trace your ancestry to a metallic dragon, granting you a special magical affinity. Choose one type of dragon from the Metallic Ancestry table. This determines the damage type for your other traits as shown in the table. <table border="1" data-bbox="488 1757 972 1940"> <thead> <tr> <th>Metallic Ancestry</th><th>Damage Type</th></tr> </thead> <tbody> <tr> <td>Brass</td><td>Fire</td></tr> <tr> <td>Bronze</td><td>Lightning</td></tr> <tr> <td>Copper</td><td>Acid</td></tr> </tbody> </table>	Metallic Ancestry	Damage Type	Brass	Fire	Bronze	Lightning	Copper	Acid
Metallic Ancestry	Damage Type								
Brass	Fire								
Bronze	Lightning								
Copper	Acid								

Gold	Fire
Silver	Cold

Draconic Resistance: You have resistance to the damage type associated with your Chromatic Ancestry.

Metallic Breath Weapon: At 5th level, you gain a second breath weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation in a 15-foot cone. The save DC for this breath is 8 + your Constitution modifier + your proficiency bonus. Whenever you use this trait, choose one:

- **Enervating Breath.** Each creature in the cone must succeed on a Constitution saving throw or become incapacitated until the start of your next turn.
- **Repulsion Breath.** Each creature in the cone must succeed on a Strength saving throw or be pushed 20 feet away from you and be knocked prone.

Once you use your Metallic Breath Weapon, you can't do so again until you finish a long rest.



Minotaur *(Monsters of the Multiverse)*

Minotaurs are barrel-chested humanoids with heads resembling those of bulls. Blessed with a supernaturally strong sense of direction, minotaurs make great navigators. Some sages believe minotaurs were first created by the Lady of Pain to patrol the magical mazes that she uses to trap her foes.

Minotaur horns range in size from about 1 foot long to easily three times that length. Minotaurs often carve their horns to sharpen their edges, etch symbols of power into them, or sheathe them in bronze to prevent them from shattering during battle.

Thick hair extends down minotaurs' necks and powerful backs, and some have long patches of hair on their chins and cheeks. Their legs end in heavy, cloven hooves, and they have long, tufted tails.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (6+ ft tall, stocky build)

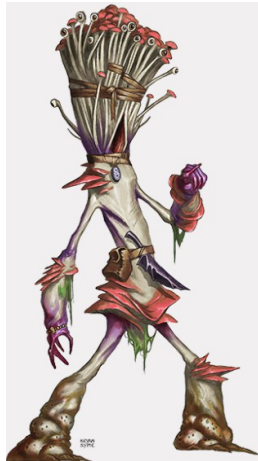
Speed: 30 ft (6 squares)

Goring Rush: Immediately after you take the Dash action on your turn and move at least 20 feet, you can make one melee attack with your Horns as a bonus action.

Hammering Horns: Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to push that target with your horns. 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 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Horns: You have horns that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Labyrinthine Recall: You always know which direction is north, and you have advantage on any Wisdom (Survival) check you make to navigate or track.



Mushroomfolk **(Tome of Heroes)**

The physical appearance of mushroomfolk is even more diverse than their flesh-and-blood counterparts. They have evolved appendages resembling arms and legs, as well as organs for taking in sensory information. Beyond that, they can be as different from one another as surface fungi are from each other, even within the same clan. Some mushroomfolk are tall and thin with caps like toadstools, while others might be short and squat like puffballs. Their diversity strengthens the survivability of their race and their clans.

Mushroomfolk have no gender, and they are capable of both sexual and asexual reproduction.

Roughly once a year, a mushroomfolk is capable of creating a copy of itself via a specialized spore, which takes about 5 years to become an adult mushroomfolk. It's also possible for two mushroomfolk to combine spores and create a completely new type of mushroomfolk. This process takes longer, and usually only takes place when the clan is in a settlement phase. An adult grows from this process after about 10 years, but such individuals are considered harder and a good omen for a clan.

Wisdom +2

Languages: Mushroomfolk and either Common or Undercommon

Speed: 30 ft (6 squares)

Darkvision: Accustomed to life underground, 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. Accustomed to life underground, 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.

Fungoid Form: You are a humanoid, though the fungal nature of your body and your unique diet of decayed vegetable and animal matter marks you with some plant-like characteristics. You have advantage on saving throws against poison, and you have resistance to poison damage. In addition, you are immune to disease.

Hardy Survivor: Your upbringing in mushroomfolk society has taught you how to defend yourself and find food. You have proficiency in the Survival skill.

Choose a Subrace:

Acid Cap Mushroomfolk

- **Strength +1**
- **Acid Cap Resistance:** You have resistance to acid damage.
- **Acid Spores:** When you are hit by a melee weapon attack within 5 feet of you, you can use your reaction to emit acidic spores. If you do, the attacker takes acid damage equal to half your level (rounded up). You can use your acid spores a number of times equal to your Constitution modifier (a minimum of once). You regain any expended uses when you finish a long rest.
- **Clan Athlete:** You have proficiency in the Athletics skill.
- **Size:** Medium

Favored Mushroomfolk

- **Charisma +1**
- **Blessed Help:** Your intuition and connection to your allies allows you to assist and protect them. You know the dying cantrip. When you reach 3rd level, you can cast the bless 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.
- **Clan Leader:** You have proficiency in the Persuasion skill.
- **Restful Spores:** If you or any friendly creatures within 30 feet of you regain hit

points at the end of a short rest by spending one or more Hit Dice, each of those creatures regains additional hit points equal to your proficiency bonus. Once a creature benefits from your restful spores, it can't do so again until it finishes a long rest.

- **Size:** Medium

Morel Mushroomfolk

- **Dexterity +1**
- **Adaptable Camouflage:** If you spend at least 1 minute in an environment with ample naturally occurring plants or fungi, such as a grassland, a forest, or an underground fungal cavern, you can adjust your natural coloration to blend in with the local plant life. If you do so, you have advantage on Dexterity (Stealth) checks for the next 24 hours while in that environment.
- **Clan Scout:** You have proficiency in the Stealth skill.
- **Size:** Small



Orc (*Monsters of the Multiverse*)

Orcs trace their creation to the one-eyed god Gruumsh, an unstoppable warrior and powerful leader. The divine qualities of Gruumsh resonate within orcs, granting them a reflection of his toughness and tenacity that can't be matched, and the god equipped his children to be able to live above or below ground.

On some worlds, such as Eberron, orcs were among the first defenders of the natural order from the encroachments of Fiends and other extraplanar threats. Gruumsh's blessings have made orcs tireless guardians and mighty allies wherever they are found, even when they turn their devotion to other gods.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (6+ ft tall, 230 to 280 lbs.)

Speed: 30 ft (6 squares)

Adrenaline Rush: You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Whenever you use this trait, you gain a number of temporary hit points equal to your proficiency bonus.

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 discern colors in that darkness only as shades of gray.

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

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.



Owlin

Distant kin of giant owls from the Feywild, owlin come in many shapes and sizes, from petite and fluffy to wide-winged and majestic. Owlin have arms and legs like other Humanoids, as well as wings that extend from their back and shoulders.

Like owls, owlin are graced with feathers that make no sound when they move or fly, making it easy for them to sneak up on you in the library.

Your owlin character might be nocturnal. Or perhaps your character is simply prone to rise later, embodying the common nickname of night owl.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

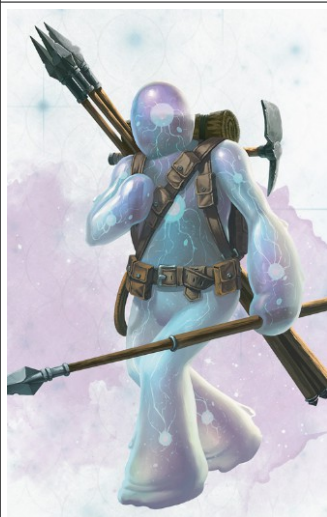
Size: Medium or Small

Speed: 30 ft (6 squares)

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.

Flight: Thanks to your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Silent Feathers: You have proficiency in the Stealth skill.



Plasmoid *(Spelljammer: Astral Adventurer's Guide)*

Plasmoids are amorphous beings with no typical shape. In the presence of other folk, they often adopt a similar shape, but there's little chance of mistaking a plasmoid for anything else. They consume food by osmosis, the way an amoeba does, and excrete waste through tiny pores. They breathe by absorbing oxygen through another set of pores, and their limbs are strong and flexible enough to grasp and manipulate weapons and tools. Although most plasmoids are translucent gray, they can alter their color and translucence by absorbing dyes through their pores.

Plasmoids don't have internal organs of the usual sort. Their bodies are composed of cells, fibers, plasma-like ooze, and clusters of nerves. These nerves enable a plasmoid to detect light, heat, texture, sound, pain, and vibrations. Plasmoids can stiffen the outer layers of their bodies to maintain a humanlike shape, so they can wear clothing and accessories. They speak by forcing air out of tubular cavities that constrict to produce sound.

When plasmoids sleep, they lose their rigidity and spread out and are thus sometimes mistaken for a rock or some other feature of the environment.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium or Small

Speed: 30 ft (6 squares), fly 30 ft (6 squares)

Amorphous: You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You have advantage on ability checks you make to initiate or escape a grapple.

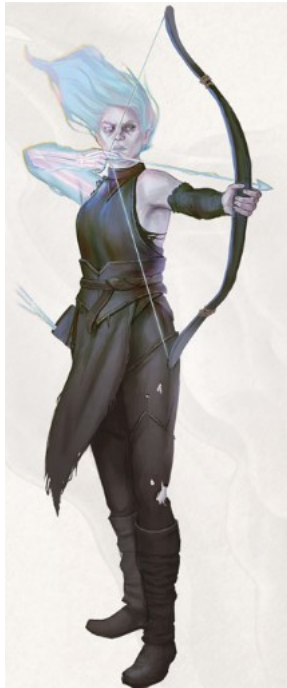
Darkvision: You can see in dim light within 60 feet of yourself as if it were bright light,

	and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray. Hold Breath: You can hold your breath for 1 hour. Natural Resilience: You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned. Shape Self: As an action, you can reshape your body to give yourself a head, one or two arms, one or two legs, and makeshift hands and feet, or you can revert to a limbless blob. While you have a humanlike shape, you can wear clothing and armor made for a Humanoid of your size. As a bonus action, you can extrude a pseudopod that is up to 6 inches wide and 10 feet long or reabsorb it into your body. As part of the same bonus action, you can use this pseudopod to manipulate an object, open or close a door or container, or pick up or set down a Tiny object. The pseudopod contains no sensory organs and can't attack, activate magic items, or lift more than 10 pounds.
	Ravenite (<i>Explorer's Guide to Wildemount</i>) Wildemount was the cradle from which all dragonborn civilization grew. The city-state of Draconia rose in the Dreemoth Ravine along the southern edge of the continent, when foreign dragonkin fleeing the gods' wrath during the Calamity forged an alliance with native dragonborn already dwelling there. The colonizing dragonborn, who called themselves draconbloods, worked with the native dragonborn, called ravenites, to build a society that could withstand the wandering monsters of Xhorhas. However, Draconia swiftly descended into corruption and bigotry, and the draconblood ruling class betrayed and enslaved their ravenite kin. Twenty years ago, Draconia was destroyed by the ire of the mighty Chroma Conclave, and the city-state's ruins were occupied by an ancient white dragon named Vorugal. The chaos of the attack upended draconblood civilization, and the ravenite slaves rose up and drove their former masters from the Dreemoth Ravine. Now masters of their own fate, the ravenite dragonborn have rebuilt their home within the ravine and have begun to spread out across the world. Ravenites have no tails and a hearty physique. They remember the days when they were slaves to the draconblood, as well as the day when they overthrew their masters. Strength +2 Constitution +1 Languages: Common and Draconic Size: Medium (6+ ft tall, 250 lbs.) Speed: 30 ft (6 squares) Breath Weapon: You can use your action to exhale destructive energy. It deals damage in an area according to your ancestry. When you use your breath weapon, all creatures in the area must make a saving throw, the type of which is determined by your ancestry. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest. 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. Draconic Ancestry: You are distantly related to a particular kind of dragon. Choose a type

of dragon from the below list; this determines the damage and area of your breath weapon, and the type of resistance you gain.

Dragon	Damage Type	Breath Weapon
Black	Acid	5x30 ft line (Dex Save)
Blue	Lightning	5x30 ft line (Dex Save)
Brass	Fire	5x30 ft line (Dex Save)
Bronze	Lightning	5x30 ft line (Dex Save)
Copper	Acid	5x30 ft line (Dex Save)
Gold	Fire	15 ft cone (Dex save)
Green	Poison	15 ft cone (Con save)
Red	Fire	15 ft cone (Dex save)
Silver	Cold	15 ft cone (Con save)
White	Cold	15 ft cone (Con save)

Vengeful Assault: When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack against that creature. You can do this once per short or long rest.



Reborn (*Van Richten's Guide to Ravenloft*)

Death isn't always the end. The reborn exemplify this, being individuals who have died yet, somehow, still live. Some reborn exhibit the scars of fatal ends, their ashen flesh or bloodless veins making it clear that they've been touched by death. Other reborn are marvels of magic or science, being stitched together from disparate beings or bearing mysterious minds in manufactured bodies. Whatever their origins, reborn know a new life and seek experiences and answers all their own.

Reborn suffer from some manner of discontinuity, an interruption of their lives or physical state that their minds are ill equipped to deal with. Their memories of events before this interruption are often vague or absent. Occasionally, the most unexpected experiences might cause sensations or visions of the past to come rushing back. Rather than sleeping, reborn regularly sit and dwell on the past, hoping for some revelation of what came before. Most of the time, these are dark, silent stretches. Occasionally, though, in a moment of peace, stress, or excitement, a reborn gains a glimpse of what came before. When you desire to have such a dreamlike vision, roll on the Lost Memories table to inspire its details.

Lost Memories (1d6)	
1	You recall a physically painful moment. What mark or scar on your body does it relate to?
2	A memory brings tears to your eyes. Is it a bitter or cheerful memory? Does recalling it make you feel the same way?
3	You recall a childhood memory. What about that event or who you were still influences you?
4	A memory brings with it the voice of someone once close to you. How do they advise you?
5	You recall enjoying something that you can't stand doing now. What is it? Why don't you like it now?
6	A memory carries a vivid smell or sensation. What are you going to do to recreate that experience?

Reborn might originate from circumstances similar to those of various undead or

constructs. The Reborn Origins table provides suggestions for how your character became reborn.

Reborn Origins (1d8)	
1	You were magically resurrected, but something went wrong.
2	Stitches bind your body's mismatched pieces, and your memories come from multiple different lives.
3	After clawing free from your grave, you realized you have no memories except for a single name.
4	You were a necromancer's undead servant for years. One day, your consciousness returned.
5	You awoke in an abandoned laboratory alongside complex designs for clockwork organs.
6	You were released after being petrified for generations. Your memories have faded, though, and your body isn't what it once was.
7	Your body hosts a possessing spirit that shares its memories and replaces your missing appendages with phantasmal limbs.
8	In public, you pass as an unremarkable individual, but you can feel the itchy straw stuffing inside you.

When creating a reborn, consult with your DM to see if it's appropriate to tie your origins to one of the following Domains of Dread:

- **Har'Akir.** You died and endured the burial rites of this desert realm, yet somehow a soul-yours or another's-has taken refuge in your perfectly preserved remains.
- **Lamordia.** You awoke amid the bizarre experiments of an amoral scientist. They consider you their finest creation or have a task for you to fulfill.
- **Mordent.** You emerged from the mysterious device known as the Apparatus, your body a lifeless shell and your past a mystery.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium or Small

Speed: 30 ft (6 squares)

Ancestral Legacy: If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it. If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Deathless Nature: You have escaped death, a fact represented by the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

Knowledge from a Past Life: You temporarily remember glimpses of the past, perhaps faded memories from ages ago or a previous life. When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on the d20 and add the

	number on the d6 to the check. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
	Satarre <i>*(Tome of Heroes)*</i> The satarre are powerful and wise creatures often found serving dark cults or (less often) warning other races of the plans of such cults and seeking to prevent some disaster by prophecy, guidance, and cunning. Most of them strive to destroy the worlds of mortals and bring about the end of all things. They are relentless in the pursuit of knowledge, of the veneration of dark gods, and in their swift action to pursue any goal that might topple the World Tree and end a corrupt age. They are often advisors to cultists and evil priests. However, some of the satarre are simply in no such hurry to bring on the end of all things. Other satarre call these renegade satarre the latje, “the slothful ones.” Though not outwardly different from other satarre, the latje often see little purpose in destruction for its own sake, or they see their role as warning others of the dangers of the dark gods and the widening grasp of the cold, uncaring Void. Most latje are exiled from their communities or seek the company of other races, rather than remaining close to the world-ending ambitions of most of their kind. Their numbers have always been small. Constitution +2 Intelligence +1 Languages: Common and your choice of Abyssal, Infernal, or Void Speech Size: Medium (6 to 7 ft tall) Speed: 30 ft (6 squares) A Friend to Death: You have resistance to necrotic damage. Carrier of Rot: You can use your action to inflict rot on a creature you can see within 10 feet of you. The creature must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 1d4 necrotic damage on a failed save, and half as much damage on a successful one. A creature that fails the saving throw also rots for 1 minute. A rotting creature takes 1d4 necrotic damage at the end of each of its turns. The target or a creature within 5 feet of it can use an action to excise the rot with a successful Wisdom (Medicine) check. The DC for the check equals the rot’s Constitution saving throw DC. The rot also disappears if the target receives magical healing. The damage for the initial action and the rotting increases to 2d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level. After you use your Carrier of Rot trait, you can’t use it again until you complete a short or long rest. Darkvision: Thanks to your dark planar parentage, you have superior vision in darkness. 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. Keeper of Secrets: You have proficiency in the Arcana skill, and you have advantage on Intelligence (Arcana) checks related to the planes and planar travel. In addition, you have proficiency in one of the following skills of your choice: History, Insight, and Religion.



Satyr *(Monsters of the Multiverse)*

Originating in the Feywild—a realm of pure emotion—satyrs thrive on the energy of merriment. They resemble elves but have goatlike legs, cloven hooves, and ram or goat horns. The magic of the fey realm has given them an innate ability to perform, to delight, and to resist magical intrusion. While they’re usually found in the Feywild, satyrs do wander to other planes of existence, most often to the Material Plane. There they seek to bring a bit of their home plane’s splendor to other worlds.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (4'10" to 5'4" tall, 105 to 225 lbs.)

Speed: 35 ft (7 squares)

Magical Resistance: You have advantage on saving throws against spells.

Mirthful Leaps: Whenever you make a long jump or a high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.

Ram: You can use your head and horns to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Reveler: As an embodiment of revelry, you have proficiency in the Performance and Persuasion skills, and you have proficiency with one musical instrument of your choice.



Sea Elf *(Monsters of the Multiverse)*

Sea elves fell in love with the wild beauty of the ocean in the earliest days of the multiverse. While other elves traveled from realm to realm, sea elves navigated the currents and explored the waters of many worlds. Today these elves can be found wherever oceans exist, as well as in the Elemental Plane of Water.

Like other elves, sea elves can live to be over 750 years old.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (4'10" to 5'4" tall, 105 to 225 lbs.)

Speed: 30 ft (6 squares), swimming 30 ft

Child of the Sea: You can breathe air and water, and you have resistance to cold damage.

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 discern colors in that darkness only as shades of gray.

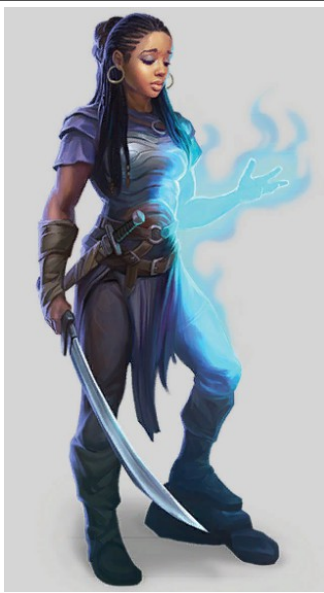
Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Friend of the Sea: Aquatic animals have an extraordinary affinity with your people. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

Keen Senses: You have proficiency in the Perception skill.

Trance: You don’t need to sleep, and magic can’t put you to sleep. You can finish a long

	rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness. Whenever you finish this trance, you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.
	Shadar-Kai (<i>Monsters of the Multiverse</i>) Shadar-kai are the elves of the Shadowfell, originally drawn to that dread realm by the Raven Queen. Over the centuries, some of them have continued to serve her, while others have ventured into the Material Plane to forge their own destinies. Once shadar-kai were Fey like the rest of their elven kin; now they exist in a state between life and death, thanks to being transformed by the Shadowfell's grim energy. Shadar-kai have ashen skin tones, and while they're in the Shadowfell, they also become wizened, reflecting the somber nature of that gloomy plane. Like other elves, shadar-kai can live to be over 750 years old. Any Ability +2 Any Other Ability +1 (Alternatively, +1 to 3 different abilities) Languages: Common, and one other language of your choice Size: Medium (4'10" to 5'4" tall, 105 to 225 lbs.) Speed: 30 ft (6 squares) Blessing of the Raven Queen: As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent. 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 discern colors in that darkness only as shades of gray. Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself. Keen Senses: You have proficiency in the Perception skill. Necrotic Resistance: You have resistance to necrotic damage. Trance: You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness. Whenever you finish this trance, you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.



Shade **(Tome of Heroes)**

A shade possesses a physical body that looks, acts, and feels similar to a living member of their original race, at least superficially. Shades must breathe, consume food and drink, and require shelter from adverse weather. Despite the functional similarities to a living body, a shade isn't composed of flesh and blood. Their bodies are a memory of who they once were, inhabited and quickened by the presence of their soul. Exhaustion, deprivation, and injury take their toll on a shade's body, disrupting their body's ability to maintain the connection to their soul. Food, drink, and air aren't necessary to nourish their bodies but merely to help them maintain the sense of being a living, breathing creature. Similarly, shades appear to sleep, but they do not require it.

The more injured or exhausted a shade, the less corporeal they appear. The colors of their body wash out to pale, desaturated tones, and light begins to pass through them. Blood from their wounds starts out as red and vibrant as any humanoid's, but closer to death, their wounds cease to bleed and seem to evaporate at the edges.

Charisma +1

One ability raised by your original race +1

Any other ability +1

Languages: Common and one other language spoken by your original race

Size: Determined by original race

Speed: Determined by original race

Darkvision: Your existence beyond death makes you at home 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.

Ghostly Flesh: Starting at 3rd level, you can use your action to dissolve your physical body into the ephemeral stuff of spirits. You become translucent and devoid of color, and the air around you grows cold. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet with the ability to hover, and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't made with silvered weapons. In addition, you have advantage on ability checks and saving throws made to escape a grapple or against being restrained, and you can move through creatures and solid objects as if they were difficult terrain. If you end your turn inside an object, you take 1d10 force damage. Once you use this trait, you can't use it again until you finish a long rest.

Imperfect Undeath: You are a humanoid, but your partial transition into undeath makes you susceptible to effects that target undead. Though you can regain hit points from spells like cure wounds, you can also be affected by game effects that specifically target undead, such as a cleric's Turn Undead feature. Game effects that raise a creature from the dead work on you as normal, but they return you to life as a shade. A true resurrection or wish spell can restore you to life as a fully living member of your original race.

Life Drain: When you damage a creature with an attack or a spell, you can choose to deal extra necrotic damage to the target equal to your level. If the creature's race matches your Living Origin, you gain temporary hit points equal to the necrotic damage dealt. Once you use this trait, you can't use it again until you finish a short or long rest.

Living Origin: As living echoes of who they once were, shades maintain some of the traits they bore in life. Choose another race as your Living Origin. This is the race you were in life. Your size and speed are those of your Living Origin, and you know one language spoken by your Living Origin.

Spectral Resilience: You have advantage on saving throws against poison and disease, and you have resistance to necrotic damage.



Shifter *(Monsters of the Multiverse)*

Shifters are sometimes called weretouched, as they are descendants of people who contracted full or partial lycanthropy. Humanoids with a bestial aspect, shifters can't fully change shape, but they can temporarily enhance their animalistic features by entering a state they call shifting.

Shifters are similar to humans in height and build but are typically more lithe and flexible. Their facial features have a bestial cast, often with large eyes and pointed ears; most shifters also have prominent canine teeth. They grow fur-like hair on nearly every part of their bodies. While a shifter's appearance might remind an onlooker of an animal, they remain clearly identifiable as shifters even when at their most feral.

Most shifters resemble a particular kind of lycanthrope. You can choose the kind of lycanthrope in your past, or you can determine it randomly by rolling on the Lycanthrope Ancestor table. The table also provides a suggestion for the Shifting option you might have as a result of your ancestry.

Lycanthrope Ancestor		
1d6	Ancestor	Suggested Shifting Option
1	Werebear	Beasthide
2	Wereboar	Beasthide
3	Wererat	Swiftstride
4	Weretiger	Swiftstride
5	Werewolf (wolflike)	Longtooth
6	Werewolf (doglike)	Wildhunt

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common, and one other language of your choice

Size: Medium (4'8" to 5'10" tall, 95 to 215 lbs.)

Speed: 30 ft (6 squares)

Bestial Instincts: Channeling the beast within, you have proficiency in one of the following skills of your choice: Acrobatics, Athletics, Intimidation, or Survival.

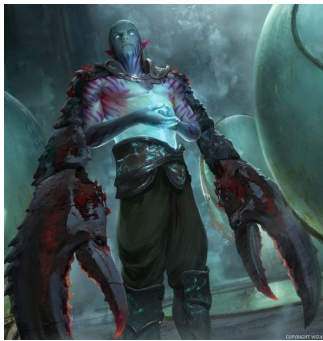
Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Shifting: As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to $2 \times$ your proficiency bonus. You can shift a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Whenever you shift, you gain an additional benefit based on one of the following options (choose when you select this race):

- **Beasthide.** You gain 1d6 additional temporary hit points. While shifted, you have a +1 bonus to your Armor Class.
- **Longtooth.** When you shift and as a bonus action on your other turns while shifted, you can use your elongated fangs to make an unarmed strike. If you hit with your fangs, you can deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Swiftstride.** While shifted, your walking speed increases by 10 feet. Additionally,

- you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.
- **Wildhunt.** While shifted, you have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you unless you're incapacitated.
 - **Longtooth.** When you shift and as a bonus action on your other turns while shifted, you can use your elongated fangs to make an unarmed strike. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
 - **Swiftstride.** While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.
 - **Wildhunt.** While shifted, you have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you unless you're incapacitated.



Simic Hybrid *(Guildmaster's Guide to Ravnica)*

The Simic Combine uses magic to fuse different life forms together. In recent years, the Simic Combine has extended this research to humanoid subjects, magically transferring the traits of various animals into humans, elves, and vedalken. The goal of the Guardian Project is to build a Simic army of soldiers perfectly adapted to a variety of combat situations. These hyper-evolved specimens are called Simic hybrids, though they sometimes refer to themselves as guardians.

A hybrid's biological enhancements can change its appearance drastically, though most hybrids retain their basic physical form. All are augmented with characteristics of animals, mostly aquatic, reptilian, or amphibian creatures. These include crab claws, squid tentacles, wings or fins like those of manta rays, translucent or camouflaged skin, or shark-like maws filled with sharp teeth.

Hybrids are the product of Simic magic. It's not impossible for a hybrid to leave the Simic Combine and join another guild, but the Simic would consider the individual a deserter. And the new guild might never fully welcome a hybrid who could easily be a Simic spy.

A hybrid usually bears the name given by their human, elf, or vedalken parents. Some hybrids assume a new name after their transformation—a name chosen personally or by those who transformed them.

Constitution +2

Any other ability score +1

Languages: Common and either Elvish or Vedalken.

Size: Medium (sized similar to humans)

Speed: 30 ft (6 squares)

Animal Enhancements. Your body has been altered with animal characteristics. You choose one animal enhancement now and one at 5th level.

- **Manta Glide (1st level).** You have ray-like fins that you use as wings to slow your fall or allow you to glide. When you fall and are not incapacitated, you can subtract up to 100 feet from your fall when calculating your fall damage and can move horizontally 2 feet for every 1 foot you fall.
- **Nimble Climber (1st level).** You have a climb speed equal to your walk speed.
- **Underwater Adaptation (1st level).** You can breathe air and water, and you gain a swim speed equal to your walking speed.
- **Grappling Appendages (5th level).** You have two special appendages growing alongside with your arms. Choose whether they're both claws or tentacles. As an action, you can use one of them to grapple a creature. Each one is also a natural weapon, which you can use to make an unarmed strike with. If you hit, they do

1D6 + your Strength modifier bludgeon damage. Immediately after hitting, you can try to grapple the target as a bonus action. These appendages are not dexterous enough to use weapons, magic weapons, and other specialized equipment.

- **Carapace (5th level).** Your skin in places is covered by a thick shell. You gain a +1 to your AC when not wearing heavy armour.
- **Acid Spit (5th level).** As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Constitution modifier. The target takes 2D10 acid damage if they fail. The damage increases to 3D10 at 11th level and 4D10 at 17th level. You can use this up to your Constitution modifier's worth of times per long rest.

Darkvision: Can see up to 60 ft in dim light as if it were bright and in darkness as if it were dim light. Darkvision is colorblind.



Storm Warden **(Tome of Horrors)**

Stormwardens dwell high in the mountains and hills away from civilization. They are hunters by nature and spend their time hunting and trapping game, though they never do so to an abundance, only enough to sustain themselves. They are isolationists and solitary, rarely found in groups of more than 6 individuals. Their hair color and eye color range across the spectrum just as a normal human, though most tend to have dark hair and eyes.

Stormwardens prefer to avoid combat, but if provoked, they open combat using their longswords, attempting to slay their opponents before escaping to their lair. If melee goes against a stormwarden, it alters the weather and attempts to escape.

Stormwardens mature at the same rate as humans and reach the age of majority around the age of 20. They often live to be more than 150 years of age.

Intelligence +2

Constitution +1

Languages: Common and either Draconic or Giant

Size: Medium

Speed: 30 ft (6 squares)

Blessing of the Storm: You know the thaumaturgy cantrip. When you reach 3rd level, you can cast fog cloud as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast call lightning as a 3rd level spell with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Darkvision: You have acute vision that can pierce the darkest storm. 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 cannot discern color in darkness, only shades of gray.

Discharge: You have advantage on saving throws made against effects that deal lightning damage.



Tabaxi (*Monsters of the Multiverse*)

Created by the Cat Lord—a divine being of the Upper Planes—to blend the qualities of humanoids and cats, tabaxi are a varied people in both attitude and appearance. In some lands, tabaxi live like the cats they resemble, naturally curious and at home in playful environments. In other places, tabaxi live as other folk do, not exhibiting the feline behavior the Cat Lord intended.

Tabaxi's appearance is as varied as their attitudes. Some tabaxi have features or patterning in their fur like tigers, jaguars, or other big cats, while others have appearances more like a house cat. Still others have unique patterns or might style their fur to their preferences—or might even be hairless!

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and one other of your choice

Size: Medium or Small

Speed: 30 ft (6 squares), climb 30 ft (6 squares)

Cat's Claws: You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent: You have proficiency in the Perception and Stealth skills.

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 discern colors in that darkness only as shades of gray.

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.



Thri-kreen (*Spellhammer: Astral Adventurer's Guide*)

Thri-kreen have insectile features and two pairs of arms. Their bodies are encased in protective chitin. They can alter the coloration of this carapace to blend in with their natural surroundings.

Although thri-kreen don't sleep, they do require periods of inactivity to revitalize themselves. During these periods, they are fully aware of what's happening around them.

Thri-kreen speak by clacking their mandibles and waving their antennae, indicating to other thri-kreen what they are thinking and feeling. Other creatures find this method of communication difficult to interpret and impossible to duplicate. To interact with other folk, thri-kreen rely on a form of telepathy.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and one other of your choice

Size: Medium or Small

Speed: 30 ft (6 squares)

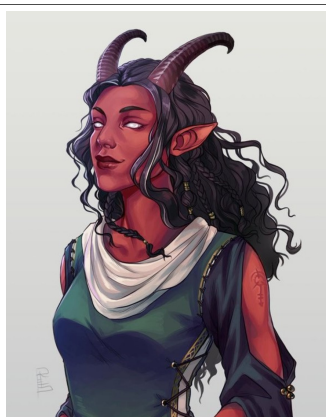
Chameleon Carapace: While you aren't wearing armor, your carapace gives you a base Armor Class of 13 + your Dexterity modifier.

As an action, you can change the color of your carapace to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in

	those surroundings. 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. Secondary Arms: You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property. Sleepless: You do not require sleep and can remain conscious during a long rest, though you must still refrain from strenuous activity to gain the benefit of the rest. Thri-kreen Telepathy: Without the assistance of magic, you can't speak the non-thri-kreen languages you know. Instead you use telepathy to convey your thoughts. You have the magical ability to transmit your thoughts mentally to willing creatures within 120 feet of yourself. A contacted creature doesn't need to share a language with you to understand your thoughts, but it must be able to understand at least one language. Your telepathic link to a creature is broken if you and the creature move more than 120 feet apart, if either of you is incapacitated, or if either of you mentally breaks the contact (no action required).
 	Tiefling <i>(Player's Handbook, subraces found in other texts)</i> Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes - some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelopes' horns. They have thick tails, four to live feet long, which lash or coil around their legs when they get upset or nervous. Their canine teeth are sharply pointed, and their eyes are solid colors black, red, white, silver, or gold with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple. Tieflings subsist in small minorities found mostly in human cities or towns, often in the roughest quarters of those places, where they grow up to be swindlers, thieves or crime lords. Sometimes they live among other minority populations in enclaves where they are treated with more respect. Lacking a homeland, tieflings know that they have to make their own way in the world and that they have to be strong to survive. They are not quick to trust anyone who claims to be a friend, but when a tiefling's companions demonstrate that they trust him or her, a tiefling learns to extend the same trust to them. And once a tiefling gives someone loyalty, the tiefling is a friend or ally for life. Languages: Common and Infernal Size: Medium (5 to 6+ ft tall) Speed: 30 ft (6 squares) Darkvision: Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Hellish Resistance: You have resistance to fire damage. Choose a Subrace: • Bloodline of Asmodeus/Standard <i>(PHB/Sword Coast Adventurer's Guide/Mordenkainen's Tome of Foes)</i> ◦ Intelligence +1



- **Charisma +2**
- **Infernal Legacy:** Infernal Legacy. You know the thaumaturgy cantrip. After you reach 3rd level, you can cast the hellish rebuke spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can also cast the darkness 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.
 - **Variations:** (*Sword Coast Adventurer's Guide*) The Dungeon Master may permit the following variants for your tiefling character, although Devil's Tongue, Hellfire, and Winged are mutually exclusive.
 - **Appearance:** Your tiefling might not look like other tieflings. Rather than having the physical characteristics described in the *Player's Handbook*, choose 1d4 + 1 of the following features: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goat-like legs; cloven hoofs; a forked tail; leathery or scaly skin; red or dark blue skin; cast no shadow or reflection; exude a smell of brimstone.
 - **Feral:** Your Intelligence score increases by 1, and your Dexterity score increases by 2. This trait replaces the Ability Score Increase trait.
 - **Devil's Tongue:** You know the Vicious Mockery cantrip. Once you reach 3rd level, you can cast the Charm Person spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Enthrall spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells. This trait replaces the Infernal Legacy trait.
 - **Hellfire:** Once you reach 3rd level, you can cast the Burning Hands spell once as a 2nd-level spell. This trait replaces the Hellish Rebuke spell of the Infernal Legacy trait.
 - **Winged:** You have bat-like wings sprouting from your shoulders. You have a flying speed of 30 feet while you aren't wearing heavy armor. This trait replaces the Infernal Legacy trait.
- **Bloodline of Baalzebul** (*Mordenkainen's Tome of Foes*)
 - **Intelligence +1**
 - **Charisma +2**
 - **Legacy of Maladomini:** You know the Thaumaturgy cantrip. Once you reach 3rd level, you can cast the Ray of Sickness 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 Crown of Madness 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.
- **Bloodline of Dispater** (*Mordenkainen's Tome of Foes*)
 - **Dexterity +1**
 - **Charisma +2**
 - **Legacy of Dis:** You know the Thaumaturgy cantrip. Once you reach 3rd level, you can cast the Disguise Self spell once 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 Thoughts 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.
- **Bloodline of Fierna** (*Mordenkainen's Tome of Foes*)
 - **Wisdom +1**
 - **Charisma +2**
 - **Legacy of Phlegethos:** You know the Friends cantrip. When you reach 3rd level, you can cast the Charm Person spell as a 2nd-level spell once 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 Suggestion 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.

- **Bloodline of Glasya** (*Mordenkainen's Tome of Foes*)
 - **Dexterity +1**
 - **Charisma +2**
 - **Legacy of Malbolge:** You know the Minor Illusion cantrip. When you reach 3rd level, you can cast the Disguise Self spell once 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 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.
- **Bloodline of Levistus** (*Mordenkainen's Tome of Foes*)
 - **Constitution +1**
 - **Charisma +2**
 - **Legacy of Stygia:** You know the Ray of Frost cantrip. When you reach 3rd level, you can cast the Armor of Agathys spell as a 2nd-level spell once 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 Darkness 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.
- **Bloodline of Mammon** (*Mordenkainen's Tome of Foes*)
 - **Intelligence +1**
 - **Charisma +2**
 - **Legacy of Minauros:** You know the Mage Hand cantrip. When you reach 3rd level, you can cast the Tenser's Floating Disk spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the Arcane Lock spell once with this trait, requiring no material component, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Bloodline of Mephistopheles** (*Mordenkainen's Tome of Foes*)
 - **Intelligence +1**
 - **Charisma +2**
 - **Legacy of Cania:** You know the Mage Hand cantrip. When you reach 3rd level, you can cast the Burning Hands spell as a 2nd-level spell once 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 Flame Blade 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.
- **Bloodline of Zariel** (*Mordenkainen's Tome of Foes*)
 - **Strength +1**
 - **Charisma +2**
 - **Legacy of Avernus:** You know the Thaumaturgy cantrip. When you reach 3rd level, you can cast the Searing Smite spell as a 2nd-level spell once 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 Branding Smite 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.



Tortle *(Monsters of the Multiverse)*

Tortles have a saying: "We wear our homes on our backs." These turtle folk live on many worlds, most often journeying up and down coasts, along waterways, and across the sea. Tortles don't have a unified story of how they were created, but they all have a sense of being mystically connected to the natural world. Carrying their shelter on their backs gives tortles a special feeling of security wherever they go, for even if they visit a far, unknown country, they have a place to lay their heads.

Tortles exhibit the same range of coloration and patterns found among turtles, and many tortles enjoy adorning their shells in distinctive ways.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and one other of your choice

Size: Medium or Small

Speed: 30 ft (6 squares)

Claws: You have claws that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Hold Breath: You can hold your breath for up to 1 hour.

Natural Armor: Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

Nature's Intuition: Thanks to your mystical connection to nature, you gain proficiency with one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

Shell Defense: You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to your 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.



Triton *(Monsters of the Multiverse)*

Originally from the Elemental Plane of Water, many tritons entered the Material Plane centuries ago in response to the growing threat of evil elementals. Those tritons spread across the worlds' oceans, protecting the surface from terrors in the deep. Over time, tritons have extended their stewardship over the sea floor to the ocean's surface.

Tritons have webbed hands and feet, small fins on their calves, and coloration that favors blues and greens.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and one other of your choice

Size: Medium (about 5 ft tall)

Speed: 30 ft (6 squares), swimming 30 ft (6 squares)

Amphibious: You can breathe air and water.

Control Air and Water: You can cast fog cloud with this trait. Starting at 3rd level, you

	can cast the gust of wind spell with this trait. Starting at 5th level, you can also cast the water walk spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). 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 discern colors in that darkness only as shades of gray. Emissary of the Sea: You can communicate simple ideas to any Beast, Elemental, or Monstrosity that has a swimming speed. It can understand your words, though you have no special ability to understand it in return. Guardians of the Depths: Adapted to the frigid ocean depths, you have resistance to cold damage.
	Vedalken <i>(Guildmaster's Guide to Ravnica)</i> Vedalken are tall and slender, standing almost a head taller than humans on average but weighing about the same. Their hairless skin comes in a range of shades of blue. Their eyes are darker shades of blue or violet. They lack external ears, their noses are broad and flat, and they are partially amphibious. Despite being talkative, vedalken keep their personal lives private, and they tend to engage more with ideas than with people. They form close friendships based on mutual interests or compelling disagreements, and their interactions dwell on their thoughts about those issues rather than their feelings about them. To members of other races, vedalken often seem cold, even emotionless. That assessment isn't fair—they feel emotion every bit as intensely as other folk do, but they are skilled at not displaying it. Cool rationality guides their actions, they make and follow careful plans, and they are patient enough to do nothing when the ideal outcome relies on such inaction. Intelligence +2 Wisdom +1 Languages: Common, Vedalken, and one other language of your choice. Size: Medium (6 to 6 ½ ft tall, under 200 lbs.) Speed: 30 ft (6 squares) Partially Amphibious: By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest. Tireless Precision: You are proficient in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. You are also proficient with one tool of your choice. Whenever you make an ability check with the chosen skill or tool, roll a d4 and add the number rolled to the check's total. Vedalken Dispassion: You have advantage on all Intelligence, Wisdom, and Charisma Saving Throws.



Verdan *(Acquisitions Incorporated)*

The verdan owe their existence to chaos. Descended and transformed from a large clan of goblins and hobgoblins, those who became the verdan were simply living their lives, doing goblinoid things. But then passing through the shadow of That-Which-Endures changed them forever. Now the newest race to call Faerûn home, the verdan do their best to find their way in an unfamiliar world.

When the power of That-Which-Endures mutated the verdan, their skin was turned the color of jade and their blood began to flow black. Their ears grew pointed, and they gained a limited form of telepathy-but at the cost of forgetting their history. The underground homes of the goblins were places of terror to the new creatures those goblins became, and the verdan quickly fled to the surface and into the sunlight.

When they arrived in the new lands of the surface, the verdan found that they were often mistaken for smaller, green-skinned half-elves. Attracting curiosity but no real questions, they have thus been able to make their way reasonably freely in the world.

Charisma +2

Constitution +1

Languages: Common, Goblin, and one other language of your choice

Size: Small at 1st level, Medium at 5th level

Speed: 30 ft (6 squares)

Black Blood Healing: The black blood that is a sign of your people's connection to That-Which-Endures boosts your natural healing. When you roll a 1 or 2 on any Hit Die you spend at the end of a short rest, you can reroll the die and must use the new roll.

Limited Telepathy: You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathy, but it must be able to understand at least one language. This process of communication is slow and limited, allowing you to transmit and receive only simple ideas and straightforward concepts.

Persuasive: Your people's lack of history makes you trustworthy and humble. You have proficiency in the Persuasion skill.

Telepathic Insight: Your mind's connection to the world around you strengthens your will. You have advantage on all Wisdom and Charisma saving throws.



Warforged *(Eberron: Rising from the Last War)*

The warforged were built to fight in the Last War. While the first warforged were mindless automatons, House Cannith devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced sapient soldiers, giving rise to what some have only grudgingly accepted as a new species. Warforged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond war. A warforged can be a steadfast ally, a cold-hearted killer, or a visionary in search of meaning.

Warforged are formed from a blend of organic and inorganic materials. Root-like cords infused with alchemical fluids serve as their muscles, wrapped around a framework of steel, darkwood, or stone. Armored plates form a protective outer shell and reinforce joints. Warforged share a common facial design, with a hinged jaw and crystal eyes embedded beneath a reinforced brow ridge. Beyond these common elements of warforged design, the precise materials and build of a warforged vary based on the purpose for which it was designed.

Although they were manufactured, warforged are living humanoids. Resting, healing magic, and the Medicine skill all provide the same benefits to warforged that they do to

other humanoids.

The warforged were built to serve and to fight. For most of their existence, warforged had a clearly defined function and were encouraged to focus purely on that role. The Treaty of Thronehold gave them freedom, but many still struggle both to find a place in the post-war world and to relate to the creatures who created them.

The typical warforged shows little emotion. Many warforged embrace a concrete purpose—such as protecting allies, completing a contract, or exploring a land—and embrace this task as they once did war. However, there are warforged who delight in exploring their feelings, their freedom, and their relationships with others. Most warforged have no interest in religion, but some embrace faith and mysticism, seeking higher purpose and deeper meaning.

The typical warforged has a sexless body shape. Some warforged ignore the concept of gender entirely, while others adopt a gender identity. The more a warforged develops its individuality, the more likely it is to modify its body, seeking out an artificer to customize the look of its face, limbs, and plating.

Warforged often display an odd personality trait or two, given how new they are to the world. The Warforged Quirks table contains example quirks.

Warforged Quirks (1d8)	
1	You analyze-out loud-the potential threat posed by every creature you meet.
2	You often misread emotional cues.
3	You are fiercely protective of your friends.
4	You try to apply wartime discipline to every situation.
5	You don't know how to filter your feelings and are prone to dramatic emotional outbursts.
6	You don't understand clothing beyond its utility and assume it denotes a person's function.
7	You are obsessed with your appearance and constantly polish and buff yourself.
8	War is the only thing that makes sense to you, and you're always looking for a fight.

Constitution +2

Any Other Ability +1

Languages: Common and 1 other of your choice

Size: Medium (6' to 6'10" tall, 275 to 315 lbs.)

Speed: 30 ft (6 squares)

Constructed Resilience: You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Integrated Protection: Your body has built-in defensive layers, which can be enhanced with armor.

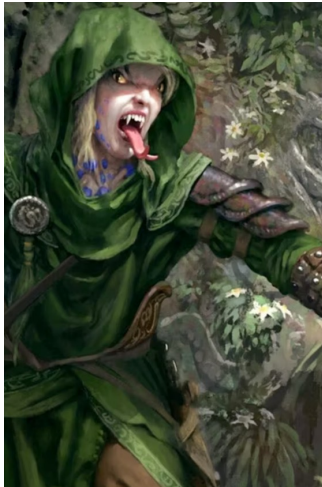
- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you must remain in contact with the armor. To doff armor, you must spend 1 hour removing

it. You can rest while donning or doffing armor in this way.

- While you live, your armor can't be removed from your body against your will.

Sentry's Rest: When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Specialized Design: You gain one skill proficiency and one tool proficiency of your choice.



Yuan-ti (*Monsters of the Multiverse*)

Yuan-ti were originally humans who transformed themselves into serpent folk through ancient rituals. Most yuan-ti were corrupted into monsters by those rites, but some yuan-ti instead became a new people who mix characteristics of humans and snakes.

Blessed with resistance to magical and poisonous effects by the rituals that created them, each of these yuan-ti manifests their serpentine heritage in a variety of ways: a forked tongue, snake eyes, a snakelike nose, or some other ophidian characteristic. However a yuan-ti looks, they have the power to pursue great good or evil in the multiverse.

Any Ability +2

Any Other Ability +1

(Alternatively, +1 to 3 different abilities)

Languages: Common and 1 other of your choice

Size: Medium or Small

Speed: 30 ft (6 squares)

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 discern colors in that darkness only as shades of gray.

Magic Resistance: Advantage on saving throws against spells.

Poison Resilience: You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

Serpentine Spellcasting: You know the poison spray cantrip. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).