

SCROLL OF STRANGE RACES

VOLUME 2



**SIX RARE AND UNUSUAL NEW PLAYABLE RACES FOR THE
WORLD'S GREATEST ROLEPLAYING GAME**

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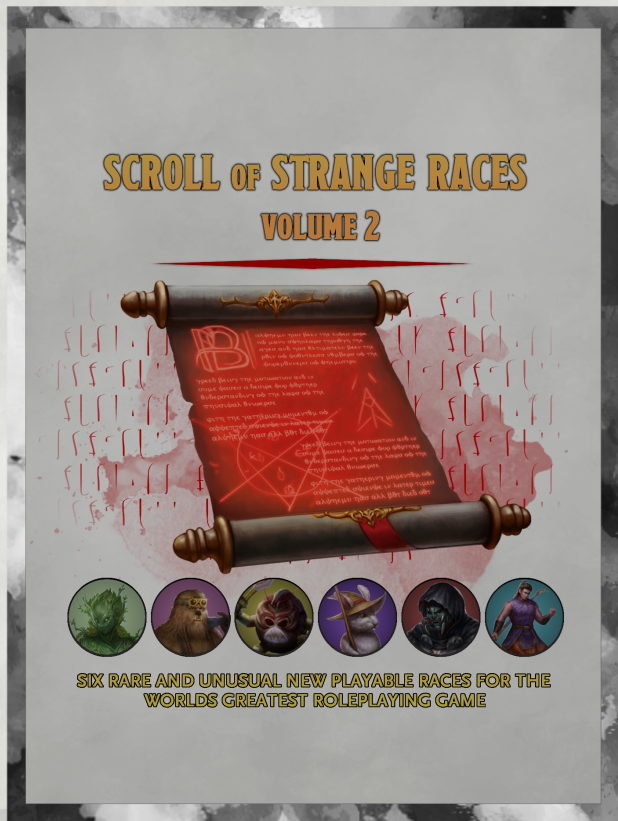
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ABOUT THIS DOCUMENT

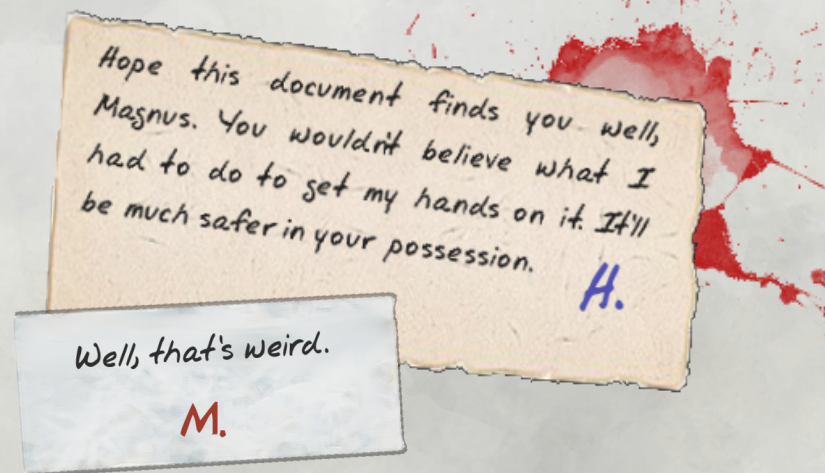
The team at B5 homebrews has joined together with the cast of The Homebrew Review podcast, to bring you this D&D 5e homebrew document. Together we have created six strange and unusual races to add to your homebrew Dungeons & Dragons 5th Edition world.

The Homebrew Review is a podcast on the Adventuring Guild network. The podcast is dedicated to reviewing and highlighting community made content for Dungeons & Dragons 5th Edition. They have a let's play style system of reviewing, which gives the listener an insight into the power, flavor, and fun that the homebrew content holds. The team at B5 homebrews urges you to go and check them out. If you enjoy quality homebrew content, great storytelling, hilarious puns, and intense battles, the podcast is for you.

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The second volume of the Scroll of Strange Races is an odd text, detailing some of the most obscure races found across the Multiverse. Scattered throughout this document are the musings and notes from one of the greatest adventurers to ever grace the stage of the Homebrew Review podcast: the fabled dimensional traveler Magnus Orion. Magnus was given this document by an unknown benefactor, who has left their own notes throughout the scroll, and has given their thoughts on the contents as well.



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NATURE BOUND

THE AUTUMN BREEZE WHISPERED MY NAME AS I took a step further into the hedges behind my home, the vegetation slowly clearing in front of me as I moved onward. I had tended this grove regularly in my childhood, but my commitment to study had left me with little time to trim back the hedges over the past few years, and yet they never grew wild or unkempt. I approached the central clearing in the hedges and saw there standing among a troop of forest animals a person made of bush and flowers, staring right back at me. The animals didn't spook as I approached, their gaze set firmly on the beautiful flower creature, watching its every move. The creature smiled at me, motioned with its hand, and flowers began to fall from the hedges around me, obscuring my vision. Once the flowers had stopped falling, the creature had vanished, leaving me to wonder if what I saw was even real.

-Tarna Hatchend, *on her sighting of a nature bound*

When a druid or creature with strong ties to the natural world dies, they may be reborn as a nature bound. It is uncertain why or how the spirit ties itself into the form of a nature bound. Some theorize the process is the work of powerful magic, divine intervention, or the spirit's sheer force of will. The spirit's previous life is but a distant memory in the back of their mind, and they awaken with a strong connection to the natural world around them, some drawn to act as guardians for the forests and fields from which they grew.

ONE WITH NATURE

The body of a nature bound is formed completely of plant-life, and has different requirements than most creatures. Instead of consuming food, as they did in their previous life, a nature bound requires sunlight and water to remain alive. The appearance of a nature bound is ever changing; as normal plants grow leaves and blossom during different times of the year, so do they. Nature bound view the world differently than most; they spend time listening to the rustle of leaves and gusts of wind, as if interpreting the will of the natural world through these sounds.

CIRCLE OF LIFE

Nature bound have varying lifespans dependent on the plant-life that they embody. When a nature bound feels it has completed its life cycle, it will set out on a journey to the location where it first grew, and allow its body to be reabsorbed into the natural world, releasing the plant-life bound to its body back to the earth from where it came. Nature bound often feel a strong connection to this location, and it's not uncommon for the nature bound to return to this location numerous times before the end of their life.

Player Question: Where Did You Grow?

Nature bound tend to have a strong connection with the place where they grew, and return to their growth place when they're ready to die. Discuss with your DM where your nature bound character grew. Use the table below to help you decide.

d6	Growth Place
1	In a dense forest on the fringes of society
2	Atop a frost-capped mountain
3	In the middle of a windswept plain
4	Deep under the earth in a dark and damp cave
5	On a lush deserted island in the middle of the ocean
6	In a hedge maze on the land of a noble family

NEW LIFE, OLD HABITS

It isn't entirely certain how a nature bound is able to speak, think, and feel; their existence remains mysterious, and has done so since the first records of their kind. Few nature bound take the time to investigate their existence, as the drive of wanderlust and a chance at a second life is viewed as a treasured gift that must be celebrated; it is common for a nature bound to live a life without regrets or doubts.

Player Question: Does Your Character Have Any Odd Habits?

Though the memories of their previous lives are forgotten thoughts, nature bound may inherit old subconscious habits from their previous life. Use the table below to determine if your nature bound has inherited any odd habits.

d8	Odd Habit
1	I still consume food daily, and feel imaginary hunger pains when I haven't eaten for a few days
2	I routinely brush the leaves atop my head every morning, as if brushing my hair
3	I love getting dressed up in gaudy outfits
4	I have hallucinatory allergies to creatures with fur, but I'm unable to sneeze
5	I can't go to sleep unless I'm in a soft bed
6	I can't help but put makeup on before I go out for the day
7	As soon as I hear music, I let loose and dance
8	I can't go anywhere without my favorite stuffed animal

NATURE BOUND NAMES

If a nature bound has memory of the name they used in their previous life, they may take on the same name for their new life. If they're unable to remember, or want to take up a new moniker, they usually adopt a name that has something to do with the natural world around their growth place. These names can be as simple as Calm-Breeze or Rosebud, or as complex as Bountiful-Harvests-Along-The-Sword-Coast.

NATURE BOUND TRAITS

You share the following traits with all nature bound regardless of type.

Ability Score Increase. Your Constitution score increases by 2.

Age. Nature bound lifespans vary dependent on the plant-matter they embody. They can live for several hundred years, like a great oak tree, or for as few as 2 or 3 years, like a flowering bush.

Alignment. Nature bound follow the flows of the natural world, but otherwise tend towards the alignment they followed in their previous life.

Size. Nature bound vary in size dependent on the plant-life they are bound to, standing anywhere between 4 and 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Take Root and Grow. You are completely made up of organic plant-life, and you are considered a plant creature. You don't need to eat food, and instead gain sustenance from direct exposure to sunlight. You can go without exposure to sunlight for a number of days equal to your proficiency bonus before gaining 1 level of exhaustion, and an additional level of exhaustion every day thereafter. You lose all levels of exhaustion after being exposed to sunlight for at least 1 hour. You still need to drink water, as usual.

Flammable. When you are reduced to 0 hit points by fire damage, you have disadvantage on death saving throws until you are stabilized or regain hit points.

One with Nature. You have proficiency in the Nature skill. While you are touching nonmagical plant-life, you can spend 10 minutes conferring with the natural world in a 500-foot radius around you. You learn how much precipitation the area gets, the average temperature in the last week, and if the soil is fertile enough to sustain plant growth.

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

Subrace. There are four main types of plant-life that a nature bounds form will be comprised of: tree, thorned, herbal, and fungal. Choose one of these subraces.



TREE

You are a tree at your core. Thick bark covers your body, and strength swells through your form like a mighty oak.

Ability Score Increase. Your Strength score increases by 1.

Bark Hide. Your exterior is covered in a thick bark, increasing your resilience. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your bark hide 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 bark hide.

Rooted. As a bonus action, you can spread your roots across the ground, steadying yourself for attack. While rooted, your speed is reduced to 0, you can't be knocked prone, your reach increases by 5 feet, you have disadvantage on Dexterity saving throws, and when you hit with a melee weapon, you deal additional bludgeoning damage equal to your level. You remain rooted for one minute, or until you end it as a bonus action. You can use this trait once, and regain the ability to use it again once you finish a long rest.

THORNED

Your form is composed near entirely of flowered shrubbery. This could be an elegant rose bush with its sharp thorns or a sturdy hedgerow, dense and solid.

Ability Score Increase. Your Charisma score increases by 1.

The one thing that continuously gets to me about this world is how alive it feels. Don't get me wrong, there was a lot of life back home, but half of it felt as cold and artificial as it was. Talking to a Nature Bound is a treat for someone like me who never truly experienced life in such a way. Wherever you are, Mr. Holland, here's to you.

- Magnus

Beguiling Perfume. As an action, you can cause the scent of your flowers to become overwhelmingly strong. One creature of your choice within 5 feet of you must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, the target is charmed by you until the end of your next turn. Once you use this feature, you can't do so again until you finish a long rest.

Thorns. While you aren't wearing armor, you can use a bonus action to deal piercing damage to a creature that is grappling you or that you are grappling. The damage equals 1d4 + your Strength modifier.

Unassuming Appearance. Your form is more malleable than that of other nature bound. As an action you can move into the space of a Medium or larger collection of plants within 5 feet of you. Whilst you remain motionless in the space of these plants, you are indistinguishable from the plant-life around you.

HERBAL

The plant-life that makes up your body is formed from rich vegetation that heals the sick, and crawls across the land, snaking up trees and buildings.

Ability Score Increase. Your Dexterity score increases by 1.

Vertical Crawl. You have a climbing speed of 20 feet.

Lashing Vines. Your lashing vines are natural weapons, which you can use to make unarmed strikes against creatures within 10 feet of you. You can use Strength or Dexterity for the attack and damage rolls of your lashing vines. If you hit with them, you deal slashing damage equal to 1d6 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Healing Herbs. You can harvest potent medicinal herbs from your body, and use them to heal an ally. You can spend 10 minutes preparing a brew from herbs harvested from your body. A creature can drink the brew to regain 2d6 hit points. The healing increases as you gain levels, so that the number of d6s equals your proficiency bonus. The brew loses its potency if undrunk after 8 hours. You can use this trait once, and regain the ability to do so after finishing a long rest.

FUNGAL

Fungal nature bound are the rarest of their kind. Nature bound that are constituted from fungus find their growth places to be deep underground. They are the only type of nature bound not entirely dependent on sunlight for survival, and are more adapted to life in the Underdark, their eyes and wits honed to ensure their survival.

Ability Score Increase. Your Intelligence score increases by 1.

Creature of the Darkness. You were grown in dark and damp conditions, and have no reliance on the sun. You don't require exposure to sunlight to gain sustenance, but require twice the normal amount of water.

Darkvision. You have adapted to life under the earth, and 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.

Spore Cloud. As an action, you can release a cloud of spores around you in a 10 foot radius, which moves with you, and spreads around corners. Whilst the cloud is released, you have blindsight within the radius of the cloud, and can communicate telepathically to anyone within the cloud.

When a creature is reduced to 0 hit points within the cloud, you can use a reaction to draw energy from their wounds, and regain hit points equal to your proficiency bonus. The cloud lasts for one minute, or until you dismiss it as a bonus action.

You can use this trait once, and regain the ability to do so after finishing a long rest.

Optional Rule: Hardcore Mode

To enhance the danger the world poses to your nature bound character, consider replacing the Take Root and Grow and Flammable traits with the following:

Life of a Plant. You are completely made up of organic plant-life, you are considered a Plant. You do not need to eat food, and instead gain sustenance from direct exposure to sunlight, and absorbing the nutrients of the soil you rest on. You can go without exposure to sunlight for 24 hours, before gaining 1 level of exhaustion, and an additional level of exhaustion every day thereafter, until you are exposed to sunlight for at least 1 hour. Additionally, to gain the benefits of a long rest, you must spend that time on an area of dirt. You still need to drink water, as per usual.

Kindling. You have vulnerability to fire damage.

OPTIONAL FEAT

If your DM allows the use of feats from chapter 6 of the Player's Handbook, your nature bound character has access to the following special feat.

ENHANCED REST

Prerequisite: Nature bound

Resting on dirt ground allows you to dig your roots deep, and draw vitality from the minerals within the earth. Small plants sprout in the dirt nearby if the soil is fertile, and existing plant-life appears more lush than before.

After finishing a long rest on an area of dirt, you gain temporary hit points equal to your level, and regain all expended Hit Dice.

Cytosapien displays high habitat centrlicity. Is this grove grown guardian a defense mechanism from interlopers? Or are they bound by their own volition? I think it sees me. YES. Definitely territorial response towards my sample taking questions.

H.

MOOK

IT WAS A REGULAR DAY IN THE CITY OF GAUNTLET. The sun was shining, and the bustling noise of traders at the cliff markets filled the air. I was just starting my walk down the city bisect when a sudden noise permeated the city unlike anything I had ever heard before. A resounding ripping and sucking sound began screaming through the air, as if the sky was folding in on itself. A purple flash followed soon after, and before I could even comprehend what was happening, countless metallic spheres filled the sky above us.

-Danderbin Commonhorn, *speaking of the arrival of fleet of mook ships over the city of Gauntlet*

Mooks are a race of fur-covered planar travelers, that traverse the Multiverse through the Astral Plane in search of their forgotten home. Impressive in both physical capability and mental function, mooks make skilled artisans, tinkers, and industrialists, and are known for building intricate machines of innovation. Teamwork is incredibly important to mooks, as they understand that cooperation and collaboration are fundamental to helping them achieve their goals.

UNASSUMING APPEARANCE

Mooks are often mistaken for stupid, brutish monsters, due to their large size and thick fur, making them seem closer to beasts than the intelligent mechanists and industrialists they are. They tower over most humanoids and a thick pelt of fur covers them from head to toe. Their fur ranges in color from light tan to charcoal black, and fades to white after several centuries of life. Mooks who are old enough to have white fur are highly respected members of their society, and serve as a font of knowledge for younger generations. Males and females vary in few ways, the most recognizable trait separating the two being a thicker tuft of fur growing from the chins of male mooks.

BRAINS AND BRAWN

Mooks hold a number of physical advantages over other races, their size and weight making them formidable in contests of strength and power. Mooks are gifted mentally as well, as each mook has a brain capable of incredible calculations and deep thoughts. For this reason, they make some of the best tinkers and industrialists in the Multiverse as they can not only draw up the plans for remarkable machines, but also perform the hard labor required to craft them.

Mooks spend a large amount of time drifting through the timeless Astral Plane in search of a portal leading to their native plane, and tend to engross themselves in books of lore and knowledge in their downtime. They share ideas freely among themselves and those they meet, in an attempt to learn as much as possible.

Teamwork is a huge principle to the mook. They understand that the best chance of achieving their goals is through cooperation. This is very much the case in combat as well, as mooks make excellent strategists.

UNKNOWN ORIGINS

The native plane of the mooks remains unknown. Not even the longest lived of their kind can date the race back to its origins, and any attempt to ascertain such information through divination is met with vacancy. It's as if their entire history has been erased from the Multiverse itself. Some mooks hypothesize that an ancient enemy of their kind is responsible, having placed a curse over their entire race. Other scholars speculate that mooks merely popped into existence, as if created from thin air.

PLANAR TRAVELERS

Mooks constantly wander the different planes of existence, on a never-ending quest to find their native home. Using their advanced knowledge of technology and mechanics, mooks have been able to reverse engineer the magic involved in the *plane shift* spell through technology alone. The process requires them to create intricate spherical flying ships, which travel fast enough through the air to create tears in the fabric of reality. The ships are fueled by the solidified essence of magic itself, which provides enough power to shuttle the ships between the planes. Collecting this resource is time consuming, and one trip between planes expends a massive amount of it. Thus, mooks prefer to sail their ships into the Astral Plane where they can freely travel across the Multiverse through planar portals without needing to expend large amounts of fuel.



Lost to the ebb and flow of the Astral Plane after a rather botched experiment, I woke to my rescuers. Industrial, inquisitive, and rather hairy. In exchange for knowledge, they fed and gave me passage back to the Material Plane. Oh Magnus, you would have loved them.

A.

Player Question: Which Plane Are You Influenced By?

Most mooks reside in the Astral Plane, without the flow of time affecting their lifespan. If a mook wants to start a family, they need to travel to a different plane to raise their family. Usually, this takes place on the Material Plane, but occasionally mooks decide on other planes to raise their young.

Mooks who are exposed to a particular plane of existence for a long time may find their personality warped by the energy of that plane, and mooks born on these planes may be influenced by the alignment that plane embodies. Use the table below to determine what plane you were born on, or are influenced by, and what alignment you would tend towards.

d10	Influencing Plane
1	The Material Plane (Any lawful alignment)
2	The Feywild, the Shadowfell, or the Elemental Planes (Any chaotic alignment)
3	Arborea, Ysgard (Chaotic Good)
4	Bytopia, Elysium, The Beastlands (Neutral Good)
5	Arcadia, Mount Celestia (Lawful Good)
6	Limbo (Chaotic Neutral)
7	Mechanus (Lawful Neutral)
8	Pandemonium, The Abyss (Chaotic Evil)
9	Carceri, Hades, Gehenna (Neutral Evil)
10	The Nine Hells, Acheron (Lawful Evil)

MOOK CLASSES

Most mooks are Battle Master fighters (battlemasters), planars, or industrialists. These are the three most common types of mook warriors that would be encountered.

Mooks are naturally suited to becoming Battle Masters, due to their knowledge of teamwork and strategy. Their minds allow them to create great innovations, which also lead to them becoming industrialists, utilising their love of technology and mechanisms.

A mook that becomes a planar, binds themselves to one of the Planes of Existence, and draws energy from that plane to empower themselves, in an attempt to better understand the energies permeating the Multiverse.

Although these are the three most common classes taken up by a mook, there is still great diversity in their race. Other classes are less common, but not unheard of in mook society.

Note: You can find both the Industrialist and Planar classes on the DMsGuild, published by B5homebrews, and available for *Pay What You Want*.

MOOK TRAITS

You share a number of traits in common with others of your kind.

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

Age. Mooks live much longer than humans, typically living for a little over 700 years, this is drawn out even further by the fact that they spend a large amount of time in the Astral Plane.

Alignment. Mooks are a very regimented race, following law and order. They tend towards lawful alignments, but can be swayed to different alignments if they have had a lot of exposure to, or were born on, a particular Plane of Existence, becoming a physical embodiment of the alignment of that plane.

Size. Mooks have incredibly tall and thick bodies, standing anywhere between 8 to 9 feet tall, and weighing between 320 and 370 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Powerful Build Mooks are very large creatures, and are no strangers to hard work. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Thick Fur. Mooks are covered in a thick fur, that helps insulate them in colder climates, a clue that they have been using in an attempt to find their native home. You are naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Lovers of Knowledge. You have garnered interesting and unique information whilst traveling the many Planes of Existence. You have proficiency in your choice of one of the following skills: Arcana, History, Nature, or Religion.

Tactical Genius. Mooks understand the intricacies of teamwork. You can take the Help action as a bonus action, and when you use the Help action to aid an ally in attacking a creature, the creature can be within 20 feet of you, rather than 5 feet of you, if the target can see or hear you. 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.

Fixer. Mooks compliment their natural tinkering skill with magic, combining both disciplines to further their work. You know the *mending* cantrip. Intelligence is your spellcasting ability for it.

Mechanist. You are not a stranger to the intricate inner workings of machines. You have proficiency with tinker's tools, and have advantage on ability checks made to comprehend the workings of mechanisms and machines.

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

Mooks remind me of my grandfather - built like a hairy brick ****house and smarter than should be allowed. Regardless, they're solid allies and will always be welcome in any group I travel with. I advise against playing games with them, because even if you win, you lose.

- Magnus

KAKAMORA

THE WAVES WERE TOWERING OVER OUR SHIP, LIKE unforgiving watery giants. The ocean had already claimed half of our crew, and I didn't like my chances of holding on if another wave were to crash over the deck. I made a run for the captain's quarters, but a wave claimed me before I could make it. After some wild thrashing and swearing, the peace of unconsciousness took me. I woke up as if everything was an odd dream, but it was morning and I was being dragged onto the beach by a number of coconut people. They treated me like I was a king, and gave me offerings of precious gemstones and pearls. I think I overstayed my welcome on that island; they grew tired of me lording over them and tried to eat me, but I managed to survive that too.

-Silen Blackgarret, *speaking of his time spent on an island inhabited by kakamora*

Kakamora are short, tribalistic creatures that inhabit coastal islands, dwelling in the dense jungles and caves of those locations. Kakamora can be recognized by the coconut they wear, which serves as more than armor, but as an expression of their identities. They have an innate trickster nature to them, and enjoy seeing the confusion or pain their pranks cause.

COCONUT COVERING

When a kakamora is born, it resembles a miniature troll, with dark green flesh and limbs longer than proportionate for its body. Immediately after birth, the kakamora is put inside of a coconut, where it will spend the rest of its life. Over the course of 10 days, a shaman performs an ancient ritual on the newborn. This ritual binds the kakamora to the coconut, the flesh of the coconut becoming its own, growing with the child into adulthood.

The kakamora paint the front of their coconut's with frightening faces and patterns. This serves as both an expression of their personality, and as a warning to potential adversaries.

OCEANIC REVERENCE

The ocean serves the kakamora as a barrier to the unknown world beyond their islands, and as a supplier of food. Thus, the kakamora revere the ocean as if it were a kind of ancient deity. They sing praise to their watery god whenever they have the chance, hoping to appease it enough to hold off the tropical storms that ravage their islands.

Creatures or objects that wash ashore on an island inhabited by kakamora are often viewed as divine messengers or gifts that have been sent from their deity, and are treated with the utmost respect. They are given offerings of all kinds, but the kakamora are quick to butcher them if they're running low on food.

To the kakamora, ocean travel is a crime against their deity. This doesn't stop the kakamora from traveling on the ocean themselves, but they do so whilst singing constant praise and chants, in an attempt to apologize for their sins.

Player question: What has the ocean given you?

Perhaps your kakamora character has an object they carry with them that was given to them by the ocean. Or, perhaps a creature washed ashore, and you feel it is your god's divine will for you to follow and serve this creature.

Use the table provided to help you decide whether your kakamora character has received a divine gift or messenger from the ocean.

d6	Divine gift/messenger
1	The stinking body of a dead fish
2	A broken wooden broom
3	An old leather boot, that you wear as a hat
4	The skull of a dead sailor
5	An octopus that you keep in a jar of water
6	One of your party members

SUPERSTITIOUS FOLK

The kakamora are incredibly superstitious creatures, and they have a number of likes and dislikes that almost all of their race have in common with each other. It is unclear as to why, but kakamora near universally hate the color white, and actively seek to paint over or destroy objects of that color. They also hate fire, viewing it as the natural enemy of their god. When other races inhabit their islands, the kakamora will go out of their way to steal their fire and keep it hostage, as if having stolen the essence of a deity rival to their own.

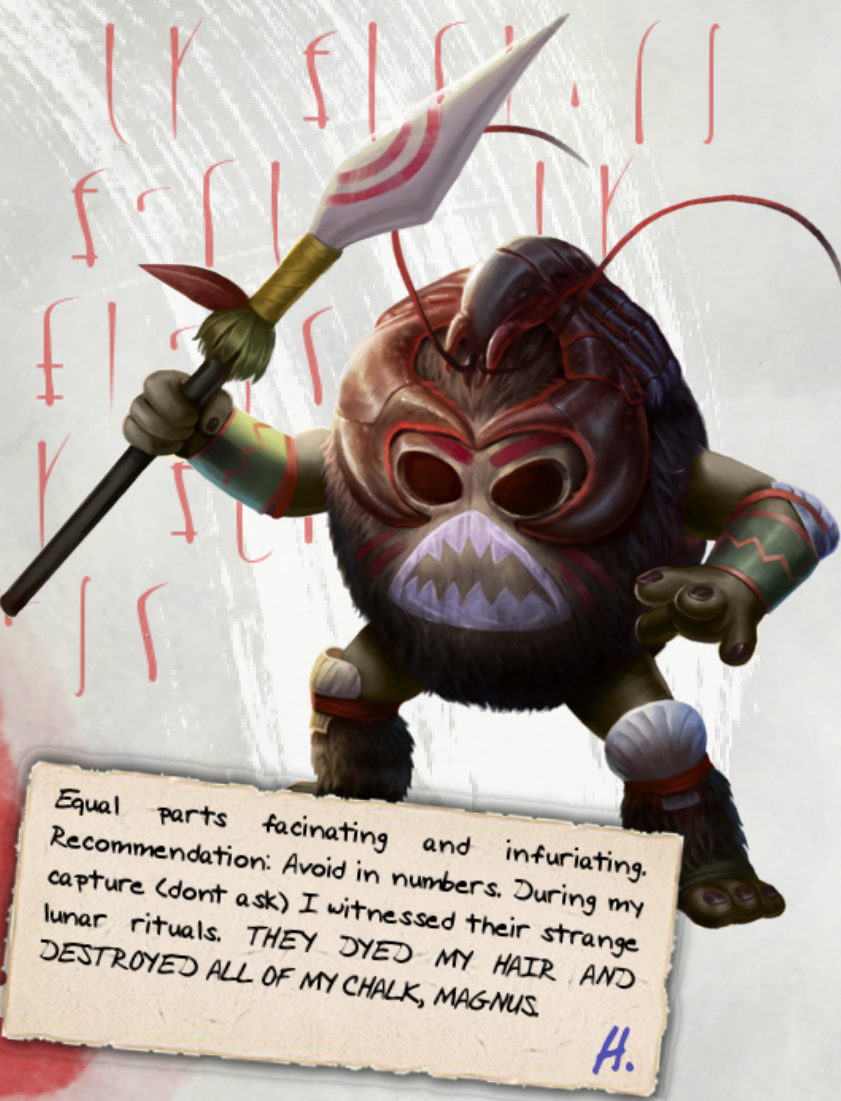
Kakamora may dislike the destruction that tropical storms bring to their islands, but they love the rain that accompanies it, seeing the rain as an extension of the ocean deity they worship.

For a fairly uneducated tribal race, kakamora have a vast understanding of ocean tides, and the influence the moon has over them. The kakamora love the moon, and celebrate it for helping their ocean deity raise and lower the tides. They throw huge parties under the moon when it is full in the sky. Parties like this often have huge bonfires that can be seen from ships far away from the island.

HOLY CRAP WHAT HAVE I DONE?!

I thought the screams were some weird illusion or hallucination! On a side note, Kakamora apparently taste very much like they appear. That doesn't help my case any, but I stand by it regardless.

- Magnus



QUESTING KAKAMORA

Kakamora are superstitious of the world outside their islands, and prefer to stay isolated in groupings with their own. However, their bizarre interpretation of ocean waves and sounds may speak to them like some kind of divine guidance, which will set them off on a quest to achieve some odd goal. This is the main reason for kakamora to be spotted outside of coastal locations.

Other kakamora may follow a humanoid that has washed ashore of one of their islands, believing this creature to be a divine prophet or messenger. When the humanoid decides to take its leave from the island, the kakamora may follow, acting as the humanoid's protector and servant for the rest of its life.

A kakamora that attempts to fit into a human society has a hard time in doing so, as their innate pranking nature can cause grief for other members of the community.

On odd occasions, kakamora tribes take to the ocean by ramshackle raft, or on a stolen ship, and attempt to sink any other ships they come in contact with. These attempts are usually unsuccessful; their constant chanting and drumming makes them easy to hear, and avoid. When a tribe of kakamora is successful, they will usually keep as many of the crew alive as possible, and tie them to the lower decks of the ship before sinking it, sending all on board to their watery grave in the name of the kakamora god.

KAKAMORA NAMES

Kakamora are given names in their native tongue that usually consist of four or five syllables spoken quickly together, and due to the rhythmic nature of the kakamora language, most of these syllables rhyme with each other.

Kakamora Names: Bodogodoba, Gusikuju, Jajayagabu, Lopogotodu, Vatadaxa

KAKAMORA TRAITS

You share many traits with the other kakamora of your kind.

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

Age. Kakamora reach adulthood by the age of 10 and live for around 80 years.

Alignment. An innate urge to play tricks and pranks on others dwells within every kakamora, so they tend towards chaotic alignments.

Size. Kakamora have a short body confined within a coconut, they grow to be 3 to 4 feet tall when standing, and when they retract their limbs into their coconut shell, they are no more than 2 feet tall. Your size is Small.

Speed Your base walking speed is 25 feet.

Darkvision. Being accustomed to living in caves, you have superior vision in dark and dim lights. 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 see colors, only shades of grey, but can easily spot something if it is white.

Tribal Training. You have proficiency with clubs, darts, spears, and blowguns.

Trickster. You're a practiced trickster. You have proficiency in the Sleight of Hand skill.

Armored Coconut. Your body is confined within a protective coconut, making you ill-suited to wearing additional armor. You have a base AC of 16 (your Dexterity modifier doesn't affect this number). You gain no benefits from wearing additional armor, but if you are using a shield, you can apply the shield's bonus as normal.

Coastal Camouflage. It is sometimes difficult to tell whether you are a living creature or just a coconut. You have advantage on Dexterity (Stealth) checks to hide in coastal terrain.

Falling Coconut. Your size allows you to be easily thrown. As an action, you can retract your limbs inside of your coconut shell. While inside your shell, you can roll around at half your normal speed and are resistant to falling damage. The only action you can take is to emerge from your shell as a bonus action.

Additionally, whilst inside your shell, you are considered a simple melee weapon with the thrown property, and a normal range of 20 feet and a long range of 60 feet. If you are thrown and hit a creature, you take no falling damage. On a hit, you deal 2d6 bludgeoning damage. The damage increases by 1d6 when you reach 5th level (3d6), 9th level (4d6), 13th level (5d6), and 17th level (6d6).

Languages. You can speak, read, and write Common, and Kakamora. Kakamora is a rhythmic language of guttural shouts, chants, and drum beats.

UNCHAINED FAMILIAR

I HAD FINALLY MADE IT TO THE LAST ROUND OF THE gladiatorial tournament; I was going to face off against the champion. As I approached the arena, I heard the cheers of the crowd echoing out like thunder rolling over mountains. All the voices cheering the name of the champion in unison, "Weasel, Weasel, Weasel!" I thought it was some weird nickname he had earned in the pits, but I was mistaken. The door to his holding room opened but one foot before the tiny champion dashed underneath it. His tiny ferret arms grasping a handaxe that was as big as his own body, it was the most humiliating defeat I have ever suffered.

-Brickin Redhelm, on the unchained familiar champion of the Crimson Arena

A staple of a wizard's spellbook is the *find familiar* spell, which binds a spirit to their service. Unchained familiars are what results when the bond between master and familiar is severed, the familiar gaining complete sentience and control over their thoughts and actions. Some unchained familiars stay by their former master's side, but others take off into the world in search of their own destiny.

The magic of their former pact still lingers within an unchained familiar, and they utilize its remaining arcane force and their animalistic nature spurred on by their newfound freedom to survive in a big world.

OFF THEIR LEASH

The circumstances for a familiar to gain sentience and freedom are a mystery. Perhaps you were subject to the *awaken* spell and never had a master, or perhaps a glitch in the weave of magic has released you from your eldritch bindings. Regardless of the cause, unchained familiars are no longer obliged to serve, and something keeps them from being dismissed forever.

LINGERING MAGIC

Unchained familiars are still imprinted with residual energy of the arcane, a lingering connection to magic resides within them after their ties to the pact were severed. They learn to manipulate this connection, which lets them create a false-bond with an allied creature, communicate telepathically, and share senses as if they were bound by pact magic.

UNBOUND AND UNEMPLOYED

It can be difficult for a sentient beast to find their place in an unforgiving world. Talking animals are an oddity in most locations, and are quick to be persecuted as abominations or work of darks magic. Unbound familiars that choose a solitary life after finding their freedom quickly realize that they are at a disadvantage, even feral beasts make their own social community to survive.

The longest lived unchained familiars are never found out on their own, often finding groups of open-minded sentient creatures to ally with, or using their intelligence to manipulate the beasts that they embody.

Player Question: Which Animal Are You?

Your subrace informs which kind of beast you are. Agile familiars are capable of quick movement over land, and excel in agility, poisonous familiars are able to deliver powerful doses of venom through their bites, and winged familiars are capable of speedy flight. Use the tables below to help decide which beast form your unchained familiar is connected to.

d6	Agile Familiar
1	Cat
2	Fox
3	Lizard
4	Rabbit
5	Rat
6	Weasel

d4	Poisonous Familiar
1-2	Snake
3-4	Spider

d4	Winged Familiar
1	Bat
2	Hawk
3	Owl
4	Raven

This explains a lot. Over the past two months I've been randomly jumped by the same cat four times. I'm not sure what to do about it, either. I can't squash the thing, I mean I can, but that's not the point. Maybe if I ignore it enough it will go away?

- Magnus

ABSORBED KNOWLEDGE

A spellcaster's familiar is bound to service, and is often tasked with assisting the spellcaster with their daily activities. This could include the preparing of components for spells and rituals, obtaining ingredients for alchemical concoctions, and keeping the spellcaster's work area tidy.

When a familiar's pact breaks and it becomes unchained, the countless hours spent at their former master's side does not go to waste. They may remember odd bits of information about specific arcane practices.

Some masters hunt their former familiars in an attempt to capture or kill, frightened that the now free creature will spread their secrets to the world.

Player Question: Who Was Your Master?

Discuss with your DM the story behind your unchained familiar, and their former master. Was their master a kind person, that supported the now sentient creature's desire for freedom? Or, was their master an evil being, perhaps one that dabbled in necromancy or fiendish summoning? Use the tables below to help decide who your unchained familiar's former master was, and what secret arcane experiments you were a witness to.

d6 Former master

- | | |
|---|-------------------------|
| 1 | A kind diviner |
| 2 | A dastardly illusionist |
| 3 | A maniacal necromancer |
| 4 | A knowledgeable nothic |
| 5 | A fearsome beholder |
| 6 | A grotesque lich |

d6 Master's arcane secret

- | | |
|---|--|
| 1 | Knowledge of a way to turn flesh into gold |
| 2 | An alchemical gas that flays skin from muscle on contact |
| 3 | A mass charm person spell, capable of charming an entire city |
| 4 | A gruesome ritual capable of opening a portal to the Abyss |
| 5 | Knowledge of the location of the <i>Book of Vile Darkness</i> |
| 6 | A primordial spell capable of transporting cities to other planes of existence |

UNCHAINED FAMILIAR NAMES

When a spellcaster binds a familiar into a pact, the spellcaster will often give the familiar a name or nickname to be associated with. An unchained familiar may choose to cast off this name once unbound by the pact and choose their own, or keep it out of respect for their former master.

UNCHAINED FAMILIAR TRAITS

Your unchained familiar character has a combination of natural and magical abilities unique to its animal form.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score decreases by 2.

Age. Magic still flows through the body of an unchained familiar, giving them an unnaturally long lifespan, allowing them to live up to 800 years.

Alignment. The liberating, confusing, or possibly traumatic origins means an unchained familiar can be any alignment.

Size. Familiars are compact and easy to carry. Your size is Tiny.

Speed Your base walking speed is 25 feet.

Darkvision. To detect either predators or prey, 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.

Bestial Body. The breaking of your pact has given you freedom, but left you stuck within the body of an animal. You are considered a beast, and due to your size, you are only able to wield weapons with the light or finesse properties, and you are unable to engage in two-weapon fighting.

Arcane Knowledge. You spent countless hours assisting in arcane practices, and have picked up useful lore and information. You have proficiency in the Arcana skill.

Bond. You can voluntarily act as a familiar to someone you trust. When you finish a short or long rest, you can choose a willing creature to be your bond. While your bond is within 100 feet of you, you can communicate with it telepathically.

Additionally, your bond can use an action to see through your eyes and hear what you hear until the start of its next turn. During this time, it is deaf and blind with regard to its own senses.

Keen Senses. You have proficiency in the Perception skill.

Natural Weapon. Depending on your animal type, you have claws, a beak, a bite, or another natural weapon, which you can use to make unarmed strikes. You can use Strength or Dexterity to calculate the attack and damage rolls with your natural weapon. If you hit with your natural weapon, you deal slashing or piercing damage (your choice) equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages. You speak, read, and write Common and your choice of either Abyssal, Celestial, Infernal, or Sylvan.

Subrace. There are three main kinds of unchained familiars: agile familiar, poisonous familiar, and winged familiar. Choose one of these subraces.

AGILE FAMILIAR

As an agile familiar, your lithe form lends itself to swift movement. Examples of agile familiars are cats, foxes, lizards, rabbits, rats, and weasels.

Ability Score Increase. Your Dexterity score increases by an additional 1.

Mobility. Your base walking speed increases to 40 feet.

Land on Your Feet. You can fall a number of feet equal to 5 times your proficiency bonus without taking falling damage.

Sure-Footed. You have proficiency in the Acrobatics skill, and have advantage on Dexterity (Acrobatics) checks made to maintain your balance.

POISONOUS FAMILIAR

As a Poisonous Familiar, your natural bite inflicts a deadly venom. Examples of poisonous familiars are snakes and spiders.

Ability Score Increase. Your Constitution score increases by 1.

Poisonous. Your natural weapon deals additional poison damage on a successful hit. When you hit a creature with your natural weapon, it must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The creature takes an additional 2d4 damage on a failed save, or half as much damage on a successful one. The poison damage increases to 3d4 at 6th level, 4d4 at 11th level, and 5d4 at 16th level.

Natural Resistance. You have resistance to poison damage, and advantage on saving throws against poison.

WINGED FAMILIAR

As an winged familiar, your wings allow you to travel across the skies. Examples of winged familiars are bats, hawks, owls, and ravens.

Flight. You have a flying speed of 40 feet. Your base walking speed is reduced to 10 feet. Effects that apply to your walking speed apply to your flying speed as well.

OPTIONAL FEAT

If your DM allows the use of feats from chapter 6 of the Player's Handbook, your unchained familiar character has access to the following special feat.

MAGICAL GRASP

Prerequisite: Unchained familiar

The magic that bound you into a pact has been broken, but some of the arcane energy still remains. You have learned to manipulate it to make up for some of your physical limitations.

You know the *mage hand* cantrip, and can cast it as a bonus action. Intelligence is your spellcasting ability for it. When you cast the *mage hand* cantrip using this feat, you can create two spectral hands within your space. The hands last for 1 hour, and can't move more than 5 feet away from you. You can use the hands to make weapon attacks (including weapons with the heavy property), perform the somatic components of spells, activate magic items, and perform other tasks that normal humanoid hands would be able to achieve. You can dismiss the hands as a bonus action.

The hands count as an extension of your physical form. You use your Strength or Dexterity when making attack rolls and ability checks that require the use of your spectral hands.

Expecting to exchange note over tea with an sick colleague before his time on this plane ended, I instead dined with my late friend's pet rabbit. His familiar expressed interest carrying on the day to day of his former master. Such as it was, it would have been rude to cancel our tea time date, although I felt rather mad to agree...

A.



ARACHNID

THE CRIMINALS HAD ESCAPED EXECUTIONERS RUN, and we had been tracking them down to the Aldani Basin over the past week. Rain had harried our pursuit, and I was worried that the terrors of the jungle would claim our quarry before justice would have a chance to. It was on our ninth day that we made the discovery, a huge dirt cave dug into the riverbank. The entire cave was strewn with webbing, and the webbed bodies of the now-dead criminals, I knew it was the lair of one of those creepy spider-people.

-Yingmatona Ashta, *on finding the nest of a strider arachnid*

The arachnid are a spider-like race that makes their societies in the wilderness on the outskirts of civilizations. They possess eight limbs, four primary limbs and four lesser limbs, but are able to join them close together to give themselves the appearance of a normal humanoid. Their natural physiological features grants them unequaled hunting prowess in any environment, from mountains to jungles, and even on odd occasions urban environments.

SPIDER-LIKE PHYSIOLOGY

The arachnid people have a number of features in common with spiders. They have two sets of arms and two sets of legs. They possess a dominant set of arms and legs, that are far stronger than their lesser limbs. Their primary arms have a thumb, index, and middle finger, while the other limb in the same shoulder joint has a clawed ring and pinky finger. The arachnid can use their arms in tandem, allowing them greater strength.

The color of an arachnid's skin and hair varies based on the environment the arachnid calls home. Arachnid people that live in forests and jungles are coloured dark green and brown, arachnid that live in mountains are colored with greys and tans, and dark blues and blacks color the skin of an arachnid that reside in caves or in the Underdark.

There are a few differences between the arachnid sexes, that separate males and females apart. Female arachnid tend to be larger, and more muscular than their male counterparts, and have a wispy head of silk-like hair, while males are bald.

POWER AND WISDOM

Arachnid are a nomadic people, tending to live on the outskirts of society. These tribes are ruled by a council, with the wisest elders, often the druidic and divine influenced arachnid, and the most powerful hunters in the tribe being chosen for the positions. A arachnid society views power and wisdom to be the greatest attributes a hunter can have, thus creating an ever-changing group where the strong can be overthrown by the stronger. Conflict within the tribe, such as war or crime, are debated by the council. When there is a circumstance where a decision cannot be made, trial by combat is the decisive method of determining a victor in arachnid society.

BORN HUNTERS

Arachnid are hunters. No matter the path they choose, the thrill of the hunt runs through their veins. The arachnid people have evolved to be alpha predators. At a quick glance, they can pass through a crowd looking like any human, but looking closer, their primal ancestry is noticed. Both the strider and stalker subrace possess unique abilities that allow them to move through difficult environments, which further bolsters their hunting prowess.

The arachnid people not only hunt for food, but also for sport. They take great pride in going on dangerous expeditions to claim powerful prey, and the trophies that the prey may have.

Player Question: What Is Your Ultimate Prey?

The arachnid people are revered for their incredible hunting ability, and they take great pride in hunting the most difficult prey available. Some arachnid plan in great length, researching fascinating beasts from across the Multiverse, to hunt to claim what they deem to be the ultimate prey.

Use the table below to help decide if your arachnid character has a creature they dream of hunting and killing.

d10	Ultimate Prey
1	Draegloth
2	Spirit naga
3	Fire giant
4	Death slaad
5	Rakshasa
6	Purple worm
7	Goristro
8	Pit fiend
9	Solar
10	Ancient red dragon

At first I thought I would have friendly company on this lonely stretch of road, and that behind me the robed traveler was just that. I inadvertantly became the prey of this mountain's deadly master. Highly maneuverability, biological snares, recommendation: AVOID IN ANY NUMBER.

A.

ARACHNID NAMES

Most arachnid are given names that are a series of clicks and high pitched squeals. These squalls emphasize the use of a's. These names develop as arachnid grow with age and achievement. An arachnid military general has a name that is incredibly complex, a trophy to their high rank in society.

When an arachnid is dealing with outside races, they usually adopt a simplified version of their name.

Arachnid Names: Byka Baa, Cha Chak, *Click-Raa*, Mak Zaa Skra Ska, *Utz-Click*

ARACHNID TRAITS

Your arachnid character has a number of traits in common with others of their kind.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Arachnid reach maturity in their late teens and live a few years longer than humans.

Alignment. The independent nature of the arachnid incline them to a chaotic alignment.

Size. Arachnid stand between 5 and 6 feet tall. Your size is Medium.

Speed Your base walking speed is 30 feet.

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.

Web Walker. You ignore movement restrictions caused by webbing.

Web. You are capable of launching blasts of web at potential prey, in an attempt to restrain them. You can cast the *web* spell as a 2nd-level spell once, and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for it.

Hunter's Snare. You are an adept trapper, and can use your lower limbs to spool an incapacitated target with webbing. As a bonus action, you can encase one incapacitated creature within 5 feet of you with web, restraining it. A creature restrained by the web can use its actions to make a Strength (Athletics) check with a DC equal to 8 + your Wisdom Modifier + your proficiency bonus. If it succeeds, it is no longer restrained.

Additionally, as a bonus action on subsequent turns, you can make one melee attack against a target restrained by your hunter's snare.

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

Subrace. There are two main kinds of arachnid: stalker and strider. Choose one of these subraces.

STALKER

The stalkers are shorter and thinner than their strider counterparts, making them more agile hunters of the darker corners of the wilderness.

Ability Score Increase. Your Dexterity score increases by 1.

Spider Climb. You can crawl across ceilings and walls, sitting at the perfect position to set up ambushes. You have a climbing speed equal to your walking speed, and have the ability to move along vertical surfaces and ceilings while leaving your hands free.

STRIDER

The strider subrace of arachnid are hardy, with broader bodies, which grants them more resilience to conquer tougher hunts. Their hands and feet are broader and hairier than their stalker counterparts, which allows them to trap air between the follicles, and walk across water as if supported by a sturdy platform.

Ability Score Increase. Your Constitution score increases by 1.

Waterwalk. You are naturally gifted with the ability to create pockets of air that serve as a walkway across water. This allows you to prey on aquatic creatures that come close to the surface and pursue any creature you come across. You have the ability to move across the surface of water as if it were harmless solid ground.



You know, L.B., when we got here, I was hoping to find fewer things with an excessive number of spindly limbs. Now I find out they have their own race and civilization here. Who thought this was a good idea? The only saving grace is that they seem to be squishier than your counterparts back home.

- Magnus

SHELK

THEY HAD TOLD ME TO LOOK FOR THE *DRUNKEN* crab in the harbor. It was rumored to be the fastest ship available, and the captain was renowned for his skill. What they hadn't told me was that the captain was some kind of crab-centaur; a shelk is what the first-mate called him. I'm glad he was a kind man, because I'm sure his giant pincer could have taken my head clean off my shoulders.

-Wendrum Hubblepop, on *Captain Humado of the Drunken Crab*

The shelk, otherwise known as crab-centaurs, are a race that travels the open oceans of the world. They live on artificial islands constructed from driftwood, ocean debris, and anything else they can scavenge. Shelk have six sturdy crab-like legs, and four arms; two ending in fingered hands and two ending in pincers, one pincer larger than the other. Their upper bodies resemble stout humans from the waist up. Shelk occasionally make settlements along coastlines, but prefer to stay on the ocean to avoid persecution by land dwelling races who mistake them for monstrosities.

ARTIFICIAL ISLANDS

Shelk construct huge artificial islands from driftwood and other ocean debris, and lash it all together with discarded rope and seaweed. These islands usually range anywhere from 100 to 800 feet in diameter, and can house anywhere from 15 to 150 shelk.

Despite its ramshackle appearance, a shelk artificial island is an intricately designed vessel of ocean travel. Shelk are inherently skilled navigators and sailors, capable of sailing their islands across the oceans whilst also avoiding dangerous storms and obstacles.

SOCIETY AND ORDER

Due to the dangers that living on the ocean presents, a shelk island's government is run a lot like a sailing vessel. Law and order in shelk society isn't a choice, but a survival necessity. A single shelk rules as captain of the island, and everyone underneath them must follow the rules set to ensure the survival of those aboard. The mistake of one shelk could result in the island floating into the path of a violent storm, or running aground on a reef or sandbar.

SAILORS, NAVIGATORS, FISHERS

The most common occupations in shelk societies are sailors, who are in charge of steering and commandeering their islands, navigators, who guide the island in the correct direction, avoiding obstacles and hazards, and fishers, who are in charge of supplying the island with food.

Shelk aren't inherently good swimmers, but they can hold their breath for hours at a time. A shelk fisher will often harness themselves to the edge of their island and dive deep into the water. The fisher will scour the ocean floor for sealife, and pull themselves back aboard once they have completed their task.

On rare occasions, a shelk will be born with an exceptionally strong connection to the ocean, which will manifest itself into druidic or sorcerous magic. Shelk born with this connection are invaluable members of their community, and often find themselves thrust into positions of leadership.

OFF THE ISLAND

Storms are the most common cause of shelk adventures, the powerful wind and waves are capable of tearing an artificial island to pieces. A shelk may find themselves washed ashore on a distant land without any hope of finding their lost comrades. Shelk are highly social creatures, and they function poorly without company. A shelk who becomes separated may attempt to fit into a human society, serving as a ship captain, navigator, or fisher. A particularly adventurous shelk may find themselves in an adventuring party, and will serve the group to the best of their ability.

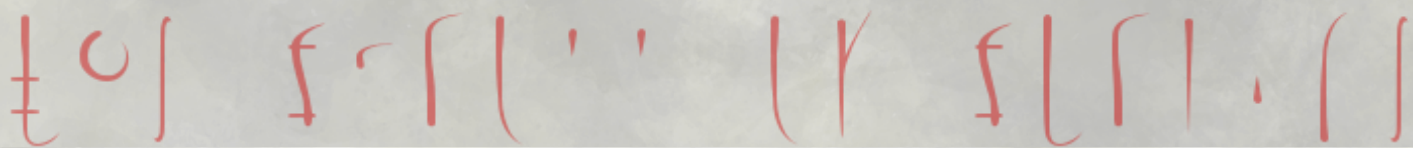
Player Question: Why Is Your Shelk Adventuring?

Discuss with your DM why your shelk character has taken up a life of adventure. Why did they leave their regular life on the open ocean? Was their artificial island destroyed in a storm, or besieged by pirates? Or, perhaps you left entirely on your own accord. If your island was destroyed or attacked, think of which enemies may be responsible.

Use the tables below to come up with ideas as to why your shelk is adventuring.

d6	Reason for leaving
1	My artificial island was destroyed
2	My artificial island was attacked
3	I was banished from the island
4	I left the island for my own reasons
5	I was given a great quest from my leader, and I must see it to fruition
6	I was raised on the coast, and have always lived on the land

d6	Shelk enemies
1	Plundering humanoid pirates
2	Savage sahuagin raiders
3	A powerful giant shark
4	A sadistic morkoth and its minions
5	A greedy dragon turtle
6	An ancient kraken and its cult-like worshippers



SHELK NAMES

Most shelk are given names that have two or three syllables and have heavy use and emphasis of vowels. Naming conventions don't differ between sexes, and shelk have no surnames or clan names, only going by their first name.

Shelk Names: Abata, Butuga, Fupapo, Mologo, Retuki, Tikuma, Ugapo

SHELK TRAITS

You share the following traits with other shelk.

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

Age. Life on the high seas can be dangerous, which results in the shelk having a shorter expected life. Shelk reach maturity in 10 years and usually live no longer than 60 years. A shelk that lives a life of peace and safety can live for up to 140 years.

Alignment. Shelk societies adhere to strict laws and regulations to ensure their survival. They tend towards lawful alignments.

Size. Shelk have a heavy chitinous carapace covering their six-legged lower body, and a stout humanoid torso. They usually stand between 5 and 6 feet tall and weigh on average between 320 and 360 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes have adapted to hunting along the dark ocean floor. 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 blue.

Chitinous Armor. Your lower body is covered in a chitinous carapace. When you aren't wearing armor, your AC is 11 + your Constitution modifier. You can use your chitinous 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 chitinous armor.

Hunter. You have proficiency with the spear, net, and harpoon (see the sidebar).

Steady Base. You have six strong legs to help you hold steady during storms on the open ocean. You have advantage on Strength saving throws made to avoid being knocked prone or moved against your will.

Deep Diver. You can hold your breath for a number of hours equal to your Constitution modifier (minimum of 1).

Pincer. Your large pincer is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength modifier.

Ocean Traveler. You gain proficiency with your choice of either navigator's tools, or vehicles (water).

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

HARPOON

Simple melee weapon

Damage: 1d6 piercing

Cost: 2 gp

Weight: 2 lb

Properties: Aquatic, special, thrown (range 30/120)

Special Properties.

Aquatic: This weapon functions normally underwater. A creature without a swimming speed doesn't suffer disadvantage on melee attack rolls made with this weapon underwater. Ranged attacks made underwater with this weapon don't automatically miss when attacking a target beyond the weapon's normal range.

Special. A Tiny creature hit by a harpoon is impaled, and is restrained until it is freed. This property doesn't function on creatures that are formless, or creatures that are Small or larger. A creature can use its action to make a DC 10 Strength or Dexterity check, freeing itself or another creature within its reach on a success. You are unable to attack with the harpoon if a creature is currently restrained by it.



Growing up in the City of Bridges, I was more familiar with aquatic life than many of the inland people. That didn't mean I wanted anything to do with it. These Shelks as they call themselves, they wouldn't be at all out of place there. Closing my eyes, I can imagine looking out over the docks and seeing one of their islands drifting by, adding one more to the long list of reasons to leave the coast as soon as possible.

- Magnus

APPENDIX: NONPLAYER CHARACTERS

This appendix contains statistics for various nonplayer characters (NPCs) created from races listed within this document. Use them as allies or enemies for your players to interact and engage with.

GROVE GUARDIAN

Medium plant (tree nature bound), neutral good

Armor Class 13 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Str +6, Con +6

Skills Intimidation +3, Nature +2, Survival +4

Senses passive Perception 11

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Enhanced Rest. After the guardian finishes a long rest on an area of dirt, it gains 10 temporary hit points.

Take Root and Grow. The guardian doesn't need to eat food, but must be exposed to direct sunlight for at least 1 hour a day to gain sustenance. It can go without exposure to sunlight for 3 days before gaining 1 level of exhaustion, and an additional level every day thereafter. The guardian loses all levels of exhaustion gained from this trait after being exposed to sunlight for at least 1 hour.

Rooted (1/Day). The guardian spreads its roots across the ground as a bonus action. While rooted, its speed becomes 0, it can't be knocked prone, its reach increases by 5 feet, it has disadvantage on Dexterity saving throws, and when it hits a creature with melee weapon attack, it deals an additional 10 bludgeoning damage. The guardian remains rooted for 1 minute, or until it ends it as a bonus action.

Actions

Multiattack. The guardian makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

GROVE GUARDIAN

A tree nature bound that grows within a grove of trees may choose to stay by their growth-place for their entire life, acting as a **grove guardian**. These guardians act as defenders of their forests, and destroyers of the unnatural. Creatures that attempt to cut down or destroy trees within a guardian's grove are usually met with threats. If the creature chooses to ignore the threats, the guardian will attack with unforgiving ferocity.

An unnatural threat, such as an aberration, is viewed as an abomination of the natural world that must be destroyed. If the creature is too powerful for the guardian to kill on its own, it may enlist the help of other forest dwelling-beings, or adventurers if they stumble into the area, to assist in the task.

A guardian is just as quick to help wanderers who get lost within the wilderness they call their home, often serving as a guide to get the lost creatures back to their homes or friends.

THORNED GRAPPLER

A thorned nature bound may look like a beautiful collection of flowers or a perfectly trimmed humanoid-shaped shrub, but beneath their exterior is a set of razor-like thorns.

Thorned grapplers learn to utilize these thorns for battle, adapting their strategy in combat to incorporate use of powerful grapples that rub their enemies against their thorny body. These nature bound are both beguiling and stealthy, and can strike at their enemies from advantageous positions, while the enemy is under the effect of a charm or while hidden in plant-life.

HERBALIST

Any race can take up the craft of a *herbalist*^{*}, but few have the natural skill for the craft like herbal nature bound. Their bodies are made up of medicinal herbs that can be brewed into a powerful healing concoction.

Even a peaceful stroll through the woods presents dangers. There are few things that can throw me off my stride. One of those things is a massive animate tree literally throwing me off my stride. I took a lot of punishment before I could convince it I meant not harm to it or the forest. Its club hit as hard as any maul or hammer I've seen. I think if I had actually fought it, it would have been a slusfest, and I doubt I could have gone the distance.

- Magnus

THORNED GRAPPLER

Medium plant (thorned nature bound), chaotic good

Armor Class 11
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	8 (-1)	12 (+1)	11 (+0)

Skills Athletics +5, Nature +1, Stealth +3
Senses passive Perception 11
Languages Common, Sylvan
Challenge 2 (450 XP)

Take Root and Grow. The grappler doesn't need to eat food, but must be exposed to direct sunlight for at least 1 hour a day to gain sustenance. It can go without exposure to sunlight for 2 days before gaining 1 level of exhaustion, and an additional level every day thereafter. The grappler loses all levels of exhaustion from this trait after being exposed to sunlight for at least 1 hour.

Grappler. The grappler has advantage on attack rolls against a creature it is grappling.

Actions

Multiattack. The grappler makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Handaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Beguiling Perfume (1/Day). The grappler releases a powerful scent from its flowery body, and attempts to overwhelm one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be charmed by the grappler until the end of the grappler's next turn.

Unassuming Appearance. The grappler moves into the space of a Medium or larger collection of plants within 5 feet of it. While it remains motionless in that space, the grappler is indistinguishable from the plant-life around it.

Bonus Actions

Thorns. The grappler deals 5 (1d4 + 3) piercing damage to one creature it is grappling.

HERBALIST

Medium plant (herbal nature bound), neutral good

Armor Class 11 (leather)
Hit Points 37 (5d8 + 15)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	14 (+2)	18 (+4)	10 (+0)

Skills Nature +6, Perception +6, Survival +6
Senses passive Perception 16
Languages Common, Sylvan
Challenge 1/4 (50 XP)

Healing Herbs (1/Day). The herbalist can spend 10 minutes preparing a brew from the herbs of its body. A creature can drink the brew as an action and regain 7 (2d6) hit points. The brew loses potency if undrunk after 8 hours.

Take Root and Grow. The herbalist doesn't need to eat food, but must be exposed to direct sunlight for at least 1 hour a day to gain sustenance. It can go without exposure to sunlight for 2 days before gaining 1 level of exhaustion, and an additional level every day thereafter. The herbalist loses all levels of exhaustion from this trait after being exposed to sunlight for at least 1 hour.

Herbal Creation. The herbalist gains a +4 bonus to ability checks it makes to use a herbalism kit, and it can spend 20 gp of raw materials during a short rest to create a vial of one of the following: acid, antitoxin, insect repellent salve, or perfume.

Actions

Lashing Vines. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

FUNGAL ARCHDRUID

Medium plant (fungal nature bound), neutral good

Armor Class 11 (leather)
Hit Points 180 (24d8+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	14 (+2)	20 (+5)	8 (-1)

Saving Throws Con +7, Wis +9
Skills Nature +6, Perception +9, Survival +9
Senses darkvision 60 ft., passive Perception 19
Languages Common, Sylvan
Challenge 11 (7,200 XP)

Take Root and Grow. The archdruid doesn't need to eat food, but must drink twice the normal amount of water.

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *druidcraft, infestation, mold earth, poison spray*

1st level (4 slots): *create or destroy water, detect poison and disease, fog cloud, snare*

2nd level (3 slots): *earthbind, hold person, protection from poison, spike growth*

3rd level (3 slots): *daylight, feign death, plant growth, speak with plants*

4th level (3 slots): *blight, giant insect, hallucinatory terrain*

5th level (3 slots): *commune with nature, contagion, insect plague*

6th level (1 slot): *druid grove, transport via plants*

7th level (1 slot): *regenerate*

8th level (1 slot): *antipathy/sympathy*

9th level (1 slot): *foresight*

Actions

Thorny Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands

Nature Shape (2/Day). The archdruid magically assumes the form of a plant creature it has seen before that has a challenge rating of 5 or lower. It can stay in its nature shape form for 18 hours, it then reverts to its normal form. The archdruid can revert to its normal form earlier as a bonus action. It reverts to its normal form automatically if it drops to 0 hit points, falls unconscious, or dies. While the archdruid is transformed, the following rules apply:

- The archdruid's game statistics are replaced by the statistics of the plant, but it retains its alignment, personality, and Intelligence, Wisdom, and Charisma scores. The archdruid also retains all of its skill and saving throw proficiencies, in addition to gaining those of the creature.
- When the archdruid transforms, it assumes the plant's hit points and Hit Dice. When the archdruid reverts to its normal form, it returns to the number of hit points it had before it transformed. However, if the archdruid reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.
- While in plant form, the archdruid can cast spells that don't require material components, and it can't use any of its special senses in plant form, such as darkvision, unless its new form also has that sense.

Spore Cloud (1/Day). The archdruid releases a 10-foot-radius spore cloud, which moves with it, and spreads around corners. While in the cloud, the archdruid has blindsight within the radius of the cloud, and can communicate telepathically with anyone within the cloud. When a creature is reduced to 0 hit points within the cloud, the archdruid can use a reaction to draw energy from its wounds, and regain 4 hit points. The cloud lasts for 1 minute, or until the archdruid dismisses it as a bonus action.

FUNGAL ARCHDRUID

When an archdruid passes from natural causes and is buried to be absorbed into the earth, their essence may drift down into the caverns below the surface world. Slowly a fungal nature bound is born, the archdruid inhabiting the body of a collection of fungi. Over the span of a lifetime, if the fungal nature bound manages to survive the tribulations of the Underdark, they may resume their place as a guardian of the natural world, becoming a **fungal archdruid**.

Don't let the initially frail appearance fool you. These things are tough. If you absolutely cannot avoid a fight, hit it hard and fast and never let up. If it shifts, hit it harder and faster. Watch out for spores, and its thorny staff though. While easier to deal with up close, it's still no pushover.

- Magnus

MOOK WAR TINKER

Medium humanoid (mook), lawful neutral

Armor Class 14 (breastplate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	17 (+3)	11 (+0)	9 (-1)

Saving Throws Con +5, Int +6
Skills Arcana +6, History +6, Investigation +6
Damage Resistances force
Senses passive Perception 10
Languages Common
Challenge 6 (2,300 XP)

Fixer. The mook knows the *mending* cantrip. Intelligence is its spellcasting ability for it.

Mechanist. The mook has advantage on ability checks made to comprehend the workings of mechanisms and machines.

Powerful Build. The mook counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Thick Fur. The mook is naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Power Charges (8/Day) The mook has power charges that it uses as batteries to fuel its inventions. When a power charge is put into an invention, the invention functions; the invention is useless and inoperable without a power charge. A power charge placed in an invention loses power after 8 hours, or if it is removed from the invention.

The mook has a number of inventions that require the use of its *Power Charges*.

The following items require a power charge to be inserted into them to be operational: *Beam Cannon*, *Siege Maul*.

The mook can put a power charge inside an invention that is not currently being powered as a bonus action.

Once per turn, as a bonus action, the mook can expend one of its power charges to deal an additional 17 (5d6) damage when it hits a target with an *invention*.

Actions

Multiattack. The mook makes two siege maul attacks.

Siege Maul (Invention). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 12 (2d8 + 3) bludgeoning damage.

Beam Cannon (Invention). *Ranged Weapon Attack:* +3 to hit, range 250 ft./500 ft., one target. *Hit* 13 (2d12) force damage.

Bonus Actions

Tactical Genius (3/Day). The mook takes the Help action, and when it aids an ally in making an attack, it can target a creature within 20 feet of itself.

MOOK WAR TINKER

Mooks are one of the more industrious races in the Multiverse. Their innate knack for intricate mechanisms and machines makes them incredible inventors, capable of creating great inventions and innovations. A **mook war tinker** is a mook that has dedicated themselves to the invention of powerful weapons; all of their thoughts being channeled into thinking of ways to create better machines of war. These war tinkers serve mook societies as their infantry and sentries, particularly on the Astral Plane.

Mook inventors have learned to harvest the essence of magic itself from the air around them, a substance that is abundant on the Astral Plane. They use this magical essence to power many of their great machines and ships. Mook industrialists have learned to break the magical essence down to its most simplistic form, which they store inside of small batteries called power charges. These power charges fuel destructive weapons and incredible innovations.

One of the more advanced weapons mooks have been able to create is the beam cannon, which is capable of shooting beams of crackling arcane energy over great distances.

ASTRAL PLANAR

Planars are beings that bond themselves to one of the Planes of Existence through the ritual of occult connection. This ritual allows the planar to act as an energy siphon, giving them the ability to draw energy from the bonded plane into themselves and their attacks.

An **astral planar** is a being that draws energy from the Astral Plane. Mooks make for powerful planars, especially when they connect themselves to the Astral Plane, as their constant exposure to it enhances the power of their occult connection even further. They channel the psychic winds that ravage the plane, and boost their attacks with potent psychic energy.

I know warriors. I know mechanics. I know warriors that like to tinker and mechanics that like to fight. The war tinker is a warrior mechanic. Equally at home in the workshop or on the field of battle, their incredible intellect makes their considerable strength that much more dangerous. The war machines they build would be the envy of most Ninth-Worlders, and significantly more reliable. If a war tinker is facing down the enemy, you'd better hope you're facing the same way.

- Magnus

ASTRAL PLANAR

Medium humanoid (mook), lawful neutral

Armor Class 13 (chain shirt)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	15 (+2)	10 (+0)	8 (-1)

Saving Throws Con +3, Int +4

Skills Arcana +4, Athletics +4, Stealth +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Fixer. The mook knows the *mending* cantrip. Intelligence is its spellcasting ability for it.

Mechanist. The mook has advantage on ability checks made to comprehend the workings of mechanisms and machines.

Powerful Build. The mook counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Thick Fur. The mook is naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Plane Strike (5/Day). Once per turn, when the mook hits a creature with an attack, it can deal an additional 7 (3d4) psychic damage to the target.

Spellcasting. The mook is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mook has the following planar spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*

1st level (3 slots): *comprehend languages*, *grease*, *magic missile*, *shield*

Actions

Multiattack. The mook makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 6 (1d8 + 2) bludgeoning damage

Bonus Actions

Tactical Genius (2/Day). The mook takes the Help action, and when it aids an ally in making an attack, it can target a creature within 20 feet of itself.

ASTRAL CAPTAIN

Medium humanoid (mook), lawful neutral

Armor Class 18 (plate)

Hit Points 266 (28d8 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	17 (+3)	12 (+1)	13 (+1)

Saving Throws Str +10, Dex +5, Con +10

Skills Arcana +8, Perception +6, Persuasion +6

Senses passive Perception 16

Languages Common

Challenge 13 (10,000 XP)

Fixer. The captain can cast the *mending* cantrip. Intelligence is its spellcasting ability for it.

Mechanist. The captain has advantage on ability checks made to comprehend the workings of mechanisms and machines.

Powerful Build. The captain counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Indomitable (3/Day). The captain can reroll a saving throw it fails. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the captain can regain 25 hit points.

Tripping Attack (1/Turn). When the captain hits a creature with a melee attack, it can attempt to trip that creature. The creature must succeed on a DC 18 Strength saving throw or be knocked prone.

Actions

Multiattack. The captain makes four melee attacks.

Great Sword. *Melee Weapon Attack:* +10 to hit, reach 5ft, one target. *Hit:* 11 (1d12 + 5) slashing damage.

Bonus Actions

Tactical Genius (5/Day). The captain takes the Help action, and when it aids an ally in making an attack, it can target a creature within 20 feet of itself.

Legendary Actions

The captain can take 2 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The captain regains spent legendary actions at the start of its turn.

Command Ally. The captain targets one ally it can see within 30 feet of it. If the target can see and hear the captain, the target can make one weapon attack as a reaction.

ASTRAL CAPTAIN

There are few mooks capable of commanding a fleet of inter-planar ships through the Astral Plane. An **astral captain** is a mook that has risen through the ranks of a mook fleet, proving themselves time and time again in adverse situations. They possess unparalleled skills in command, combat, and teamwork.

KAKAMORA SEA SHAMAN

Some kakamora are such devout followers of their ocean deity, that they form an otherworldly connection with the salt water that they revere. Some scholars believe that the devotion these shamans have allows them to manipulate the power of the ocean through sheer force of will alone; other scholars theorize that the ocean deity they worship is in fact a real deity, which grants them power over the seas.

A **kakamora sea shaman** is a force to be reckoned with on the open ocean when paired with a crew of kakamora pirates. The power the shaman possesses makes up for the lack of stealth the tribe possess, their constant chanting whilst sailing ruining any chance of a stealthy approach upon a target vessel.

These shamans are able to raise tsunamis of immense size, which are capable of devastating coastal towns, and sinking entire fleets of ships. When a shaman rises within a kakamora community, they are revered as prophets and are looked to for their wisdom, and to interpret the messages their ocean deity gives them.

KAKAMORA TRIBAL

The bulk of a kakamora community is made up of **kakamora tribals**, that serve their communities as warriors, hunters, and pirates. The tribals are skilled in martial combat, undergoing training with the spear, dart, dagger, and club, as soon as they can hold a weapon.

A common tactic among a group of tribals is to form ranks in front of the enemy, with spears thrust forward towards their target. Kakamora behind the spear ranks throw darts, daggers, and each other into the ranks of enemies they're fighting against.

KAKAMORA SEA SHAMAN

Small humanoid (kakamora), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 165 (30d6 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	14 (+2)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Str +7, Wis +6
Skills Nature +2, Religion +2, Stealth +2, Survival +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Kakamora
Challenge 7 (2,900 XP)

Coastal Camouflage. The shaman has advantage on Dexterity (Stealth) checks to hide in coastal terrain.

Innate Spellcasting. The shaman's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water (create only), shape water*

3/day each: *control water, tidal wave, wall of water, water breathing*

1/day: *tsunami*

Actions

Club. *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 6 (1d4 + 4) bludgeoning damage

Falling Coconut. The shaman retracts its limbs inside of its coconut shell. While inside its shell, the shaman is incapacitated, can roll around at only half its normal speed, and is resistant to falling damage. It can emerge from its shell as a bonus action.

Additionally, while the shaman is inside its shell, it is considered a simple melee weapon with the thrown property and a range of 20/60 feet. If it is thrown and hits a creature, the shaman takes no falling damage. On a hit, it deals 10 (3d6) bludgeoning damage.

I have no idea where they store that much magical energy. Now that I know where to find these guys I know where to not go. Ever Saltwater already wreaks enough havoc on my less fleshy bits, these little buggers can summon it in force!? Thank the datasphere there weren't any around when I ran into the Kakamora.

- Magnus

KAKAMORA TRIBAL

Small humanoid (kakamora), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Str +5
Skills Stealth +2, Survival +4
Senses darkvision 60ft., passive Perception 12
Languages Common, Kakamora
Challenge 1 (200 XP)

Coastal Camouflage. The kakamora has advantage on Dexterity (Stealth) checks to hide in coastal terrain.

Actions

Multiattack. The kakamora makes two spear attacks.

Dart. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands.

Falling Coconut. As an action, the kakamora can retract its limbs inside of its coconut shell. While inside its shell, the kakamora is incapacitated but can roll around at half its normal speed, and is resistant to falling damage. It can emerge from its shell as a bonus action.

Additionally, whilst the kakamora is inside its shell, it is considered a simple melee weapon with the thrown property and a range of 20/60 feet. If it is thrown and hits a creature, it takes no falling damage. On a hit, you deal 7 (2d6) bludgeoning damage.

AGILE MAGE HUNTER

When a familiar's pact is broken, it may gain sentience and free will, transforming itself into an unchained familiar. This freedom does not come without consequence; these familiars carry the secrets of their former masters and may be hunted because of this knowledge.

An **agile mage hunter** is an agile unchained familiar that has experienced being hunted by their former magical master first-hand, and has developed a set of skills and abilities to help them deal with renegade spellcasters, and magical creatures.

An agile unchained familiar is an unsuspecting foe, and uses their appearance to sneak their way into a spell casters lair, gaining the element of surprise to strike against their adversary.

VENOMOUS ASSASSIN

Poisonous unchained familiars find it easy to slip into roguish positions in society, as their appearance leads them to be mistrusted and persecuted. **Venomous assassins** often operate alone, or alongside the ranks of a thieves' guild that has taken interest in their talents.

These assassins are able to sneak and blend in where other scoundrels cannot, making them naturally suited to roguish pursuits. Their ability to deliver powerful doses of venom with their natural weapons also plays a factor in their success in these roles, which allows them to strike and kill with unequaled efficiency.

CELESTIAL WING

For a familiar to be summoned, a spellcaster must draw forth a celestial, fey, or fiend spirit. The spirit is bound into the body of a beast, to serve as that spellcasters companion.

Although the process a familiar goes through to become unchained leaves them in the body of a beast, they may still have some memory or personality traits from their extraplanar spirit. A **celestial wing** is a winged unchained familiar that has the remnants of a celestial spirit within it. Empowered by its past as a celestial, it strives to do good in the world, and help wherever it can. It is rumored that the stronger this creature gets, or the more good deeds it does, the closer its wings grow to the appearance of an angel's.

Okay, let's clear the air here. Yes, I ate one, no I didn't realize what it was at the time. One of their warriors by itself isn't much of an issue. You might get poked a bit, but as long as its darts don't get you, most adventurers shouldn't have much difficulty with them. When they assault en masse and drown you with numbers, well, I'd rather not have a repeat of the spire in Rust.

- Magnus

AGILE MAGE HUNTER

Tiny beast (agile unchained familiar), chaotic neutral

Armor Class 16 (leather armor)

Hit Points 83 (23d4 + 23)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Strength +0, Dexterity, +8

Skills Acrobatics +8, Arcana +3, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Bestial Body. Due to the hunter's size, it is only able to wield weapons with the light or finesse properties, and is unable to engage in two-weapon fighting.

Bond. After finishing a short or long rest, the hunter can choose a willing target to be its bond. While the hunter's bond is within 100 feet of it, it can communicate with it telepathically. Its bond can use an action to see through the hunter's eyes and hear what it hears until the start of the bond's next turn. During this time, the bond is deaf and blind with regard to their own senses.

Land on Your Feet. The hunter can fall up to 15 feet without taking damage.

Sure-Footed. The hunter has advantage on Dexterity (Acrobatics) checks made to maintain its balance.

Mage Slayer. The hunter has practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of the hunter casts a spell, the hunter can use its reaction to make a melee weapon attack against that creature.
- When the hunter damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- The hunter has advantage on saving throws against spells cast by creatures within 5 feet of it.

Actions

Multiattack. The hunter makes three melee attacks.

Natural Weapon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) piercing damage.

VENOMOUS ASSASSIN

Tiny beast (poisonous unchained familiar), neutral evil

Armor Class 14

Hit Points 94 (21d4 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	13 (+1)	10 (+0)	9 (-1)

Saving Throws Dexterity +7, Intelligence +4

Skills Arcana +4, Perception +3, Sleight of Hand +10, Stealth +10

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

Bestial Body. Due to the assassin's size, it is only able to wield weapons with the light or finesse properties, and is unable to engage in two-weapon fighting.

Bond. After finishing a short or long rest, the assassin may choose a willing target to be its bond. While the assassin's bond is within 100 feet of it, it can communicate with it telepathically. Its bond can use an action to see through the assassin's eyes and hear what it hears until the start of their next turn. During this time, the bond is deaf and blind with regard to their own senses.

Natural Resistance. The assassin has advantage on saving throws against poison.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Natural Weapon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or take 10 (4d4) poison damage.

CELESTIAL WING

Tiny beast (winged unchained familiar), lawful good

Armor Class 14
Hit Points 70 (20d4 + 20)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	13 (+1)	10 (+0)	16 (+3)	9 (-1)

Saving Throws Wisdom +5, Charisma +1
Skills Arcana +2, Medicine +5, Perception +5, Religion +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Celestial
Challenge 3 (700 XP)

Bestial Body. Due to the celestial wing's size, it is only able to wield weapons with the light or finesse properties, and is unable to engage in two-weapon fighting.

Bond. After finishing a short or long rest, the celestial wing may choose a willing target to be its bond. While the celestial wing's bond is within 100 feet of it, it can communicate with it telepathically. Its bond can use an action to see through the celestial wing's eyes and hear what it hears until the start of their next turn. During this time, the bond is deaf and blind with regard to their own senses.

Spellcasting. The celestial wing is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying*

1st level (4 slots): *bles, cure wounds, sanctuary, shield of faith*

2nd level (3 slots): *aid, calm emotions, prayer of healing, spiritual weapon*

3rd level (3 slots): *beacon of hope, mass healing word, revivify, spirit guardians*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (1 slot): *flame strike, hold monster, mass cure wounds*

Actions

Natural Weapon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

URBAN CRAWLER

Medium humanoid (stalker arachnid), chaotic neutral

Armor Class 13 (leather)
Hit Points 72 (16d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	8 (-1)	16 (+3)	10 (+0)

Skills Stealth +4, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Undercommon
Challenge 3 (700 XP)

Web Walker. The crawler ignores movement restrictions caused by webbing.

Spider Climb. The crawler has the ability to move along vertical surfaces and ceilings while leaving its hands free.

Urban Hunter. When the crawler makes an Intelligence or Wisdom check related to urban environments, it has advantage on the skill check if it is using a skill that it is proficient in.

Innate Spellcasting. The crawler's spellcasting ability is Wisdom (spell save DC 13). It can innately cast *web*, requiring no material components.

Sneak Attack (1/Turn). The crawler deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the crawler that isn't incapacitated and the crawler doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Bonus Actions

Hunter's Snare. Using its lower limbs, the crawler can encase one incapacitated creature within 5 feet of it with web. The creature is immediately restrained. A creature restrained by the web can use its actions to make a DC 12 Strength (Athletics) check, freeing itself on a success. Additionally, as a bonus action, the crawler can make one melee attack against a target restrained by its hunter's snare.

URBAN CRAWLER

Not all members of the arachnid race live away from civilization. Some arachnids chose to reside in the warrens of a bustling urban environment. An **urban crawler** is a stalker arachnid that has made its home within a city, using its innate spider climbing ability to traverse across the sides of buildings in search of prey.

Most arachnid's that choose to live in this environment are stuck in a constant cycle of being hunted by the other inhabitants of the city. Regardless of the morality of the arachnid, the rarity of their race and their horrific visage leads people to assume the worst.

An urban crawler that has its existence known may be hired as a bounty hunter to rid the streets of rats and criminals alike.

GLORY HUNTER

There are few races that excel at life beyond the realms of civilisation better than the arachnid. Strider arachnids are the most hardy of their race, and are built to endure the toughest environments and encounters.

A **glory hunter** is a strider arachnid that scours many different terrains, searching three or four, banding together with one another to take on even more dangerous prey.

SHELK STORMBORN

When a shelk is born during an ocean storm, the elemental energies of the storm may leave an impression on the child, resulting in a **shelk stormborn**. Shelk born with this gift share a strong connection to the ocean around them, which results in the shelk being able to manipulate sorcerous magic. Shelk stormborn usually find themselves thrust into positions of power, quickly proving themselves reliable assets to a shelk island.

SHELK FISHER

The most common job on a shelk artificial island is a fisher, someone responsible for catching fish and sea-life to feed the population aboard the island. **Shelk fishers** attach themselves to the edge of the island with rope or braided seaweed and dive deep into the ocean below. They stay submerged for hours at a time, collecting fish and sea-life with the harpoons they carry.

GLORY HUNTER

Medium humanoid (strider arachnid), chaotic neutral

Armor Class 13 (studded leather)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	14 (+2)	10 (+0)

Skills Athletics +6, Stealth +4, Survival +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Undercommon

Challenge 6 (2,300 XP)

Web Walker. The glory hunter ignores movement restrictions caused by webbing.

Water Walk. The glory hunter can move across the surface of water as if it were harmless solid ground.

Innate Spellcasting. The glory hunter's spellcasting ability is Wisdom (spell save DC 13). It can innately cast *web*, requiring no material components.

Reckless. At the start of its turn, the glory hunter can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Improved Critical. The glory hunter's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack. The glory hunter makes three attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 9 (1d12 + 3) slashing damage.

Bonus Actions

Hunter's Snare. Using its lower limbs, the glory hunter can encase one incapacitated creature within 5 feet of it with web. The creature is immediately restrained. A creature restrained by the web can use its actions to make a DC 13 Strength (Athletics) check, freeing itself on a success. Additionally, as a bonus action, the glory hunter can make one melee attack against a target restrained by its hunter's snare.

As savage as it was relentless. I shudder to think how it would have turned out if it hadn't been alone. If you find yourself the target of a glory hunter, be ready to fight, because nobody can run forever. And when the fight comes, you'll have to use every tool, every advantage at your disposal to win. I hope this scroll is worth it. Have I ever mentioned how much I hate spidery things, by the way?

- Magnus

SHELK STORMBORN

Medium humanoid (shelk), lawful good

Armor Class 15 (chitinous armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Constitution +7, Charisma +6

Skills Athletics +7, Nature +3, Survival +5, vehicles (water) +5

Senses darkvision 60ft., passive Perception 12

Languages Common, Primordial

Challenge 6 (2,300 XP)

Hold Breath. The shelk can hold its breath for 4 hours.

Steady Base. The shelk has advantage on Strength saving throws made to avoid being knocked prone, or moved against its will.

Heart of the Storm. When the shelk casts *shatter* or *thunderwave*, stormy energy erupts from it. Creatures of its choice within 10 feet of it take 10 lightning or thunder damage (its choice).

Spellcasting. The shelk is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The shelk has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights*, *mending*, *shocking grasp*

1st level (4 slots): *charm person*, *expeditious retreat*, *shield*, *thunderwave*

2nd level (3 slots): *alter self*, *gust of wind*, *levitate*, *shatter*

3rd level (3 slots): *daylight*, *sleet storm*, *water breathing*

4th level (3 slots): *dominate beast*, *ice storm*

5th level (2 slots): *creation*, *telekinesis*

Actions

Pincer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Storm Guide. If it is raining, the shelk causes all rain to stop falling in 20-foot-radius sphere, centered on it. It can end this effect as a bonus action.

Bonus Actions

Wind Tamer. If it is windy, the shelk can change the direction of the wind in a 100-foot-radius sphere, centered on it. This effect lasts until the beginning of its next turn. This does not alter wind speed.

SHELK FISHER

Medium humanoid (shelk), lawful good

Armor Class 14 (chitinous armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	14 (+2)	11 (+0)

Skills Nature +1, Survival +4

Senses darkvision 60ft., passive Perception 12

Languages Common, Aquan

Challenge 1 (200 XP)

Deep Diver. The shelk can hold its breath for 3 hours.

Steady Base. The shelk has advantage on Strength saving throws made to avoid being knocked prone, or moved against its will.

Actions

Harpoon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and if the target is Tiny, it must succeed on a DC 10 Strength saving throw or be restrained. A creature can use its action to make a DC 10 Strength or Dexterity check (creatures choice), freeing itself or another creature within its reach on a success. The shelk is unable to attack with the harpoon if a creature is currently restrained by it.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Net. *Ranged Weapon Attack:* +2 to hit, range 5/15 ft., one target. *Hit:* The target is restrained by the net unless it is formless or Huge or larger.. The creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

NEW MAGIC ITEM

Listed below are the statistics for a new magic item for your Dungeons & Dragons 5th Edition world, the *Scroll of Strange Races*. The scroll is a coveted item, and numerous treasure hunters have recovered it, only to be killed by the next in line to claim its power. Its current owner, Magnus Orion, guards it with his life. Will your players find Magnus, and claim the scroll? Or, will someone else beat them to it?

Magnus lives in isolation on the fringes of society, and protects the **Scroll of Strange Races** with his life. His body has received numerous technological modifications and he is closer to machine than man. Magnus is a human **warlord**, with the following changes:

- Magnus is considered a construct.
- He is lawful good.
- He has immunity to poison damage, and the poisoned condition.
- He has resistance to nonmagical bludgeoning, piercing, and slashing damage.
- He has darkvision out to a range of 60 feet.
- When he uses his multiattack feature, he can make three weapon attacks, instead of two.
- He wields a glaive instead of a greatsword, that deals 10 (1d10 + 5) slashing damage on a hit.
- Magnus has a challenge rating of 13 (10,000 XP).

SCROLL OF STRANGE RACES

Wondrous item, artifact (requires attunement)

During the dawn of the world, members of each of the creator races came together to look over all of the life that they had created, and noticed that some of these races were already rising to prominence and leaving the others behind. Worried that some of their creations would fade into obscurity and myth, the creators wrote the *Scroll of Strange Races*, as a way to remember all that they had created.

The scroll has listed all races and creatures of the world, so that if one is lost to extinction, they can be remembered. The information within is so vast that mortals can spend entire lifetimes reading through the scroll, becoming entranced by the overflow of knowledge shared within.

The scroll has had numerous owners throughout its existence, and most of them have left tattered notes and scrawlings that detail additional information on the different creatures and races of the world.

The *Scroll of Strange Races* wants to have its information spread to the world, and sends out constant eldritch signals in an attempt to be found. It is impossible to hide the scroll's presence from divination magic, and all creatures that desire to have the scroll in their possession have advantage on all ability checks made to gather information on its location.

A creature attuned to the scroll must spend 48 hours reading and studying it to digest its contents and reap its benefits.

Consuming Contents. The scroll demands that you intake its contents, and the knowledge it holds. While attuned to the scroll, you are blinded when you are more than 10 feet away from it, and you are unable to read any writing except for the writing within the scroll.

Increased Intelligence. After you spend the requisite amount of time reading and studying the scroll, your Intelligence score increases by 2, to a maximum of 24. You can't gain this benefit from the scroll more than once.

Creature Finder. You can cast the *locate creature* spell at will with this magical scroll. When you do so, the range increases to 100 miles, and you can describe or name a creature or race, and you will sense the location of the closest creature of that type, regardless of what obstacles are between you and the creature. For example, if you name a hobgoblin, you will sense the location of the closest hobgoblin within 100 miles of you.

Creature Lore. You can reference the *Scroll of Strange Races* whenever you make an Intelligence check to recall information about a creature or race. When you do so, you can add your proficiency bonus to the check.

Uncovering Insight. Not only does the scroll want its content spread, it wants to gather new information as well. While you carry the *Scroll of Strange Races* and are attuned to it, you can use an action to attempt to gather information on a creature you can see within 60 feet of you. Make a Wisdom (Insight) check, contested by the creature's Charisma (Deception) check. If you succeed, you learn the creature's name, and if it has any immunities, resistances, or vulnerabilities and what they are. Any information that you gather is magically scribed into the scroll.

Destroying the Scroll. There are rumors that the *Scroll of Strange Races* can't be destroyed as long as life exists in the Multiverse. However, exposing the scroll to the plane of Limbo causes the words to twist and jumble, rendering it useless for 1d10 years.

