

# RACE COMPENDIUM

## VOLUME ONE

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An assortment of racial feats and options for the world's greatest roleplaying game.

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## VOLUME ONE

This bundle of races, subraces, and feats expands the options for players and dungeon masters alike, bringing a unique and exciting experience to your tabletop.

BY JUAN MARCANO



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# RACES

Genasi are an uncommon sight in any of the worlds of DUNGEONS & DRAGONS, but once in a lifetime one might encounter a genasi of combined elemental heritage whose features change subtly from day to day. There are stories all along the Sword Coast of Faerûn that detail accounts of tribes of shapeshifting folk in the distant lands of Kara-Tur, though few claim to have witnessed these strange and seemingly mythical people first-hand. These races, and more, are found in the following section.

## GENASI

A rare and enigmatic people, genasi are a proud and free-spirited, with passions that flare as hot as elemental fire and whimsy as unpredictable as elemental air. As uncommon as air, earth, fire, and water genasi are, combined genasi are doubly so. In some parts of the Faerûn, people see them as omens of ill fortune or coming catastrophe, and in other more remote parts of the continent, people doubt their very existence.

### DUAL HERITAGE

Unlike genasi of a single element, combined genasi are not spawned by trysts between genies and humanoids, but rather by the union of two genasi of different elements. On far rarer occasion, a humanoid can be altered by exposure to a tremendous amount of elemental energy from the borders of two elemental planes, such as the Frostfell, permanently imbuing them with elemental energy.

### GENASI TRAITS

There are four major subraces of combined genasi found throughout the multiverse of D&D: ash genasi, frost genasi, and magma genasi, and silt genasi.

#### ASH GENASI

As an ash genasi, you are descended from air genasi and fire genasi parents, or were exposed to a tremendous amount of elemental energy from the Great Conflagration. The hunger of fire and the unpredictability of air are within every inch of your being, making you a force to be reckoned with when you are following your heart's desire.

Ash genasi have skin ranging from light gray to charcoal in color, and carry a smoky scent with them wherever they go. Their hair is usually gray or red in color and emits thin smoke from the tip of each strand when passions or tempers flare, and their eyes are a deep gray or black, with little flecks of red that drift across the pupil like embers in the wind.

**Ability Score Increase.** Your Dexterity score or Intelligence score increases by 1.

**Poison Resistance.** You gain resistance to poison damage.

**Ashes to Ashen.** You can cast the *ashen reformation* spell (see Spells below) once with this trait as a 2nd-level spell, and you regain the ability to cast it this way when you finish a short or long rest. Constitution is your spellcasting ability for this spell.

#### FROST GENASI

As a frost genasi, you are descended from air genasi and water genasi parents, or were exposed to a tremendous amount of elemental energy from the Frostfell. The driving force of wind and the chill of water flow through your veins, gifting you a modicum of control over the two when they coalesce. You are ambitious and passionate, though your dual nature allows you better control over your emotions.

Frost genasi have skin tones ranging from semi-translucent white to icy blue, and their body temperature is chilling to most other humanoids but pleasant to themselves. Their eyes cover the spectrum from the purest white to light, icy blue. Their hair and skin develops a thin layer of frost in moist or humid environments that glisten under light, and they smell like freshly fallen snow. When they speak, their voice might crunch like the sound of walking on packed snow.

**Ability Score Increase.** Your Dexterity score or Wisdom score increases by 1.

**Frost Walk.** You can move across difficult terrain made of ice and snow without expending extra movement.

**Cold Resistance.** You gain resistance to cold damage.

**Frostbite.** You can cast the *ice knife* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a short or long rest. Constitution is your spellcasting ability for this spell.

#### MAGMA GENASI

As a magma genasi, you are descended from earth genasi and fire genasi parents, or were exposed to a tremendous amount of elemental energy from the Fountains of Creation. The heat of fire and the stability of earth are strong within you, and you can call upon them to protect you from harm. You are stalwart and direct, and lash out angrily against those who stand between you and your goals. Your voice may bubble and roil as a lava flow, or may rumble with the intense heat of molten earth.

Most magma genasi appear to be earth genasi from a distance, but upon closer inspection the differences become more apparent. Their skin may have the coloration and luster of obsidian or some other gemstone, but their flesh bears multiple fissures with dim red light emanating from each one, and their blood flows hot and thick as lava from an active volcano. They may smell slightly of sulfur or charcoal, and their eyes are often red or black with accents of the other that swirl about the pupil.

**Ability Score Increase.** Your Strength score or Intelligence score increases by 1.

**Living Furnace.** You are immune to the environmental effects of extreme heat and extreme cold (as described in chapter 5 of the *Dungeon Master's Guide*), and you grant creatures within 5 feet of you advantage on saving throws against the environmental effects of extreme cold.

**Molten Core.** As a bonus action on your turn, you can channel the heat and fury of molten earth. Until the start of your next turn, you gain resistance to bludgeoning, cold, fire, piercing, and slashing damage, and hostile creatures that start their turn within 5 feet of you take fire damage equal to your Constitution modifier. You must finish a long rest before you can use this feature again.

## SILT GENASI

As a silt genasi, you are descended from water genasi and earth genasi parents, or were exposed to a tremendous amount of elemental energy from the Swamp of Oblivion. You inherited the strength of earth and the fluidity of water, granting you some measure of over both where they intertwine. You are pensive and patient, but once your mind is made up you flow towards that goal relentlessly. Your voice may sound deeper and may carry undertones of thick, muddy water flowing through an overrun river bank.

The fusion of earth and water manifests differently from one individual to the next. Some silt genasi have a skin texture more akin to sand or fine gravel, while others have flesh that is smooth and appears perpetually damp. Others have earthen skin tones, ranging from the color of pure sand on a sun-bleached beach to rich browns of deep, muddy water. Their hair may appear slick and oily, and is often matted to their scalp regardless of their grooming habits. Silt genasi eyes range from deep earth tones to an almost golden hue, and flecks of sand appear to swirl within the pupils. More exotic silt genasi traveling splotches of different colored pigmentation that slowly move along the surface of their skin, changing shape and size and varying in speed and direction.

**Ability Score Increase.** Your Strength score or Wisdom score increases by 1.

**Shifting Stride.** You have advantage on saving throws against being knocked prone and against being moved without using your movement, action, or reaction.

**Erosion.** You can cast the *quagmire* spell (see Spells below) once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a short or long rest. Constitution is your spellcasting ability for this spell.

## HENGEYOKAI

To the east of Faerûn, far beyond the Sea of Fallen Stars, Thay, and the Hordelands, is the continent of Kara-Tur. It is from this distant land that the hengeyokai originate, and

stories of these reclusive shape-shifting creatures have traveled far and wide and are known throughout the Sword Coast and the more diverse cities of Faerûn.

## TWO LIVES

The first century of a hengeyokai's life is spent in its animal form. Members of other races would never know the difference between a mundane lizard and a lizard hengeyokai in the first half of its life cycle, unless they spent many years observing the creature's behavior. During the animal stage of their lives, hengeyokai exhibit heightened intelligence and do not progress into old age.

Upon the dawn of their second century, they are able to take a half-animal, half-human shape, or a fully human shape. At this point, their human form is that of an adolescent, and the memories of their past life begin to slowly fade as they transition into the second stage of their life. From this time onward, hengeyokai age at the same rate as humans, reaching maturity about 110 years of age.

## FREEDOM AND FRIENDSHIP

Hengeyokai are spiritual beings that value freedom and self-determination above all else, both for themselves and those they befriend. They are diametrically opposed to the schemes of those who would abuse power over others, such as the Zhentarim, and view any attempts to enslave or extort other beings as an unforgivable affront.

Unlike lycanthropes, which tend to be less-than-agreeable and violent, hengeyokai are a reclusive, peaceful people. They are strongly connected to the spiritual world and do not reveal their true nature to anyone they do not implicitly trust due to the storied nature of their race and the many myths involving them throughout history. However, once they let someone into their inner circle, they become stalwart and loyal friends for the rest of their life.

## ANIMALISTIC TENDENCIES

All hengeyokai begin their lives as animals, and the traits of their animal forms stay with them for the entirety of their lives. For example, a raven hengeyokai might have a pointed nose that hooks like a bird's beak, and may make short, fast motions when surveying an area, or cock their head to the side while engaged in conversation. A cat hengeyokai may be solitary and self-reliant, while a weasel hengeyokai may be energetic and playful.

Some hengeyokai are predisposed to act more like their animal forms than others. A raven hengeyokai may be prone to picking up shiny stones, coins, and other items that a raven might furnish their nest with from a market square, while a lizard hengeyokai may be inclined to observe the crowd at the same market square and blend in with its surroundings to the best of its abilities.

## WANDERLUST

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Hengeyokai generally don't stay in one place for long, giving into their impulses and exploring the world, either alone or in small groups. This urge can take a hengeyokai from distant Wang Kuo all the way to Baldur's Gate over the span of many years, granting them a number of opportunities to learn, grow, play pranks, and make friends.

A small number of hengeyokai who live among humans develop a strong instinctual urge to protect their friends and neighbors, especially those who share the same or similar values that they do. These hengeyokai remain in their adopted hometowns for several decades under the guise of their animal form or an invented persona. They might pose as a ranger or traveling merchant, providing an alibi for themselves when they need to tend to other business or deal with a nearby threat. After safeguarding a town or village for a few generations, a hengeyokai may finally heed their instincts and set off into the world once more in search of another great adventure.

## HENGEYOKAI NAMES

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Hengeyokai take names in the same style as humans in the region that they live in, though they do not assume clan names or surnames.

## HENGEYOKAI TRAITS

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Your hengeyokai character has several traits that it shares with all other hengeyokai.

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

**Age.** Hengeyokai can live over 200 years, but their life cycle is unique among the races of Toril. For the first century of their existence, hengeyokai exist strictly in an animal form, set apart from other beasts only by their higher than usual intellect. After its first century of life, a hengeyokai can assume a hybrid form and a human form, detailed in each sub-race's section below.

**Alignment.** Hengeyokai are just as diverse as humans, though they generally tend towards chaotic alignments due to their animalistic nature and love of freedom. Certain sub-races of hengeyokai have a predisposition towards good or evil alignments, though as with other races, nothing is set in stone.

**Size.** Hengeyokai range between 5 and 6 feet in height in their human and hybrid form and have builds suited to their animal forms. For example, a cat hengeyokai may have a slight build with pointed ears and hair that always seems to stand on end. In their animal forms, hengeyokai are the same size as another animal of the same type.

**Speed.** Your walking speed is 30 feet in human and hybrid form. Your speeds in your animal form are dependent on the animal form's statistics.

**Languages.** You can speak, read, and write Common and Sylvan, the language of the Feywild.

**Beast Tongue.** While you are in hybrid or animal form, you can communicate with beasts and fey creatures that share your animal form or a form closely related (for example, a cat hengeyokai can communicate with a panther). In human form, you can understand beasts and fey creatures that share your animal form or a form closely related to it, but you can't directly communicate with them.

**Subrace.** You spent the first century of your life as an animal, but now that you have awakened you can change between your animal, hybrid, and human forms at-will. Many subraces of hengeyokai exist in Kara-tur, Faerûn, and other parts of Toril, but the following are the most commonly encountered throughout the world. Choose one of these subraces.

**Nature's Mask.** You can use your action to transform into an animal form, a hybrid form, or a human form.

In your animal form, you retain your hit points, personality, Charisma, Intelligence, and Wisdom scores. The rest of your game statistics are replaced by the animal's statistics. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your animal form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast. Your equipment merges into your animal form and has no effect until you leave your animal form.

### BADGER HENGEYOKAI

As a badger hengeyokai, you are extremely tough and can wear down your prey with your tenacity.

**Animal Form.** You can use your action to transform into a badger (page 318, *Monster Manual*) form, a hybrid form, or a human form.

**Resilient Hunter.** You have advantage on Constitution saving throws made against effects that would poison, stun, or paralyze you.

**Tenacious.** On your turn, you can take one additional bonus action on top of your action and potential bonus action.

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

### CAT HENGEYOKAI

As a cat hengeyokai, you are an agile, silent hunter with sharp reflexes and impeccable balance.

**Animal Form.** You can use your action to transform into a cat (page 321, *Monster Manual*) form, a hybrid form, or a human form.

**Feline Grace.** You have advantage on Dexterity saving throws made against effects that would knock you prone,

and you have advantage on Strength (Athletics) checks made to jump.

**Fleet-Footed.** Moving through nonmagical difficult terrain costs you no extra movement.

## CRAB HENGEYOKAI

As a crab hengeyokai, you are resilient and possess incredible strength.

**Animal Form.** You can use your action to transform into a crab (page 320, *Monster Manual*) form, a hybrid form, or a human form.

**Crushing Grip.** When you succeed on a Strength (Athletics) check to grapple a creature, the target takes bludgeoning damage equal to your Strength modifier in addition to becoming grappled.

**Exoskeleton.** When you are damaged by a spell or attack, you can use your reaction to reduce the damage rolls of a number of dice up to your Constitution modifier (minimum of 1) to 1.

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

## LIZARD HENGEYOKAI

As a lizard hengeyokai, you are able to blend in with your surroundings and can regenerate faster than most other creatures.

**Animal Form.** You can use your action to transform into a lizard (page 332, *Monster Manual*) form, a hybrid form, or a human form.

**Chameleon Skin.** You can use your action while touching a surface with your skin to change the pigmentation of your skin and any equipment that you are wearing or carrying to match the surface as long as you're touching it. You are considered to be lightly obscured as long as you are camouflaged.

**Regeneration.** You can use a bonus action to spend one Hit Die and add your Constitution modifier to the roll. You regain hit points equal to the total.

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

## RAVEN HENGEYOKAI

As a raven hengeyokai, you are an opportunistic hunter and a quick study on strangers.

**Animal Form.** You can use your action to transform into an owl (page 333, *Monster Manual*) form, a hybrid form, or a human form.

**Opportunist.** As part of an Attack action used to grapple or shove a creature, you can make a Dexterity (Sleight of Hand) check contested by the target's Wisdom (Perception) check. On a success, you can steal a small object carried by the target such as a dagger, holstered pistol, or a coin purse.

**Keen Observer.** You have advantage on Wisdom (Insight) checks made against creatures that you know well or against creatures you have spent at least 1 minute observing.

## RAT HENGEYOKAI

As a rat hengeyokai, you have a powerful immune system and excel at taking items without being noticed.

**Animal Form.** You can use your action to transform into a rat (page 335, *Monster Manual*) form, a hybrid form, or a human form.

**Powerful Constitution.** You have resistance against poison damage and are immune to disease.

**Instinctual Scavenger.** When you make an Intelligence (Investigation) or Wisdom (Perception) check related to finding secret passages or treasure, you are considered proficient in the Investigation or Perception skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## QUIPPER HENGEYOKAI

As a quipper hengeyokai, you are a natural swimmer and a vicious combatant against wounded foes.

**Animal Form.** You can use your action to transform into a quipper (page 335, *Monster Manual*) form, a hybrid form, or a human form.

**Blood Frenzy.** When you take the Attack action, you can use a bonus action to gain advantage on the next attack roll you make against a creature that doesn't have all of its hit points.

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

**Aquatic Advantage.** No attack roll has advantage against you while you are in water at least 3 feet deep and aren't incapacitated.

## WEASEL HENGEYOKAI

As a weasel hengeyokai, you are flexible and excel at hunting prey that you've backed into tight quarters.

**Animal Form.** You can use your action to transform into a weasel (page 340, *Monster Manual*) form, a hybrid form, or a human form.

**Cornered Prey.** Once per round, you can add your Dexterity modifier to a damage roll made against a creature no more than one size category larger than you that is within 5 feet of another hostile creature or object that is at least one size category larger than it.

**Nimble.** You have advantage on contested Acrobatics (Dexterity) checks and Dexterity saving throws made against spells or effects that would grapple or restrain you.

## MUL

Muls (pronounced *mull*) are half-dwarves, the product of the coupling of a human and a dwarf. Muls experience

some of the same frustrations as half-elves, not being as long-lived as their dwarven kin and having noticeable physical differences from their human relatives. Despite this, muls are stubborn and determined, easily managing to carve out a place for themselves in the world.

## CULTURAL OUTCASTS

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Muls are caught in between two different worlds, much as half-elves are. They see the value in tradition and clan as their dwarven relatives do, but they see the world through a different lens. Not content to labor beneath the earth in a clan hall or be a simple farmer or tradesman, most muls set out into the world in search of fulfillment and purpose that they could not find in the culture they were born into.

Many muls find employment as city watchmen or caravan escorts along frontier towns in order to test their strength and skill against bandits, goblinoids, and worse. The more adventurous sort journey to coastal towns such as Waterdeep and find work as a deckhand on a ship, often for good pay as their physical characteristics make them excellent workers. More nefarious muls seek to join the crew of a pirate vessel or fall in with gangs of thieves or highwaymen, putting their strength and stamina to use for less benevolent means, and often rise quickly through the ranks of such organizations.

## POWERFUL PHYSIQUE

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The average mul stands taller than a human, but as broad and dense as a dwarf. They are often hairless, though occasionally mul are born with hair on their heads which they wear in tight pony tails or top knots. Their ears tend to be slightly pointed and smaller, like those of dwarves, but their complexion is as varied as those of humans. Some muls get tattoos in geometric, symmetrical shapes to honor their dwarven heritage and wear them as proudly as a dwarf might wear a beard.

## MUL NAMES

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Muls have names that fit with the culture in which they are raised. Some muls who feel as though they weren't accepted by one culture or another may abandon their surnames and go by a name of their own creation, shunning whichever part of their heritage rejected them.

## MUL TRAITS

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Mul are strong, sturdy folk who share the following traits.

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

**Age.** Muls mature at the same rate as humans and have a similar lifespan.

**Alignment.** Muls value tradition and family as dwarves do, but are more flexible in their world view and less prone

to hold grudges. As a result, they tend towards neutral good or lawful neutral alignments.

**Size.** Muls are as broad and stocky as dwarves, but taller than most humans, averaging 6 feet in height. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Mul Vitality.** You start with one additional d10 Hit Die at 1st level.

**Mul Resilience.** At the start of your turn, you can use this feature (no action required) to end one effect on yourself that is causing you to have your movement speed reduced, to deal only half damage with Strength-based melee attacks, or to be stunned.

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

**Powerful Physique.** You have proficiency in the Athletics skill.

**Tireless.** You need to sleep 6 hours in a 72-hour period (instead of a 24-hour period) to gain the benefit of a long rest. In addition, you regain all of your spent Hit Dice when you finish a long rest.

**Languages.** You can speak, read, and write Common and Dwarvish, though your accent when speaking both Common and Dwarvish is much less pronounced than that of a dwarf.

## REVENANT

The walking dead are a known threat throughout Toril, and whispered tales of hordes of shambling corpses, the powerful wizards that control them, and worse can be heard in nearly every corner of the world. Zombies, flesh golems, and other abhorrent necromantic creatures roam aimlessly through the world or serve the beck and call of some horrible power. However, occasionally a tale is told that differs from the rest—a tale of the *living* dead.

## DIVINE PURPOSE

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Revenants are returned to the mortal realm by a deity with some influence over death. This deity may return a soul in order to give the risen a chance at revenge, allowing the revenant to seek justice against a wrong committed against the deity or the revenant's past life, or to act as their deities' agent in the realm of the living or another plane where their deity has no direct power or influence. The revenant doesn't know exactly what their goal is, but when they see find quarry they know with certainty what they must do next.

Revenants are always on borrowed time, normally given no more than a year to complete their divinely sponsored quest before their bodies crumble to dust. If a revenant pleases their deity, they might give their servant an extension on their time in the material plane in order to complete yet another deed for their sponsor. These



revenants often complete epic journeys before finally passing on into the afterlife, leaving behind a lasting legacy and heartbroken companions.

## TATTERED MEMORIES

Revenants are brought back in the body they inhabited before they died. If their original body is unavailable, their deity will use another suitable host for their champion's soul, potentially changing the race of their chosen servant. A revenant

When the revenant reawakens, they have little to no memories of their previous lives—their name, their family, and their friends are all but forgotten, though some revenants are given moments of clarity by their deity when they complete arduous tasks or need to be steered back towards their deity's goals when they stay too far off course.

## UNDEAD FORM

Unlike zombies and other common undead, revenants are not monstrous and unsightly. Their bodies are paler and gaunt when compared to living specimens of the same race, but they are otherwise indistinguishable from their living counterparts at a glance.

Upon closer inspection, some may manifest some visible signs of the deity who raised it, usually in the form of minor alterations to their extremities, such as protrusions of bone from the flesh around the hands and feet, or a visible sigil of the deity, but revenants usually conceal these markings from sight. The eyes of revenants become dark, still pools with a small point of reddish light in place of a pupil. However, the light intensifies and burns with fury and vengeance when they are near their quarry. Other mortals may feel an inexplicable unease when looking a revenant in the eyes for more than a few moments, and the stillness and lack of warmth in their expressions often cause those interacting with them to reflexively avert their gaze. Regardless of what form they inhabit, a revenant's foe can always see it for what it truly is—a divine agent for a deity's wrath.

## REVENANT NAMES

Revenants do not remember their names, but are instinctually capable of communicating and handling themselves as an adult. They often take names based on their frame of mind, regardless of gender.

**Revenant Names:** Blade, Brand, Cleaver, Drove, Foil, Howl, Ire, Rake, Slink, Wrack, Zeal

## REVENANT TRAITS

Regardless of their mission, revenants all have the following traits in common.

**Ability Score Increase.** Your Constitution score increases by 2, and an ability score of your choice from the

### DIVINE SERVANT

The relationship between a revenant and its patron or matron deity is paramount to their existence. When you create your revenant, you should have a discussion with your Dungeon Master about the goals set for your character by the deity who raised them. Discovering the details of the task you were brought back to complete should be of utmost priority to your character, though that doesn't mean that your character is unwilling to aid others in their own quests so long as their goals align with yours to a degree.

You should also discuss what will happen to your character upon the completion of your quest. Generally, revenants turn to dust upon fulfilling their purpose, passing onto the afterlife to join the deity they served in life, or joining the deity that raised them if no other claims them. However, some deities make exceptions for particularly exceptional servants, granting them more time in exchange for continued service. The former scenario may be more appropriate for a player who will not be a permanent fixture in the group or for a one-shot game, while the latter is better for a consistent and long-lasting campaign that will span over several real-life months and in-game years.

race you chose with your *Returned* trait's *Ability Score Increase* trait increases by 1.

**Age.** Revenants are reincarnated fully grown and do not age, though they do have a limited amount of time to complete their mission, typically one year, before their soul passes on and their body crumbles to dust.

**Alignment.** Revenants are bound to the deity that reincarnated them, and straying too far from their bonded mission often bodes ill for their relationship with their divine sponsor. For this reason, most revenants tend towards the same good or evil alignment of the deity that returned them to the world of the living, and are usually lawful, following the orders of their deity, however vague they may be.

**Size.** Revenants are returned into a Small or Medium humanoid form of their sponsor's choice. See *Returned* below.

**Speed.** Your walking speed is dependent on the humanoid form your sponsor returned you in. See *Returned* below.

**Returned.** Your divine sponsor has returned you in a humanoid form that determines your size, speed, and appearance. Choose a race (at the DM's discretion) other than Revenant and gain that race's size, speed, and appearance.

**Undead.** You count as undead for the purpose of spells and effects that sense or detect undead creatures, such as the paladin's *divine sense*.

In addition, you do not need to eat, breathe, or sleep, but you can ingest food and drink if you wish.

**Reaping.** When a creature within 10 feet of you is reduced to 0 hit points, you regain hit points equal to your Constitution modifier (minimum of 1).

**Divine Agent.** You have proficiency in the Religion skill.

**Languages.** You can speak, read, and write Common and Celestial.

## WILDEN

During the Spellplague, aberrant incursions into the material plane and its echoes in the Shadowfell and Feywild became more and more frequent, causing mayhem, madness, and destruction wherever they managed to establish footholds. The Feywild, however, fought back against the horrors of the Far Realm, and so the wilden came to be. As a young race with a unifying purpose, the wilden have much to learn and even more to prove.

### SEASONS OF LIFE

Wilden are sprouted curious, energetic, and irrevocably connected to nature. Males and females have unique characteristics and differing personalities, but all wilden share the same unique lifecycle and plant-like features. Instead of hair, wilden sprout soft, wheatgrass-like growths from their heads beginning at the brow that are a lighter yellow-green color at the base and a brownish-green at the tip. Their faces are humanoid, with pronounced brows and angular features. They grow a canopy of leaves on their back with branches that break through the cover, and their bodies are covered in the same wheatgrass-like growths that sprout from their head, though much shorter in length. Wilden are digitigrades, which allow them to move quickly and quietly through natural terrain. Their hands and feet are both clawed, though their feet are much thicker and padded, with features that are more feline than humanoid.

Young wilden are vibrantly colored, like plants in bloom during spring, and their bodies are somewhat damp to the touch and have a green tint. With age, their coloration changes as they journey through the seasons of their existence. Wilden reach maturity early in the summer of their life, where they stand tall and broad. Their bodies harden and darken, and their leaves broaden and become a deep, rich green. As they begin to decline, their skin darkens to beige or gray, and their leaves turn red, orange, and yellow. When they reach old age, their bodies become dry and begin to thin, and their leaves begin to wither, crack, and fall.

### AGAINST THE ABERRANT

The wilden were birthed by an unknown force in the Feywild with a common, unifying purpose: repel the influence of the Far Realm in the multiverse. To this end, the wilden have set out into the Feywild and the material plane to search out aberrant corruption wherever it may lurk and destroy it. Wilden will often seek the aid of other races and adventurers to help them in cleansing places befouled by the Far Realm, and have been known to join up

with crusading paladins of goodly deities, druids, and wardens in their journeys.

To aid them in their quest against the aberrant, wilden are imbued with three aspects of nature's spirit that they are able to manifest. When they take an aspect, their features and demeanor shift to more closely embody their chosen aspect, though they maintain the core of their personality in their new state.

### YOUNG RACE

Wilden have no established place in the world or singular place their race calls home. Each individual wilden is connected to all other wilden on a deep spiritual level, considering themselves to be one leaf on the tree of life. Wilden are very gracious and humble, and do not use singular pronouns in conversation as they consider themselves part of the greater whole.

Wilden keep their goals firmly fixed in place even as they shape their beliefs and principles through exposure to other peoples and customs. Those who are exposed to religion and learn about the deities of the multiverse gravitate towards gods and goddesses whose domain includes nature, such as Eldath, Gwaeron Windstrom, Mielikki, and Silvanus, though others may choose to follow deities of knowledge and life.

Over time, wilden develop an eclectic combination of cultural and philosophical ideals that they share with others of their kind, all of which are met with open-mindedness and enthusiasm from their peers. As their customs and culture blossoms, wilden are always keenly aware of their shared purpose. No matter how far they may roam or how much time they may spend in civilization, their primary drive in life is to protect the natural world and the creatures that inhabit it from the taint of the Far Realm and other malevolent forces.

### WILDEN NAMES

Wilden names are multisyllabic and flow off the tongue effortlessly, not unlike elven names. They are often based on the names of plants or animals native to the area in which the wilden was birthed. Wilden do not take surnames, as they view themselves as one large family rather than individual tribes.

**Male Names:** Asharr, Chittras, Goudall, Iridur, Lynxen, Oaksen, Urson

**Female Names:** Ashyrr, Chittrys, Goudyll, Iridaer, Lynxis, Oaksyn, Ursyx

### WILDEN TRAITS

Despite their varying origins, all wilden share the following traits.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Age.** Wilden reach maturity at around 25 years and can live over a century.

**Alignment.** Wilden are curious creatures that take upon the culture and traditions of those they spend time with. As such, wilden tend towards chaotic alignments with a strong bent towards good or neutrality, though some are corrupted by aberrant forces and turned against the rest of their kin.

**Size.** Wilden are roughly the same height as a human male, ranging within a few inches of 6 feet tall, though their plant-like features make them easily distinguishable from any other humanoid. Your size is Medium.

**Speed.** Your base walking speed is 35 feet.

**Darkvision.** The energy you gather from the sun enhances your vision in its absence, giving you 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.

**Worldbond.** You have proficiency in the Nature skill.

**Lifespring.** You have resistance against necrotic damage.

**Photosynthesis.** Wilden don't need to sleep. Instead, you spend at least 2 hours in direct sunlight, you gain the same benefit that a human does from 8 hours of sleep.

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

**Nature's Aspect.** Wilden are living embodiments of the will of the Feywild. Each wilden is inextricably linked to nature and can manifest one of three different aspects after they finish a long rest or use the photosynthesis feature.

### ASPECT OF THE DESTROYER

When you take this aspect, the rage of the Feywild flows through your body. Your eyes sink into your head and turn an oily black, your skin tightens and crackles as your body becomes denser and more powerful, and your fingers elongate into sharp claws.

**Ability Score Increase.** Your Strength score increases by 2.

**Bark Claws.** Your unarmed strike deals 2 + your Strength modifier slashing damage, instead of 1 + your Strength modifier bludgeoning damage, and are considered light melee weapons for the purposes of two-weapon fighting. If a spell or effect would change the damage dealt by your unarmed strikes, such as the monk's *Martial Arts* feature, you get a +1 bonus to damage rolls made with that spell or effect.

### ASPECT OF THE GUARDIAN

When you take this aspect, the life-force of the Feywild flows through your body. Your eyes and leaves turn a blinding white, jagged thorns erupt from your skin, and your skin thickens and becomes resilient against conventional weaponry.

**Ability Score Increase.** Your Constitution score increases by 2.

**Bramble Bark.** Bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 1.

### ASPECT OF THE HUNTER

When you take this aspect, the predatory instinct of the Feywild flows through your body. Your skin becomes striped or splotched with colors that camouflage you with your surroundings, your turn a vibrant emerald, and your leaves become still, allowing you to move about unnoticed.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Camouflage.** You can attempt to hide without any obscuration as long as the creature from which you are hiding can't see you and you are in a natural environment such as a forest, a meadow, or a bog.

## FEATS

If your DM allows the use of feats from chapter 6 of the *Player's Handbook*, your characters have access to the following feats.

### BREATH MASTERY

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*Prerequisite:* Dragonborn

You have learned to use your breath weapon as effectively as possible, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Instead of taking damage, friendly creatures in the area of your breath weapon's exhalation deal an additional 1d6 damage of the same type as your breath weapon on the next weapon attack they make before the start of your next turn.
- Your breath weapon's damage increases by 1d6.

### COMPETITIVE SPIRIT

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*Prerequisite:* Goliath

You have trained your body and mind extensively, striving to outdo your previous accomplishments, which grants you the following benefits:

- When you roll initiative, you have advantage on the first attack roll you make.
- Before you make a melee attack with a weapon that you are proficient with, you can choose to reduce the size of the damage die you roll with that weapon by one. If you do and the attack hits, the target suffers the attack's normal effects and is knocked prone.
- When you make a Strength (Athletics) check, you can treat a d20 roll of 9 or lower as a 10.

### CREATURE OF INSTINCT

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*Prerequisite:* Hengeyokai

You are able to draw upon your deeper animal instincts, granting you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You are able to communicate with monstrosities that are similar to your animal form (for example, a cat hengeyokai can communicate with a displacer beast) while in your animal or hybrid form.
- You benefit from your animal form's senses, skills, speeds, and traits while in your hybrid form as well as your animal form. If your animal form and hybrid form share a movement speed or sense, use the highest option available to you.

### DIABOLIC SOUL

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*Prerequisite:* Tiefling

Once per day, you can use your action to channel the hellish power that flows through your veins to transform into an avatar of diabolic might. Your teeth elongate into fangs, your horns grow and become more pronounced, your hair turns into roaring hellfire, and your muscles and veins bulge, all of which grants you the following benefits for 10 minutes:

- You add your Charisma modifier to attack rolls.
- When you hit a creature with a spell attack or weapon attack, you can use a bonus action to set your enemy ablaze with hellfire. The target takes 1d6 fire damage and gets a penalty to its attack rolls equal to your Charisma modifier for the duration of this form. The damage increases by 1d6 at 5th level, 11th level, and 17th level.
- You have advantage on Charisma (Intimidation) checks and creatures have disadvantage against your spells and effects that would cause them to be frightened.

### DILETTANTE

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*Prerequisite:* Half-elf

Your sojourns and charm have broadened your horizons, affording you many life experiences that grant you the following benefits:

- You gain a level in a new class, using the rules for multiclassing found in the *Player's Handbook*.
- You gain proficiency with one type of artisan's tools of your choice.

### ELVEN GRACE

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*Prerequisite:* Elf

Your people's legendary grace grants you the following benefits:

- You can make a Dexterity (Acrobatics) check in place of a Strength (Athletics) check when you try to climb, jump, or swim.
- When you miss with an attack roll, you can reroll the die and must use the new roll. You can only benefit from this feature once every 5 minutes.
- You can take the Disengage action as a bonus action on your turn.

### FADE AWAY

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*Prerequisite:* Gnome

You have learned to harness the innate defensive magic of gnome-kind and gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You can cast the *pass without trace* spell once. You regain the ability to cast this spell when you finish a long rest.

- When you are damaged by an attack or spell, you can use your reaction to become invisible until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

## GIANTSLAYER

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*Prerequisite: Dwarf*

You have trained in traditional fighting techniques used by your kin to defeat creatures much larger than they are, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You get a +1 bonus to AC against the attacks of Large or larger creatures.
- You can move through space occupied by a creature at least one size larger than you rather than at least two sizes larger than you, and you can do so without spending extra movement.

## HUMAN RESOLVE

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*Prerequisite: Human*

You exemplify the human spirit and their stubborn perseverance, which grants you the following benefits:

- Increase the ability score of your choice by 1, to a maximum of 20.
- You have advantage on all saving throws while you have no more than half of your maximum hit points left and are conscious.
- You have advantage on death saving throws while you have one or more death saving throw failures.

## INCREDIBLE TOUGHNESS

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*Prerequisite: Mul*

The incredible resilience of dwarves combined with the passion and determination of humans has endowed you with the following benefits:

- Increase your Strength or Constitution score by 1, and your maximum for those scores is increased by 2.
- When you use your *Mul Resilience* feature, you gain temporary hit points equal to your Constitution modifier.
- Your *Mul Resilience* feature can end effects that cause you to be grappled or restrained in addition to its other effects.

## NATURE'S GIFT

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*Prerequisite: Wilden*

As you grow in strength and experience more of the world, your bond with nature strengthens, granting you the following benefits:

- You can change your Nature's Aspect when you finish a short rest in addition to after you finish a long rest or after you sit in direct sunlight for at least 2 hours.
- When you take Aspect of the Destroyer, you add your Dexterity modifier in addition to your Strength modifier to the damage dealt by your unarmed strikes.
- When you take Aspect of the Guardian, creatures that hit you with a melee attack take piercing damage equal to your Constitution modifier.
- When you take the Aspect of the Hunter, you have advantage on damage rolls made for attacks that you make with advantage.

## RECLAIMED MEMORIES

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*Prerequisite: Revenant*

You remember more about your past life, granting you the following benefits:

- The ability score of your choice from the race you chose with your *Returned* trait's *Ability Score Increase* trait increases by 1, to a maximum of 20.
- You gain one trait from the race you chose with your *Returned* trait other than *Ability Score Increase*, *Speed*, *Alignment*, *Size*, *Languages*, or *Subraces* traits.
- You can speak, read, and write one language of your choice that the race you chose with your *Returned* trait can speak, read, and write.

## SAVAGE PERSEVERENCE

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*Prerequisite: Half-orc*

Your orcish ferocity and human drive imbue you with the strength and courage to fight on in the face of great adversity, granting you the following benefits:

- When you are reduced to below half of your maximum hit points due to being damaged by another creature, you have advantage on attack rolls you make until the end of your next turn. You can only benefit from this feature once every 5 minutes.
- When a hostile creature scores a critical hit against you, you can use your reaction to make a weapon attack against that creature.
- You have advantage on Strength (Intimidation) checks made against creatures of your size category or smaller.

## SHIFTING MANIFESTATION

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*Prerequisite: Genasi*

Another elemental manifestation laid dormant in your bloodline until you found a way to unlock it, allowing you to shift between the two and granting you the following benefits:

- Choose a genasi subrace option other than the one you already have. You permanently gain the ability score increase from that choice, up to a maximum of 20.
- When you finish a short or long rest, you can roll a d20 to determine which traits you manifest until your next short or long rest. On a 1-10, you manifest the traits your character started with, and on an 11-20, you manifest the traits chosen with this feat.

## SKYWARD SENTINEL

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*Prerequisite: Aarakocra*

Your adventures have made you a stronger and more alert, granting you the following benefits:

- You can use your flying speed while wearing medium armor.
- When you hit a creature with an unarmed strike while you are flying, you can use a bonus action to attempt to grapple that creature.
- You have advantage on Wisdom (Perception) checks that rely on hearing or sight.

## SMALLFOLK'S GUILE

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*Prerequisite: Halfling*

The charm, wits, and agility of your people confer the following benefits to you:

- When you are dropped below half of your maximum hit points due to being damaged by another creature, you can use your reaction to move up to your speed, and this movement doesn't provoke attacks of opportunity.
- You add your Wisdom or Intelligence modifier (your choice) to Charisma checks made against friendly or neutral creatures that are at least one size category larger than you.
- You get a +1 bonus to AC while you are within 5 feet of at least two friendly creatures who are at least one size category larger than you.

## SPELLS

The following spells are innately castable by some of the races in this supplement, but can also be learned by practitioners of magic.

### DRUID SPELLS

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#### 2ND LEVEL

Ashen Reformation  
Quagmire

### WARDEN SPELLS

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#### 2ND LEVEL

Ashen Reformation  
Quagmire

### WIZARD SPELLS

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#### 2ND LEVEL

Quagmire

#### 2ND LEVEL

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##### ASHEN REFORMATION

*2nd-level transmutation*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You shed the site of your foe's attack into a cloud of swirling ashes that reforms whole and intact, giving the attacking creature disadvantage on the damage roll for one damage die.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can give the attacking creature disadvantage on one additional damage die for each spell slot above 2nd.

##### QUAGMIRE

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of dry earth, a drop of water)

**Duration:** Concentration, up to 5 minutes

You destabilize an area within a 5-foot radius of point on ground made of earth or stone within range, turning it into quagmire for the duration. When a Large or smaller creature enters the area or starts its turn in the area, it sinks 1d4 feet into the ground and becomes restrained. A

creature that isn't completely submerged in the quagmire can escape it by using its action to make a Strength check against a DC of 10 plus the number of feet the creature has sunk into the quicksand. A creature completely submerged in the quagmire can't breathe.

A creature can pull another creature within its reach out of the quagmire by using its action to make a Strength check against a DC of 5 plus the number of feet the creature has sunk into the quagmire.

When the spell ends, or when you lose concentration, any creatures in the quagmire are pushed to the surface.