

RACE COMPENDIUM

VOLUME TWO



An assortment of races, feats, and equipment for the world's greatest roleplaying game.



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This bundle of races, feats, and equipment 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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CHAPTER 1: RACES

RACES FROM REALMS MOST DENIZENS OF THE Material Plane would find utterly bizarre inhabit the multiverse of DUNGEONS & DRAGONS, but sometimes those closest to home end up being the most alien. Despite hailing from the same world, the mantis-like thri-kreen are completely alien to many denizens of Toril, while the extraplanar githzerai—rare though they be—are more palatable to the common folk of the world. These races, and more, are found in the following section.

GITHZERAI

Githzerai are one half of the gith race, divided from the githyanki by a long-running philosophical schism. They are an austere and isolationist people, foregoing the material comforts and distractions that consume the lives of other races. Instead, they spend their time honing their minds and bodies, discussing philosophy and learning techniques to use their psionic abilities to shape the world around them and protect themselves from mental and physical assault.

PRACTICIONERS OF PRACTICALITY

Preferring function over form, githzerai view ornate clothing and lavish living quarters as a means to stroke one's ego, something they have little patience for. Githzerai monasteries may be large, but they are far from the opulent palaces and magnificent temples found on worlds in the Material Plane. These spaces are built to be defensible, and to provide enough room for the daily activities of their inhabitants.

GITHZERAI
MONK



Male and female githzerai wear simple, modest robes, tunics, and leggings in brown, black, and cream colors. Men keep their heads shaven or wear their hair braided and tonsured, and any their facial hair is neatly trimmed or kept clean shaven. Women keep their hair in tight buns or tight braids, as close to the head as possible.

These stylings are not to be mistaken for vanity. Everything about the githzerai, from their simple attire, utilitarian grooming, and humble furnishings, is about necessity and practicality, not pride.

PLANAR HERMITAGE

Githzerai are a reclusive people, seldom leaving the confines of their own fortress-monasteries carved out of the chaos of Limbo. These great structures are created and held together by the force of will of master monks, a remarkable feat of intense discipline and mental prowess.

Within these sanctuaries of order, they study martial, psionic, and arcane arts, learn of the worlds beyond the walls of their home, read the histories of their people and those of other races. Above all of their other studies, the githzerai place the upmost importance on learning to be disciplined and focused, the traits at the core of their philosophy.

Outside of participating in *rrakkma*—a specially organized illithid hunt—only a dire scenario would cause a githzerai to leave their home and venture out into the multiverse. Aside from inherent dangers that await them outside of their fortress-monasteries, few githzerai trust anyone that doesn't belong to their race, part of the lasting legacy of their bondage under the illithid. For these reasons, githzerai are rarely seen on other planes, and fewer still live the life of an adventurer.

REMEMBRANCE

Githzerai remember Zerthimon, the visionary leader that led them away from Gith's warlike ways, with gratitude and reverence. All githzerai know that were it not for his wisdom and courage, the githzerai could very well have become what they hated most: tyrants and oppressors, rivaling the viciousness of the illithid whom they escaped.

Githzerai remember their mind flayer overlords as well, and each new generation is taught of their cruelty, and the courage of their ancestors who rose up against them and earned their people the freedom that they now enjoy. Githzerai train their minds and bodies so that they are able to defend themselves against illithid and the other aberrations of the Far Realm, ensuring they will never be enslaved again.

GITHZERAI NAMES

Githzerai do have only one name, given to them at birth, and take no surnames as their strong cultural ties and philosophy has lead them to consider themselves all of one family.

Male Names: Aldur, Dar, Ferzst, Hurk, Kerro, Malk, Nell, Osk, Vosk

Female Names: Ayala, Evaka, Genaza, Jydin, Livisin, Pwara, Riathad, Tzika, Ywuela

GITHZERAI TRAITS

Your githzerai character has several traits that it shares with the rest of its brethren.

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

Age. Githzerai mature slightly slower than humans, reaching adulthood around 20 years of age, and can live to be slightly over a century old.

Alignment. Githzerai are a people that value their history and accomplishments highly, while seeking inner harmony and mastery over their selves. A combination of their philosophical and spiritual beliefs make them tend heavily towards lawful neutral.

Size. Githzerai have frames slightly thinner than your average human, though they are much taller, typically standing between 6 and 6 and a half feet tall and weigh on average around 180 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Defended Mind. You have advantage on saving throws made against effects that can cause you to be charmed.

Innate Psionics. You know the *mage hand* cantrip, though your mage hand is invisible. When you reach 3rd level, you can cast the *feather fall*, *jump*, *see invisibility*, and *shield* spells once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Gith, the language shared by the githyanki and githzerai races. You can also speak Deep Speech, the language of the illithids who once enslaved your people.

HOBGOBLIN

Hobgoblins are a militaristic, warlike race, feared throughout Faerûn for their aptitude for battlefield strategy, combat prowess, and ruthlessness. As the dominant goblinoids in the world, they conscript their lesser goblin and bugbear cousins into their armies, using them as fodder during large-scale incursions into civilized lands. However, some legions have broken away from tradition, moving their people to the hinterlands of the world to create a new type of society not dominated by bloodshed and conquest.

NATURAL-BORN SOLDIERS

Generations of military expansionism and endless warfare have left only the strongest hobgoblins alive, resulting in a race that is well-suited for fighting and survival. From a

HOBGOBLIN
FIGHTER



young age, hobgoblins are taught to pursue their interests in order to discover their talents, and then put them to use.

Each role in hobgoblin society is seen as important, though the most respected occupations are those with direct military involvement. While the skill of a hunter gathering meat and the labor of a miner harvesting iron ore is respected, the toil of a blacksmith making weapons and armor is held in much higher standing.

SUPERIORITY

Ingrained into every hobgoblin's being is a sense of superiority over other races that tends to come out regardless of how much one might strain to subdue it. When commanding their lesser goblinoid cousins, this is a useful trait to have as they have been conditioned to respond well to derision and oppression. However, when dealing with humanoid hirelings, it is often a source of conflict and ill will, particularly from highly prideful races such as dwarves and orcs.

MERIADARITE MOVEMENT

Despite their violent history and culture, a handful of hobgoblin legions have broken away from the old ways of their people, founding secluded settlements in the hinterlands of Faerûn. These societies have kept their militaristic hierarchy, but abandoned the worship of Maglubiyet in exchange for Meriadar, acting as skilled artisans, mercenaries, and traders rather than conquerors.

Meriadarite society has changed the traditional hobgoblin value system with regards to labor. All who contribute to the success of society are viewed favorably, with no occupations receiving higher merit than others. However, the importance of military prowess is still stressed to their young, due in part to the need to defend the people of their legion from less agreeable sorts, and due to long-standing racial traditions that are difficult to shake.

Some of the more institutional hobgoblin traits, such as their overdeveloped preeminence, is making it difficult for Meriadarite hobgoblins to integrate well into broader society. These flaws, combined with their people's history of being brutal and warlike, cause most other races to be at the very least guarded when approached by them, and outright hostility is more common than not.

HOBGOBLIN NAMES

Hobgoblins are given a first name by their birth mother, and take their legion name as their surname.

Male Names: Bakki, Dezan, Gekro, Kavut, Roon, Tanko

Female Names: Alana, Cressa, Eshii, Falla, Ichansa, Leshavka

Legion Names: Bloodroot, Ironclash, Mangled Claw, Wolfbreaker

HOBGOBLIN TRAITS

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

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

Age. Hobgoblins mature at roughly the same rate as humans and have similar lifespans, though their warlike nature ensures that few ever reach old age.

Alignment. Hobgoblins are lawful, raised in a militaristic society that values the rank and the chain of command. The ambition of most hobgoblin legions makes them also tend towards evil. However, some legions have broken from tradition and abandoned the worship of their racial deities, opting instead to follow the teachings of Meriadar. As such, these hobgoblins tend towards neutrality.

Even so, hobgoblin adventurers are rare. Check with your Dungeon Master to see if you can play one.

Size. Hobgoblins are broader and slightly taller than the average human, ranging between 6 and 6 and a half feet tall, and weighing an average of 210 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your goblinoid heritage grants 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.

Beast Mastery. You gain proficiency in the Animal Handling skill.

Natural Leader. When a nonhostile creature within 30 feet of you that can see you and understand at least one language you speak makes an attack roll or a saving throw, you can your reaction to shout advice or a word of warning. The creature adds a d4 Leadership die to its attack roll or saving throw. A creature can't benefit from more than one Leadership die at a time.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain any expended uses when you finish a long rest.

Languages. You can speak, read, and write Common and Goblin, the language shared by you and your lesser goblinoid kin.

OLRÛN MERFOLK

Since time immemorial, merfolk have been a water-locked people, interacting with the other races of Faerûn only in the sea or on the shore, who were drawn to them by their enchanting voices and playful demeanors. While most merfolk were content with their way of life, there were those who yearned to walk freely and explore the land as easily as the sea. These merfolk created a secret society dedicated to discovering a means to allow them to free themselves from being tied to one element, so that they may

expand their knowledge by experiencing the cultures, scents, and sounds of the world above first-hand.

LAND SEEKERS

The secret society sought the aid of their sea elf allies to send word of their quest to the denizens of the world above, in hopes that a noble scholar or curious wizard may answer their call and help them achieve their goals. The sea elves dubbed this group of merfolk “Rûn Wutheh”, which translates to “land seekers” in common.

After several years of searching for someone who might help them, an elven priestess of Deep Sashelas answered their call, claiming that she received an omen of her patron’s approval of their quest. She spoke of her god’s favor for those who pursue knowledge and freedom, and that he felt their yearning despite them never praying to him for aid. She told the Rûn Wutheh merfolk of the “faer tel fhaor”, or the rite of transformation, and that they would need to first procure the reagents before she could work her magic. Inspired by the priestess’s words, they immediately set out to gather what she needed, despite the dangers involved.

DAWN OF THE OLRÛN

After many months of gathering reagents, a great ritual was performed by the priestess with the blessing of Deep Sashelas. When the ritual was complete, the merfolk of Run Wutheh slid out of the water, and as they did their lower halves began to split into two scaled legs, and their fins into webbed feet. It took them several hours to learn to properly use their new appendages with the guidance of the priestess, but as soon as they were upright they began their journey of discovery. The elven priestess dubbed these blessed people the olrûn, meaning “on land”.

To this day, the blessing of Deep Sashelas is transferred from generation to generation of these merfolk, even if one parent is not of the Rûn Wutheh bloodline. Some of these extraordinary merfolk have become scholars, tradesmen, and artisans, pursuing callings that were not available to their people within the confines of aquatic life, while those with the strongest curiosity and wanderlust have taken to adventuring.

OLRÛN MERFOLK NAMES

Olrûn merfolk typically have two names; their traditional aquan name, and their self-selected common name that is easier for those who do not speak their native language to pronounce. Their common name is usually a close translation of their aquan name.

Male Names: Conch, Delver, Roil, Squall, Tor, Whelm

Female Names: Aedre, Coral, Morgane, Rillette, Serena, Ula

OLRÛN MERFOLK TRAITS

Your merfolk character has several traits that it shares with most other merfolk, though the ability to move between land and sea is unique to olrûn merfolk.

Ability Score Increase. Your Strength and Charisma scores increase by 1.

Age. Merfolk mature at roughly the same rate as humans, but have a lifespan that few humans can attain, living roughly 120 years.

Alignment. Merfolk tend towards neutrality, avoiding harsh judgments and rigid ideologies that often serve as the catalyst of conflict between the surface races.

Size. While some merfolk have fins on their head and other parts of their bodies that make them seem larger than most humanoids, they are actually similar to elves in terms of height and overall body mass. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Amphibious. You can breathe air and water.

Fhaorn Faen. You can use your action to transform your lower body, switching between humanoid legs or a merfolk tail. Any equipment you are wearing on your legs, feet, or tail transforms to fit your new form. With a merfolk tail, you gain a swim speed of 40 feet, but your walking speed is reduced to 10 feet, and you are always prone while outside of water no less than 3 feet deep.

Siren’s Song. Your voice carries an alluring, hypnotic aspect that allows you to win the hearts of those who hear it, albeit temporarily. You can cast the *charm person* spell at 1st level once with this trait and regain the ability to do so when you finish a long rest. Spells cast with this trait



SERÛS
FOLK

require no material components or somatic components, and Charisma is your spellcasting ability for those spells.

Languages. You can speak, read, and write Common and Aquan, the language of merfolk and other creatures of water.

Subrace. There are many schools of merfolk in Toril, but two schools are prominent throughout the waters of Faerûn. Choose one of these subraces.

SERÔS FOLK

The merfolk of the Sea of Fallen Stars call their realm Serôs, which is aquan for “the embracing life”. They are the least humanoid merfolk in the realms, with skin covered in scales of hues ranging from cerulean to seafoam green, and fins gradating to navy blues and vibrant purples. Their hands are webbed and end in digits with sharp nails, and their feet are much the same when they change form. They are completely hairless, instead sporting a crown of dorsal fins that begin above their foreheads and extend down to their necks. Their forearms and hips are adorned with smaller fins, as are their calves when they change their form. Their tails are longer than those of other merfolk, tipped in elegant caudal fins that look like staggered oriflammes.

Serôs folk often interact and trade with aquatic elves and other goodly folk who inhabit the lands along the sea. The relationships they have built with the land-dwellers and the sea elves has enriched their communities, aiding them in their struggles against the sahuagin and the twisted merrow. It was from this group of merfolk that the Rûn Wutheh originated, and over the past century their

bloodline has spread to other schools of merfolk throughout Faerûn.

Ability Score Increase. Your Wisdom score increases by 1.

Scaled Skin. Smooth scales cover your body, which makes you more resilient to harm. You use 11, rather than 10, when determining your character’s Armor Class, including for features that change the way you calculate your armor class, such as Unarmored Defense.

TRACKLESS FOLK

Spread far and wide, the merfolk of this school have tribes and greater civilizations spread throughout the western oceans, ranging from the isles of Lantan to the Sword Coast. The merfolk of this region are not as piscine as those of other parts of the world, having hair ranging in color from silver to coral in place of fins adorning their heads, and small patches of scales on their otherwise smooth skin of hues ranging from light blue to the color of sand. The webbing between their fingers are slightly more exaggerated than those of most surface races, and their feet are similarly webbed when they walk on land. Their tails are more functional than aesthetic, tipped with caudal fins more in line with those of trout.

While more reclusive and insular than their Serôs cousins, those that choose to interact with outsiders often serve as lookouts against pirates for traders and passenger ships as they journey through the open waters. Valued for their amazing stamina and ability to swim tremendous distances through frigid waters without rest, the trackless folk are also valued guides and treasure hunters, hired by sailors and adventurers looking to find their fortune. There are not many olrûn merfolk among the schools of the trackless folk, as those that are born into their society are sometimes shunned and outcast by more conservative groups within their culture rather than allowed to integrate into society.

Ability Score Increase. Your Constitution score increases by 1.

Hardy Travelers. You have advantage on saving throws made against exhaustion. In addition, you have resistance against cold damage.

SHARDMIND

Long before the present age, on the border of the Astral Sea and the Far Realm, there stood a gate of psionic crystal known as the Living Gate. During the events of the Dawn War, the gate was shattered as part of the mad god Tharizdun’s insurrection against his divine brethren, allowing the horrors of the Far Realm to pour through the gate and into the multiverse. The Living Gate’s fragments were scattered throughout the Astral Sea, with many of them finding their way to the worlds of the Material Plane. It is on those worlds that they began to awaken after



several centuries of lying dormant while what remained of the Living Gate gathered enough strength to breathe life into its parts.

LEGACY OF THE LIVING GATE

Shardminds are not born like other creatures. Instead, they are willed into existence by the psionic energies of the Living Gate which animates the shards that once made up the whole. A shardmind awakens with the goal of restoring the Living Gate fixed firmly in mind, and an innate understanding of the horrors of the Far Realm, but it is free to pursue any other goals it may develop.

Shardminds do not age, do not have gender, and do not reproduce. Despite their agelessness, few of the shardminds living today are the same ones that were first awoken by the Living Gate after the Dawn War ended. This is due in part to the naiveté of shardminds, who find the customs of the inhabitants of Toril utterly alien. Lone shardminds are often taken advantage of by unscrupulous types who promise to aid them in their quest, only to betray them for short-term pecuniary gain. Those shardminds that do manage to navigate society and find worthwhile friends and allies often perish in their quest to restore the Living Gate, or while aiding their comrades in other endeavors.

Despite the inherent dangers in their common goal, shardminds do not fear death. They believe that should they fall, their essence will return to the Living Gate, and another fragment of the Living Gate will spark to life, taking their place in the quest to keep the Far Realm at bay.

CRYSTALLINE FORM

When a shardmind sparks to life, it gathers nearby crystalline fragments of the Living Gate and wills them into place to form its body, usually settling on a shape that closely resembles the dominant humanoid species in the region. Some shardminds choose to form themselves with gendered features, but others choose a more androgynous configuration. Crystals from the Living Gate can vary in color, ranging from vivid greens, brilliant whites, deep reds, and rich amber. Once a shardmind is formed, a dim light begins to course through the crystals in the same way blood flows through another creature's veins. The light is concentrated and brightest where the eyes of the imitated humanoid species would be.

When a shardmind falls under the influence of a mind-altering or numbing effect, such as an umber hulk's confusing gaze, its psionic field begins to falter, sending some of its crystals into a gentle orbit around its head. Being knocked unconscious can sometimes result in the shardmind's body falling apart, scattering on the ground along with its belongings. When it gains control of its faculties, the crystals find their place in its form once again, but such experiences serve to remind shardminds of their own fragility, and the importance of their shared purpose.

PSIONIC BEINGS

Shardminds are physical manifestations of the Living Gate's will, given form and purpose. They are emotionally detached from the world, unaccustomed to societal norms and customs, and are all too often naïve and quick to trust rather than cautious and skeptical.

Other races mistake shardminds as being void of emotion, more akin to a golem than a living creature, but this is due to few members of other races becoming close to a shardmind. While a human may experience feelings ranging from mildly irritated to frothing rage, the emotional spectrum of a shardmind doesn't include mild states, and can change in a much more severe fashion. Shardminds can go from placid and content to boiling rage in a moment's notice when witnessing an unjust act, or from great joy to deep sorrow when learning of a tragic turn of events that befell someone they knew.

Shardminds that manage to acclimate to the world they awaken in approach their newfound existence with curiosity and enthusiasm, seeking out new experiences in as many ways as they can muster. Some shardminds try to fit into the societal structures of the world, becoming established members of their community, while others become wanderers, traveling the world with a desire to learn and a sense of wonder. Whatever path they choose, all shardminds are always cognizant of their underlying purpose, and their actions are influenced by their own philosophical means of restoring the Living Gate.

SHARDMIND NAMES

Shardminds take names from other races that sound pleasing or otherwise connect with their being, with no regard for what gender another race may associate that name with.

SHARDMIND TRAITS

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

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

Age. Shardmind do not age and come into being with the cognitive and physical capabilities of an adult humanoid.

Alignment. The prime goal of all shardmind is to rebuild the Living Gate, but their method of choice for accomplishing this goal varies (see philosophy below).

Size. Shardminds generally assemble their crystalline bodies in the roughly the same proportions as a human. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Crystalline Brilliance. You have resistance against psychic damage. In addition, your psychic energy allows you to emit dim light of the same color as your body crystals

in a 10-foot radius centered on you, which you can activate or squelch at will (no action required).

Living Construct. You are comprised of shards from the Living Gate, which makes you a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you can perform light activities for at least 4 hours to benefit from a long rest.

Telepathy. You can communicate telepathically with any creature within 30 feet of you that has a language.

Languages. You can speak, read, and write Common, and can speak Deep Speech, the language of beholders and other creatures of the Far Realm.

Philosophy. All shardminds share the common goal of sealing away the Far Realm from the multiverse, but not all shardminds agree on how to achieve this goal. There are several prominent philosophies among shardminds on how to restore the Living Gate. Choose one of these philosophies.

DIVINE ALLIANCE

On most worlds in the Material Plane, races of all types build shrines and pay homage to a variety of powerful deities that influence and shape the lives of their devotees. Shardminds of this philosophy believe that the simplest path towards rebuilding the Living Gate is to earn the favor of one of these beings and enlist their aid in the struggle against the Far Realm.

Alignment. These shardmind generally align with the deity whose favor they are trying to garner.

Divine Plea. You gain proficiency in the Religion skill. If you are already proficient in the Religion skill, your proficiency bonus is doubled.

GOD SHARD

Shardmind that adhere to this philosophy believe that their own personal power ties back to the Living Gate. As such, they strive to gather as much power as possible by studying and gathering powerful relics and honing their own capabilities in order to reinforce the Living Gate and keep the forces of the Far Realm at bay.

Alignment. Due to their emphasis on increasing their own personal power, these shardmind tend towards neutral.

Relic Seeker. You gain proficiency in the Arcana skill. If you are already proficient in the Arcana skill, your proficiency bonus is doubled.

SHARD SLAYER

Those that subscribe to this philosophy believe that when one of their kind perishes, their energy returns to the place where the Living Gate once stood, rebuilding it one fallen shardmind at a time. In order to hasten the Living Gate's reconstruction, these shardminds willingly slay their kin,

beginning with those that hold a different philosophy than theirs. They are also known to slay dormant shardminds, believing that the force that would have awoken it will instead return to the Living Gate, just as living shardminds do. Members of this ideology have developed means to track down their quarry, making them excellent hunters and assassins.

Alignment. Due to their murderous ideology, these shardminds tend towards evil.

Ruthless Tracker. You gain proficiency in the Survival skill. If you are already proficient in the Survival skill, your proficiency bonus is doubled.

THOUGHT BUILDER

This sect of shardminds believe that their best chance to block the influence of the Far Realm is to build a new Living Gate rather than restore the old one. In order to achieve this goal, they strive to bring shardminds together in order to educate them and channel their psionic energy to begin the construction of the new Living Gate. Gathering together enough shardminds to begin this process has proven difficult, as their people are scattered throughout the worlds of the Material Plane, and even amongst the realms of the Outer Planes.

Alignment. Due to their focus on education and unification, these shardmind tend towards good.

Scholarly. You gain proficiency in the History skill. If you are already proficient in the History skill, your proficiency bonus is doubled.

THRI-KREEN

Nomadic packs of thri-kreen wander throughout the deserts and savannahs of the Shaar, living off the land and hunting big game for both sustenance and trade. These insect-like humanoids are among the most exotic creatures native to Toril due to their unique physiology and language. They are generally reclusive and are seldom seen in civilized places unless they are trading exotic reagents harvested from dangerous creatures in exchange for metalwork for their weapons, rope, tools, and other crafted goods.

SOCIAL STRUCTURES

Thri-kreen view life as a great hunt, and the members of their clutch are their partners in this journey. Clutches are comprised of the people with which a thri-kreen shares a close bond, an exclusive group of no more than six other souls. The rest of their friends and acquaintances make up their pack.

Thri-kreen are hatched into a birth clutch, which is comprised of those who survive the incubation period and successfully emerge from their eggs. As they mature, they create or join other clutches, based around familial ties, friendships, or groups with specific goals, such as hunting

or protecting the greater pack. Within each clutch, thri-kreen establish a hierarchy through a combination of tests, judgments, and on some occasions trial by combat. Once clutch leadership is determined, each thri-kreen finds a niche to fill within the group where their talents can best contribute to its overall success. Despite this, thri-kreen clutches welcome open expression of differing opinions and advice.

Thri-kreen are instinctually driven to find a clutch and establish their place in it, even if that clutch is not comprised of their own people. This can sometimes lead to conflict with group members not accustomed to the culture of thri-kreen, resulting in incorrect assumptions about thri-kreen being unruly and chaotic. In truth, thri-kreen are perfectly willing to be followers rather than leaders should the rest of the party prove their worthiness, and are steadfast and loyal companions once a clutch is established.

CULTURAL VALUES

Thri-kreen morality is different from that of other races in Faerûn. They pass judgment based on physical and mental prowess, rather than ideologically driven right and wrong. Those who lack wit or work ethic are reviled, regardless of the ideals they may hold, while those who display a sharp mind or impressive strength are held in high regard, character aside. This isn't to say that thri-kreen are naïve or cold-hearted; they simply prioritize potential capability above what one does with those capabilities.

Despite being viewed as savage by less worldly types, thri-kreen are not an inherently aggressive people. They only resort to violence if it is the only path that leads towards survival or furthering the goals of the clutch. However, if they are attacked, thri-kreen do not hesitate to respond in kind. Upon emerging victorious from battle, their instincts demand that they search their defeated quarry for valuables and sustenance.

PHYSIOLOGY AND WEAPONRY

Thri-kreen have six limbs; two large arms that extend from the torso at the shoulders, two smaller arms that begin at the abdomen, and two powerful legs. Their arms end in hands with three clawed fingers with an opposable thumb, while their legs in end in feet sporting three large, sharp claws. The entirety of their bodies are covered in a thick and durable exoskeleton, with coloration that varies between yellow-green and rusty brown, depending on the region in which they were hatched. Their heads are angled sharply, sporting mandibles, a pair of twitching antennae, and two large insectoid eyes.

The weaponry of thri-kreen are as unique as their forms, and can only be wielded by other races after intensive training. These weapons were originally crafted from stone, bone, and other natural materials, but in recent decades

have been fitted with iron replacements for those parts by smiths as part of trade negotiations with thri-kreen hunters.

THRI-KREEN NAMES

Thri-kreen have short, genderless names with hard consonants and several glottal stops.

Thri-kreen Names: A'kr'yn, C'zy'r, G'st, L'ps, R'ni'st, Uz'ta'k, Wi'ka'gh, Zy'ki

THRI-KREEN TRAITS

Regardless of what clutch thri-kreen were hatched from, they share the following traits.

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

Age. Thri-kreen reach adulthood within 4 years of hatching and are short-lived compared to all other races save for the aarakocra, living around 30 years on average.

Alignment. Thri-kreen do not approach morality in the same way most other races do, judging the actions of others based on their physical prowess, mental prowess, and skill, rather than whether or not an action is inherently good or bad. Their biological compulsion to find a group and a niche where they can contribute causes them to tend towards lawful alignments.

Size. From the top of their heads (antennae excluded) to the end of their lower limbs, thri-kreen stand between 5 and a half to 6 feet tall, and weigh between 150 and 180 pounds. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Exoskeleton. Your exoskeleton is durable and thick, granting you a +1 bonus to Armor Class.

Extra Limbs. You can hold and use items and weapons with the light property with your smaller abdominal arms.

Sleepless. Thri-kreen do not sleep, and are immune to magical spells and effects that would force them to slumber, such as the *sleep* spell. Instead of sleeping, they are able to benefit from a long rest by performing light duty activities for at least 4 hours, such as sharpening and oiling their weapons, honing their combat maneuvers through slow practice, or studying a spellbook.

Thri-kreen Weapon Training. You have proficiency with chatkchas and gythkas.

Languages. You speak, read, and write Common, though your spoken Common is sometimes difficult to understand due to your mouth and jaw structure's inability to make b, f, m, p and v sounds. You also know Thri-kreen, a language comprised of clicking sounds and antennae movement with no written form.

CHAPTER 2: FEATS



THE RACES OF THAT INHABIT THE COUNTLESS worlds of DUNGEONS & DRAGONS each have their own unique traits and natural advantages that other races do not share, exemplified by paragons of those races that have risen above the rest.

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

DEFT PRECISION

Prerequisite: Dexterity 16 or higher

Your countless battles have made your weapon a deadly extension of your body. Before you make a melee attack with a weapon that you are proficient with, you can choose to add your proficiency bonus to the attack's damage instead of the attack roll.

DISCIPLINED MIND

Prerequisite: Githzerai

You have honed your innate psionic abilities into a powerful weapon through a lifetime of meditation and discipline, granting you the following benefits:

- You can cast the *feather fall*, *jump*, *see invisibility*, and *shield* spells three times, instead of once, with your Innate Psionics trait.
- At 9th level, you can cast the *phantasmal killer* and *confusion* spells once with your Innate Psionics trait and regain the ability to do so when you finish a long rest.

ENHANCED SENSES

Prerequisite: Thri-kreen

You have mastered the use of your antennae, allowing you to feel the thrum of magic and the natural world through them, enhancing your senses and granting you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks.
- You are always under the effects of the *detect magic* spell, except you feel the presence of magic through your antennae rather than seeing an aura around a creature or object, and you don't know its school of magic.
- You are always under the effects of the *see invisibility* spell, except you feel the presence of invisible creatures, invisible objects, ethereal creatures, and ethereal objects through your antennae rather than seeing them.

FEARLESS LEADER

Prerequisite: Hobgoblin

Your commanding presence and unflinching courage have earned you the trust and respect of your compatriots, granting you the following benefits:

- You can't be frightened.
- Your Leadership die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.
- When a nonhostile creature within 30 feet of you that can see you and understand at least one language you speak is attacked by another creature, you can use a reaction with your Natural Leader feature to shout defensive advice by rolling a Leadership die and subtracting the result from the attack roll.

LEGENDARY VOICE

Prerequisite: Orlûn Merfolk

Your people's legendary singing voice is strong within you, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can cast the *charm person* spell twice, instead of once, and at 2nd level, instead of 1st level, using your Siren's Song trait.
- You can cast the *suggestion* spell once with your Siren's Song trait and regain the ability to do so when you finish a long rest.

LIVING CONDUIT

Prerequisite: Charisma, Intelligence, or Wisdom 16 or higher

Years of spell craft have revealed a means to empower your magic. When you cast a spell that requires you to make a damage roll, you can spend a spell slot of 4th level or lower to deal an additional 1d8 force damage for each level of the expended spell slot.

PSIONIC REFORMATION

Prerequisite: Shardmind

Your experiences have lead you to master control of the psionic energy field that holds your form together. You can use your action to scatter the crystals that comprise your body and any equipment you are carrying into a spinning cloud, surprising your foes and making you difficult to injure. This form lasts until the start of your next turn, at which point you return to your normal form. Once you use this feat, you can't use it again until you finish a short or long rest.

You gain the following benefits while in this form:

- Your movement doesn't provoke opportunity attacks, you can move through a hostile creature's space regardless of its size, and moving through another creature's space doesn't cost you extra movement.
- You gain resistance against damage from attacks and spells that don't target more than one creature. For example, you would not be able to resist the damage of a *fireball* or *chain lightning* spell with this feature.
- The next attack roll against each creature that you move through or move within 5 feet of has advantage.

TITANIC MIGHT

Prerequisite: Strength 16 or higher

Thanks to your martial training and strength, you are in peak physical form, granting you the following benefits:

- You can attack with weapons with the two-handed property using only one hand.
- You can use two-weapon fighting while wielding a two-handed weapon and another weapon or a two-handed weapon in each hand.



CHAPTER 3: EQUIPMENT



DIFFERENT RACES, CULTURES, AND NATIONS contribute to the advancement of technology and warfare throughout Toril. From alternative blade designs that enhance the force of a cut, to adding security and utility to a tried and true armament, the craftsmen of Toril have

developed an expansive selection of weapons and tools for daring adventurers and seasoned warriors alike.

This section contains weapons, adventuring gear, and other items that expand upon those found in Chapter 5 of the *Player's Handbook*.

WEAPONS

Tools of war are as varied as the races and cultures in the many worlds of DUNGEONS & DRAGONS. A sai from Kara-Tur may seem strange and ineffective to an adventurer from Waterdeep, just as a thri-kreen gythka may seem impractical to a dwarven smith. In this section, you'll find a multitude of weapons that build upon the selection established on page 146 of the *Player's Handbook*.

WEAPON PROFICIENCY

Weapons that are unfamiliar to a character, such as those from a different region of their world, or those that are native to another race entirely, are considered to be **exotic**. Even fighters schooled in the use of martial weaponry are not able to fully realize the potential of exotic weapons without training and practice in order to become accustomed to the unique features and balance of such armaments.

EXOTIC WEAPON TRAINING

In order to gain proficiency in an exotic weapon, a character must already have proficiency with at least one martial weapon, representing their discipline and ability to learn techniques with advanced weaponry familiar to them. That character must then seek out a trainer, which can be a NPC or another player character, who is proficient with the exotic weapon they wish to master. A player character who is training another character can waive the training fee, or adjust it to whatever they deem fair. Once a suitable teacher is found, they must spend time studying and practicing under that trainer per the Exotic Weapon Training table, based on the trainee's Intelligence score.

This type of training involves slow practice, repetition of techniques and styles used with the weapon, and sparring using blunted metal weapons or wooden training weapons. The training can be done as part of downtime activities, or as part of short or long rests when a character has time that can be spent doing things other than sleeping.

A MATTER OF PERSPECTIVE

While a sai may indeed be considered an exotic weapon to an adventurer born and raised in Waterdeep, it is simply a martial weapon to a native of Kara-Tur. Likewise, an adventurer native to Kara-Tur would likely require extensive training to learn how to properly wield a greatsword, which is broader and more cumbersome than the more familiar katana.

The Dungeon Master's discretion should be used in deciding whether or not a weapon should be considered exotic for any given character. Alternatively, the Dungeon Master can choose to ignore exotic weaponry, treating foreign weaponry from the Weapons table as martial weapons for all characters.

EXOTIC WEAPON TRAINING

Intelligence Score	Training Time	Training Cost
14+	5 days	15 gp
12-13	7 days	21 gp
10-11	10 days	30 gp
8-9	15 days	45 gp
6-7	20 days	60 gp

WEAPON PROPERTIES

As with the more common weapons in Faerûn, many exotic weapons have special properties related to their use, as shown on the following tables.

Brutal. This weapon's minimum damage is higher than that of a normal weapon. When rolling the weapon's damage dice, treat any damage die that displays a value equal to or lower than the weapon's brutal value as 1 higher than the weapon's brutal value.

Deadly. This weapon increases the likelihood of scoring a critical hit by 1. For example, if you would normally score a critical hit on a weapon attack roll of 19 or 20, you now score a critical hit on a weapon attack roll of 18, 19, or 20.

Defensive. Wielding this weapon increases your Armor Class by 1. You can benefit from only one defensive weapon at a time.

Double Weapon. This weapon requires two hands when you attack with it, and you can attack with both ends of the weapon using the rules for two-weapon fighting.

Savage. When score a critical hit with this weapon, you roll all of the attack's damage dice three times, instead of twice, and add them together.

Secure. This weapon can't be disarmed.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

SPECIAL WEAPONS

Weapons with special rules are described here. These special rules only apply if the wielder is proficient with the weapon in question.

WEAPONS

FAERÛNIAN WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Greataxe	30 gp	1d12 slashing	7 lb.	Deadly, heavy, two-handed
Martial Ranged Weapons				
Dejada	10 gp	1d6 bludgeoning	2 lb.	Ammunition (range 50/150), loading, secure, special

KARA-TURAN WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Daitō	15 gp	1d10 slashing	3 lb.	Deadly, two-handed
Katar	10 gp	1d4 piercing	1 lb.	Light, savage, secure
Kukri	2 gp	1d4 slashing	2 lb.	Brutal 1, light, savage
Kusarigama	25 gp	—	3 lb.	Defensive, double weapon, special
Sickle		1d4 slashing	—	
Weighted chain		1d6 bludgeoning		Reach
Nunchaku	10 gp	1d6 bludgeoning	2 lb.	Light
Sai	2 gp	1d4 bludgeoning	1 lb.	Defensive, finesse, light
Wakizashi	10 gp	1d6 slashing	2 lb.	Deadly, light
Martial Ranged Weapons				
Shuriken	2 sp	1d4 piercing	1/4 lb.	Deadly, finesse, thrown (range 20/60)

RACIAL WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Gythka	30 gp	—	9 lb.	Defensive, double weapon
Blade		1d8 slashing	—	
Blade		1d8 slashing	—	
Martial Ranged Weapons				
Chatkcha	10 gp	1d6 slashing	1 lb.	Thrown (range 30/120), special

Chatkcha. This weapon returns to you after being thrown as long as you are proficient with it.

Dejada. This weapon can use sling bullets, as well as large rocks, potions, or other projectiles weighing no more than a 1/2 lb.

Kusarigama. When you hit a creature with a weapon attack using the chain side of this weapon, you can choose to grapple it instead of dealing damage. If you do, you have advantage on attack rolls made with the sickle side of this weapon against the target as long as the target is grappled this way.

WEAPON ORIGINS

The weapons outlined in the Weapons table come from all over Toril, and are expanded upon in this section.

FAERÛNIAN WEAPONS

From the Sea of Swords to the Hordelands, and from Icewind Dale to the jungles of Chult, Faerûn is a vast continent with a storied history of warfare and conquest.

Dejada. This weapon was designed by hunters in remote villages in northern Faerûn that lacked the skill to craft and maintain traditional longbows and shortbows. A dejada is a cured leather basket shaped like a scoop, which is attached to a glove, typically made of cloth or leather. A large piece of heavy ammunition, such as an iron sphere or a dense piece of stone, can be used as ammunition if more conventional sling bullets are not available. While not commonly used, it has become a favorite of alchemists in search of an efficient means to launch their concoctions farther than they can naturally throw them.

Greataxe. This weapon is native to Faerûn, but has been by in large abandoned due to its inferiority to more effective weapons such as the greatsword. A guild of dwarven metallurgists and smiths out of Neverwinter, called the Steelwrights of Yehimal, took the original design and found a means to improve upon it. They narrowed the bit and shifted the weight of the weapon more towards the head, making it deadlier than ever in the hands of a skilled user.

KARA-TURAN WEAPONS

The kingdoms of Kara-Tur have had more than their share of conflict, both internal and external. Many tools of war have been developed during the struggles of this mystical land, many of which seem cumbersome to Faerûnians.

Daitō. This weapon is native to the peoples of Kara-Tur. Roughly the same length and weight as a longsword, the daitō has a curved, wedge-shaped blade that delivers precision cuts capable of penetrating heavy armor.

Katar. This long blade is mounted onto an H-frame designed to be gripped in a fist, allowing the user to deliver powerful piercing attacks with the full force of a punch. These weapons are favored for their ability to inflict serious damage while being impossible to disarm in the hands of a skilled user.

Kukri. This short, angled blade is native to the Tabot region of Kara-Tur, though its use has spread throughout the rest of the continent. The blade's heft and bend allow it to carry the full force of a blow without the need to bend one's wrist as with a conventional dagger. These weapons slice deeply into armor and flesh, allowing a trained wielder to cut to the bone without the need for finesse.

Kusari-gama. This sickle and weighted chain originates in the lands of Kara-Tur. Originally developed by farmers who tend to fields near the Hordelands as a makeshift weapon against errant marauders, the weapon's effectiveness has made it the weapon of choice of many warriors in the continent.

Nunchaku. This weapon, comprised of two wooden or metal batons fastened together by a small length of chain, is common throughout Kara-Tur. Favored by monks and other disciplined fighters, these weapons are lighter than their closest Faerûnian relative, the flail, and are able to be used in both hands to great effect.

Sai. Excellent for defensive fighting and disarming opponents, the sai is a favorite among dexterous, lightly-armored combatants throughout Kara-Tur. The weapon features a central baton that tapers towards a flat point, flanked by two curved prongs protruding from the handle. The baton focuses the force of an attack to a small, flat point, and the prongs can be used to hook adversaries by their clothing or weapons.

Shuriken. When a mark needs to be eliminated discreetly, Kara-Turan assassins often employ shuriken. Throwing stars are the most commonly used types of shuriken, though more stylized shuriken exist, usually crafted by smiths belonging to a specific organization. These more distinct weapons are generally used when someone wants to send a message to a rival organization or family.

Wakizashi. This sword is commonly employed as a sidearm by fighters of Kara-Tur. It is comparable in length to the Faerûnian short sword, though the design of the cutting edge makes it perform better against heavy armor.

RACIAL WEAPONS

The peoples of Toril have crafted unique weaponry suited for their people's culture and physiology.

Chatkcha. When hunting from a distance, thri-kreen employ the use of the chatkcha, a lightweight three-pronged throwing wedge. While most folk can throw these weapons, thri-kreen have mastered the art of fighting with chatkcha, hurling them in such a manner that they take an elliptical arc and return to the thrower.

Gythka. The gythka is the thri-kreen weapon of choice for close-quarters combat. It is a long staff with a crescent-shaped blade and stabbing tine centered along the staff on both ends, allowing its wielder to change their methods of attack when one is proven ineffective. It is awkward and unwieldy for most humanoid races, but easily handled by thri-kreen warriors who use their smaller secondary arms to help balance the weapon and guide it with deft precision against their quarry.

ADVENTURING GEAR

A variety of equipment and miscellaneous items listed in the Adventuring Gear table are outlined in this section.

Clothes, Cold Weather. This outfit includes a thick coat made of fur or insulated cloth, an insulating hat, and underlayers to help you combat the rigors of frigid environments. Wearing cold weather clothing allows you to automatically succeed on Constitution saving throws made to resist the effects of extreme cold.

Clothes, Warm Weather. This outfit is made of lightweight fabric designed to protect you from the harsh sun and environment without trapping heat, alleviating the risk of dehydration and heat stroke. Wearing warm weather clothing allows you to automatically succeed on Constitution saving throws made to resist the effects of extreme heat.

Filter Mask. This mask is designed to sequester impurities in the air you breathe, keeping out noxious vapors and other unwanted substances. Wearing a filter mask grants advantage on saving throws made against effects that are transmitted through respiration.

Footpads. These padded soles slip on over your normal footwear, allowing you to move much quieter than you normally would. Wearing footpads grants advantage on Dexterity (Stealth) checks made to move silently, and disadvantage on Strength (Athletics) checks made to climb.

Listening Cone. This cone has a wide opening at one end and a small, flattened tip at the other. When you place the larger opening against a flat surface, such as a door or wall, and place your ear against the other end, you are able to amplify the sounds in the room beyond. A listening cone grants advantage on Wisdom (Perception) checks made to listen through a wall, door, or other objects capable of transmitting sound.

ADVENTURING GEAR

Item	Cost	Weight
Clothes, cold weather	8 gp	7 lb.
Clothes, warm weather	5 gp	2 lb.
Filter mask	1 gp	1/2 lb.
Footpads	5 gp	—
Listening cone	10 sp	1 lb.
Residuum	1 gp	1/4 lb.
Shield spike	10 gp	2 lb.
Vial bandolier	6 gp	1 lb.
Weapon chain	2 gp	3 lb.

Residuum. This glimmering golden powder is the physical remains of magical energy stripped out of an enchanted item by an alchemist's alkahest or the *disenchant magic* spell. It is commonly used by alchemists as an ingredient in their concoctions, and by artificers as a component in anti-magic enhancements for weapons and armor.

Shield Spike. This filed iron point is designed to be fastened onto a shield, allowing it to be used as a weapon. While wielding a shield equipped with a shield spike, you can make a melee weapon attack using your shield. The shield's damage die for this attack is a d6, and the attack deals piercing damage.

Vial Bandolier. This bandolier has ten padded loops designed to fit small vials rather than darts and throwing knives. It is favored by alchemists and others who always need to have a potion or elixir at the ready. While wearing a vial bandolier, you can drink or administer a potion stored in the bandolier as a bonus action instead of an action.

Weapon Chain. This sturdy chain is designed to be wrapped around the wrist or attached to a hoop on armor, making the weapon it is affixed to impossible to disarm. While attached to your body or equipment and a weapon wielded by you, that weapon gains the secure property.

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