

# AZAL'S TOME OF RACE CREATION



**HOMEBREW**



Resource for players and DM's to create completely custom races for the world's greatest roleplaying game.

# AZAL'S TOME OF RACE CREATION

**G**reetings traveler! If you've stumbled upon this tome, then you've discovered the greatest work of Azal The Unequaled, foremost of the creation wizards.

I have spent my life studying the races of the world, which I prefer to call folk, and I've perfected the formula for creating new beings, barely imagined by others. Dwarves trained in feats of daring. Werewolves. Tieflings that resist cold. Tiny fairies. Talking badgers. Your imagination is the limit for what kind of folk you can create with this grimoire. Read on and discover how.

## THE CREATIUM ARCANUM

Perform the following spell to generate a character using the modular race creation rules.

### 1. LOOK

Work on an race concept. What kind of thing are you? What is notable about your race? Write down a sentence that outlines your idea. Model them after existing folk in the fantasy genre: elves, humans, dwarves. Create regional variations of common tropes. Make up new races entirely. Be a sentient fox. Let your imagination run wild.

### 2. SIZE

Based on your concept, select a size: tiny, small, medium or large. Record this choice under the race's stat block. The statistics for each size are outlined below:

#### TINY

**Size.** Your size is Tiny. Creatures of this size are typically 1–2 feet in height and 1-8 pounds.

**Speed.** Your base walking speed is 20 feet.

**Weapons.** Your weapon dice are reduced one size. Ranged weapons you wield have half the normal range. You cannot wield heavy weapons.

**Equipment.** Your carrying capacity is 1/8th normal. Equipment sized for you weighs 1/8th the normal amount. You require negligible amounts of food and water to subsist.

**Naturally Stealthy.** You can hide behind creature one size larger or more.

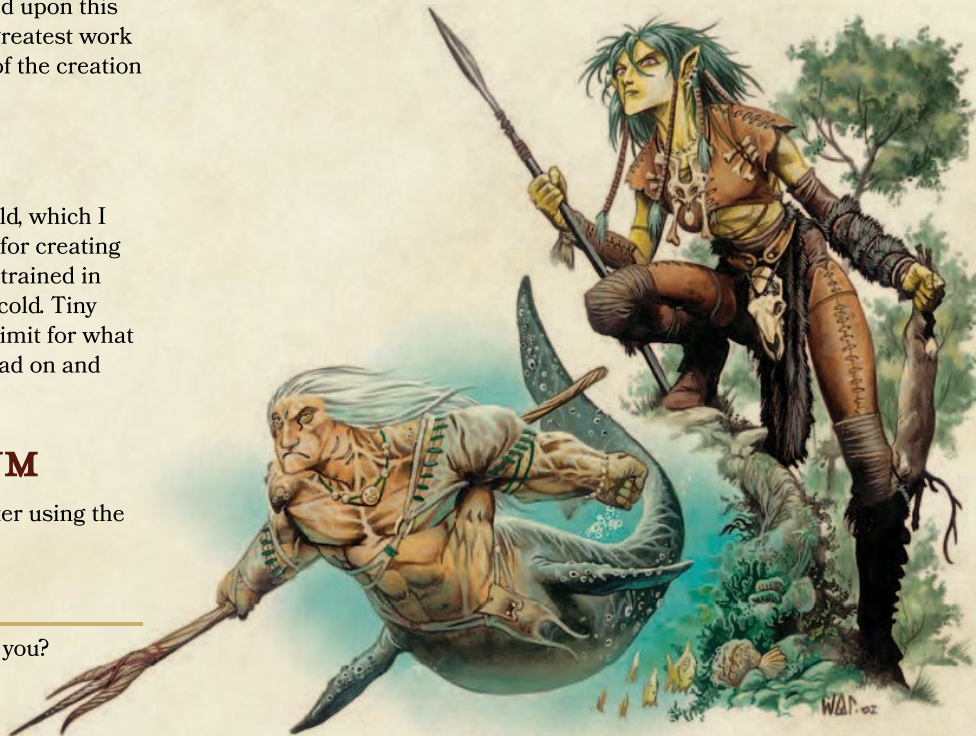
#### SMALL

**Size.** Your size is Small. Creature of this size are typically 2–4 feet and 8–60 pounds.

**Weapons.** Wield heavy weapons at disadvantage.

**Naturally Stealthy.** Can hide behind creatures one size larger or more.

**Speed.** Your base walking speed is 25ft.



#### MEDIUM

**Size.** Your size is medium. Creatures of this size are typically 4–8 feet and weigh 60–500 pounds.

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

#### LARGE

**Size.** Your size is large. You occupy 10 feet of space with a reach of 5ft. Creatures of this size are typically 8–16 feet and weigh 500 pounds to 2 tons.

**Weapons.** Weapon damage are increased one dice size.

**Equipment** Equipment costs four time the normal amount. Living expenses are twice the normal amount. Your food/water requirements are twice that of a medium creature.

**Carrying Capacity** Can carry twice the normal load, equipment sized for you weighs twice as much as normal.

**Flair Point.** You have one less flair point then normal.

#### AZAL'S NOTE: DICE SIZE

Dice change size according to the following chart:  
1>1d4>1d6>1d8>1d10>1d12>2d6>1d6+1d8

### 3. BUILD

Pick how your folk is built: Humanoid, Brutish, Animal, Centaur, Invertebrate. Record this choice under the race's stat block. The statistics for each build are outlined below:

Build	Effects
<b>Humanoid.</b>	You walk upright and possess two hands. You can do anything a human could do.
<b>Brutish.</b>	You walk on all fours normally but can rise up to use two hands.
<b>Animal.</b>	You walk on two or four legs and possess no hands. Gain an additional flair point to spend.
<b>Centaur.</b>	You walk on four to eight legs and have two hands. It costs you 4 feet of movement to climb 1 foot. You have advantage to avoid being knocked prone.
<b>Invertebrate.</b>	You are something else- you have no feet and crawl, slither or roll. You cannot jump and are immune to being knocked prone. By default you have two hands but can choose to forgo hands. If you do, gain an additional flair point.



### 4. ABILITY SCORES

Choose an ability score that will increase by 2 at character creation. Select another ability score to increase by 1 at character creation. Record this choice under the race's stat block.

### 5. LANGUAGES

Record that this race knows Common.

### 6. FLAIR

You have 5 flair points to spend in addition to any gained from your build. Each flair costs 1 flair point. Record each flair choice under the race's stat block.

You cannot pick the same flair twice. When purchasing numbered flairs, each flair must be purchased in numerical order. Each larger numbered flair replaces the smaller numbered counterpart. For example, you must first purchase Speed I before purchasing Speed II: Cowardly. The effects of Speed II: Cowardly replace the effects of Speed I. You cannot purchase Speed I or Speed II: Aggressive.

#### COMBAT

**Flair**      **Effects**

**Combat Adaptation I.**      When you score a critical hit, roll an additional die of weapon damage.

**Combat Adaptation II.**      Use your bonus action to deal additional damage equal to your level to a creature hit by your weapon or spell attack. This ability recharges at the end of a long rest.

**Combat Adaptation III.**      If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). This ability recharges at the end of a long rest.

**Combat Adaptation IV.**      You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

**Energy Attack.**      Select a type of damage at character creation: fire, cold, lightning, poison, acid. Select a shape at character creation: a 5ft wide & 30ft long beam, 15ft cone or 15ft square centered on you. You can use your action to emit destructive energy of the type and shape selected. When you use your energy attack each creature struck must make a dexterity saving throw DC 8 + your Constitution modifier + proficiency bonus. A creature takes 2d6 on a failed save, or half on a success. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. This ability recharges at the end of a long rest.



## MOVEMENT

### Flair Effect

- Burrow.** Gain a burrow speed of 10ft. Only works in loose earth. Tunnels collapse behind you.
- Blood-sucking Bite.** As an action, make an unarmed attack. This attack deals 1d6+Str damage instead of 1 bludgeoning and regain that much hp. This ability recharges at the end of a long rest.
- Climb.** Gain a climb speed of 30 feet.
- Flight I.** As an action, you sprout wings and gain a fly speed of 10 feet for 1 minute. This ability recharges at the end of a long rest.
- Flight II.** As an action, you sprout wings and gain a fly speed of 30 feet for 1 minute. This ability recharges at the end of a long rest.
- Flight III.** Your wings only slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.
- Flight VI.** You have a fly speed of 30ft.
- Speed I.** Your speed increases by 5 feet.
- Speed II: Faster.** Your speed increases by 10 feet.
- Speed II: Aggressive.** You can spend your bonus action to move your speed towards an opponent.
- Speed II: Cowardly.** Can use bonus action to move your speed away from an opponent.
- Swim.** Gain swim speed of 30 feet. You can hold your breath for 10 minutes.

## NATURAL ABILITIES

### Flair Effect

- Breathing I.** You can breath underwater.
- Breathing II.** You do not need to breathe.
- Extra Arms.** You have two additional arms. You can only benefit from one shield, and cannot wield a two-handed weapon and gain the benefit of a shield at the same time.
- Heroic I.** You have advantage on saving throws versus fear effects.
- Heroic II.** You have advantage on saving throws versus fear effects. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.
- Mimicry.** You can mimic sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.
- Natural Weapon I.** Your unarmed attacks deal 1d4+Str damage of slashing, piercing or bludgeoning damage instead of 1 bludgeoning.
- Natural Weapon II.** Your unarmed attacks deal 1d6+Str damage of slashing, piercing or bludgeoning damage instead of 1 bludgeoning.
- Natural Armor I.** Your natural AC is 13+Dex.
- Natural Armor II.** Your natural AC is 17 and you cannot wear armor.
- Sleep I.** You enter a sleep-like state for 4 hours instead of sleeping normally. You have disadvantage on perception checks during this time.

## MAGIC

### Flair Effect

**Change I.** During a long rest you can choose to alter your height by up to 2 feet, hair color, eye color and sex as desired but retain the same basic facial structure.

**Change II.** During a short rest you can completely alter your appearance and height up to 4 feet.

**Magical Being.** Any spell you can cast with material components no longer requires material components, unless the components have a cost.

**Psychic Casting.** Any spell you can cast with verbal components now have somatic components instead.

**Spells I.** You know a cantrip. Pick Int, Wis or Cha as the spellcasting stat.

**Spells II.** You know a cantrip. You learn a 1st level spell at level 3 and a 2nd level spell at level 5. You can cast each of those spells once. Pick Int, Wis or Cha as the spellcasting stat. This ability recharges at the end of a long rest.

**Remote Manipulation.** You are considered to have two additional incorporeal arms. You can only benefit from one shield, and cannot wield a two-handed weapon and gain the benefit of a shield at the same time.

**Vocal Casting.** Any spell you can cast with somatic components now has verbal components instead.



### AZAL'S NOTE: ELVES ARE ELVES

Don't be confused! Even folk of the same stock vary region to region - we can encounter elves well adapted for hiding in the forest and elves adapted for breathing under the ocean waves. The same goes for any race - we can easily create folk of different regions but are all of the same stock.

## PROFICIENCIES, SKILLS, FEATS

### Flair Effect

**Training I.** Gain proficiency in any three: all light armor, one simple weapon, one tool, one language.

**Training II.** Gain proficiency in any three: all light & medium armor, one weapon, one tool, one language.

**Training III.** Gain proficiency in any three: all armor & speed not reduced by heavy armor, one weapon, one tool, one language.

**Beast Speak.** Gain the ability to speak with one of the following: small woodland beasts, birds, insects, plants, stones.

**Skilled I.** Pick two skills and gain proficiency with them.

**Skilled II: Feat.** Pick two skills and gain proficiency with them. Gain a feat.

**Skilled II: Expertise.** Pick two skills and gain proficiency with both. Pick a highly specific application of one skill. You double your proficiency bonus when performing that highly specific application.





## SENSES

**Flair**    **Effect**

**Vision I.**    You gain 60ft darkvision.

**Vision II.**    You gain 120ft darkvision. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in direct sunlight.

**Vision III: Keen**    You gain 120ft darkvision and have advantage on perception checks that rely on smell or hearing.

**Vision III: Blind**    You lose sight and gain 30ft of blindsight.

### AZAL'S NOTE: BLINDSIGHT

Blindsight is tricky! Targets within blindsight range are visible to you regardless of obscurement or invisibility. Everything outside your blindsight range is heavily obscured. That means you have disadvantage on ranged attacks against those targets, creatures making ranged attacks on you have advantage, and you can't target creatures or points outside your blindsight range. There are other implications too - can you read written word? Can you tell the colors of things? Are you affected by a medusa's gaze? These are questions best put to your DM. If this all sounds too onerous, say your character relies on other things than sight, but mechanically treat them like they have normal vision.

## RESISTANCES

**Flair**    **Effect**

**Resistance I.**    Gain resistance to acid, fire & hot weather, cold & cold weather, lightning, poison & advantage on saves vs poison

**Resistance II.**    Gain resistance to one: acid, fire & hot weather, cold & cold weather, lightning, poison & advantage on saves vs poison, necrotic, radiant, psychic or thunder.

**Resistance III.**    Gain resistance to one: acid, fire & hot weather, cold & cold weather, lightning, poison & advantage on saves vs poison, necrotic, radiant or psychic. Gain advantage on Int, Wis or Cha saving throws versus magic.

**Fey.**    Gain advantage versus charm and sleep effects.



## TEMPLATES

With approval of your DM, you may spend flair points on one of the following templates:

### BEAST WITHIN

Costs 5 Flair points

**Beast Within.** You can spend your action to transform into a half animal, half humanoid creature for a minute. Your equipment drops to the ground and you cannot wield it during this time. This ability recharges at the end of a long rest. While transformed you have the following abilities:

**Type.** You gain the shapechanger subtype.

**Natural Attacks.** Your unarmed attacks deal 1d6+Str damage in slashing or piercing damage instead of 1 bludgeoning.

**Armor.** Your natural AC is 13+Dex.

**Vulnerable.** You are vulnerable to damage dealt by silver weapons.

**Darkvision.** You gain darkvision up to 120ft and advantage on checks relying on smell or hearing.

**Fullmoon.** At the DM's discretion, once a month you must make a DC15 Wisdom save or transform uncontrollably into the Beast Within for 8 hours. While this is occurring, you are under the DM's control with the following ideals:

- I live for the hunt.
- Fight to the death to avoid being cornered or captured.
- There is no good or evil; right or wrong. The hunt is everything.

### PARASITE

Costs 5 Flair points

**Type.** You are a creature that is part alive and part undead. Your type is humanoid and undead for the purposing spells and abilities that affect undead.

**Darkvision.** You gain darkvision 120ft.

**Sunlight Weakness.** You take 20 damage per round when entering or starting your turn in direct sunlight.

**Sunlight Sensitivity** You have disadvantage on all perception checks and attack rolls when targetting a creature who is exposed to sunlight.

**Spider Walk.** You are affected permanently by *spider walk* spell.

**Natural Weapon.** When you attack a grappled creature, your unarmed attacks deal 1d6+Str necrotic damage instead of 1 bludgeoning and you gain temporary hp equal to damage dealt this way.

**Food.** You must consume eight pints of blood or eight pounds of humanoid flesh day rather than food/water. Purchasing vials of blood/raw meat is equivalent in cost/weight to rations, but can typically only found on the black market.

**Charming Gaze.** You can spend an action to cast *charm person* on a creature that you can see and that can see you. The spellcasting ability for this spell is Charisma. This ability recharges at the end of a long rest.



## NONLIVING

Costs 4 Flair points.

**Type.** You are a creature with a soul and a nonliving body. Your type is humanoid and either undead, construct or elemental (your choice) for the purpose of spells and abilities that affect those creature types.

**Immune.** You are immune to nonmagical disease, poison damage and the poisoned condition.

**Food & Air.** You don't need to eat or breathe.

**Sleep.** You must perform repairs or enter a dormant state for 4 hours a day similar to sleep. Disadvantage to perception during this period.

**Healing.** You only receive ½ healing from non-supernatural sources.

**Resurrection.** You cannot be resurrected except by wish or miracle spell, or at the DM's discretion a special ritual costing 10,000gp.

## 8. FINISHING TOUCHES

Now that you've conceptualized your race, consider a few things about the race as a whole:

1. How old do they get?
2. What are their societies like? Lawful? Chaotic?
3. Who leads them?
4. What is their family system like, if any?
5. What traits do they value in a person?

Record these facts in the stat block. Now you are done!





# AFTERWORD

Now that you understand the mysteries of race creation, you may ask: couldn't an enterprising master of the mystic arts create a being that is 'min-maxed as heck?' put another way, isn't it trivial to use this grimoire to create a powerful death dealing hero? The answer is trivially yes!

But know, fellow brother and sisters of the arcane, the goal of this grimoire was never to create beings of pure cheese. This humble wizard only wished to give you the spells needed to unshackle your imagination from the laws that the coastal wizards wrote in ancient times. Azal's goal is to give you the power to create hero's as unique as you are. So I beseech you, use these tools not for pursuit of power but for a mechanical experience that matches your imagination.

If you still fear power unbridled, then Azal can show you another way. Follow, and see.

## CHARACTER CREATION SPELL

### 1. CREATE YOUR RACE

Go through the Creatium Arcanum if you haven't already and create a race.

### 2. ROLL YOUR STATS

Roll 4d6 and drop the lowest number. Assign this stat to Strength. Roll 4d6 and drop the lowest number. Assign this stat to Dexterity. Proceed this way until all your stats are filled.

### 3. PICK A CLASS

Roll on the following table to select your class.

1d12	Class
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

Now go back and swap two ability scores.



### 4. CREATE YOUR CONCEPT

Now that you've let the vicissitudes of fates create your hero, give him a story. Where did he come from? Why does he possess the skills he has? What motivates him to adventure?

### 5. SELECT A BACKGROUND

Select a background and purchase your equipment.

### 6. BEGIN YOUR ADVENTURE

Show your DM your character. Introduce him to your fellow players. Get ready to adventure!

#### AZAL'S NOTES: MORE THE MERRIER

Alternatively, at step 1, have you and your party mates create races too. Put them in a table and have each player roll to see what race they acquire!

## AUTHOR NOTE

Thanks for reading. I've been playing RPG's for many years, and my imagination has always strained against the rules as provided. Use these rules to create cool, crazy races. Game on, my friends.

Taylor

## CREDITS

Artwork kindly provided by the DM's Guild.