



OLD GUS' ERRATA:

BEASTFOLK

16 NEW PLAYER RACES



Designer's Notes

Old Gus' Errata: Beastfolk, v1.01 (March 12, 2019). This document provides rules and mechanics for beastfolk races to supplement *Dungeons & Dragons* 5th Edition. This material is not officially part of the game and isn't permitted in *Dungeons & Dragons* Adventurers League events.

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Spells appear in the *Player's Handbook* on page 211.
^{XGE} denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.

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**OLD GUS' ERRATA:
ADDITIONAL PLAYER OPTIONS**



Illustration by Rob Joseph

ON BEASTFOLK

BORN WITH THE TOOLS TO SURVIVE

Bestial races can use their bodies in amazing ways, when compared to the general humanoid template. Many have heightened senses or can move through obstacles that would challenge other with the benefit of daily training.

Their origins vary: some are descended from fey in the early verses if the song of creation, and others arose naturally alongside humanity. Some have difficulty integrating into societies; as an unfounded fear of the lycanthropy hangs over some of them.

INTEGRATION

Most beastfolk still prefer living in the wilds with their own kind, but as a rule this says more about most races' tolerance for their kind than anything about beastfolk themselves.

Some beastfolk integrate easily and eagerly into city life, to the derision of their own kind. Others still use stealth and cunning to mask their nature from intolerant folk. A few make their presence known only to trade, and then disappear, returning to their own civilizations deep in the wilderness, never lingering in dangerous or prejudiced lands.

I had probably slain at least a hundred gnolls Before I first befriended one. Like so many others of my kind, I had long since written them off as unintelligent brutes with little to offer.

But in time, I found them tender with their young- at least until puberty- and their dedication to strength admirable, in its own way.

They are survivors.

~ Old Gus

Expanding the Official Beastfolk Races

This compendium focuses on providing new player race options to compliment the aaracockra, lizardfolk, and turtles with peoples presented as monsters in the *Monster Manual* and in *Volo's Guide to Monsters*.

In addition to these more established races, several original beastfolk races are provided that might appear in certain worlds of the multiverse.

There is also an excellent **Mousefolk Race** by [u/skybuh12](#) available online if you go looking for it that would pair well with any of the races presented here.



Illustration by Vilko

AARATICA

ADVENTURERS ON THE WING

Aaratica are diminutive cousins to the aaracockra, but rather than resemble raptors or other birds of prey, they resemble other types of birds. Most aaratica fear or revere their larger brethren, and will take caution to avoid them should they encounter them in the skies.

Aaratica vary wildly, but most often live in areas where others of their kind are plentiful, or might migrate with their family, tribe or clan. In addition to flight, some are capable swimmers, and others eschew flight altogether, preferring the brisk waters of the open ocean.

AARATICA RACIAL TRAITS

Ability Scores. Your Dexterity score increases by 2.

Age. Aaratica reach maturity by age 3 and precious few live longer than 20 years.

Alignment. Most aaratica are good, and take a carefree attitude when it comes to law and chaos.

Language. You can speak, read, and write Common and Aarakocra.

Subrace. Choose one of the following subraces: *Haan-Hi*, *Paar-Dal*, or *Pii-Vin*.

HAAN-HI

Haan-hii resemble ducks, geese, pelicans, boobies or other waterfowl. They have a reputation for both passion and formality, and do not suffer fools gladly.

A flock might include up to three dozen members of an extended family of haan-hi. They migrate with seasons, enjoying traditional meals that can only be enjoyed on their long journeys spent chasing warm weather around the world. They settle in places with a permanently temperate climate to rear their young until they are able to fly, and then most resume their ceaseless journeying.

Ability Scores. Your Intelligence score increases by 1.

Size. Haan-hi average 3 feet tall. They have fatty, strong bodies that weigh between 25 and 35 pounds. Your size is Small.

Speed. You have a movement speed of 20 feet.

Flight. You have a flying speed of 30 feet.

Natural Swimmer. You succeed checks made to swim automatically if you aren't wearing medium or heavy armor.

Compass Sense. If you have an unobstructed view of the sky, you know which way is north.

Well-Traveled. You learn two additional languages of your choice.

PAAR-DAL

Paar-Dal resemble cockatoos, sparrows, robins, canaries, nightingales, or other birds with especially bright plumage and loud voices. They tend to be braggarts, and perhaps even a bit selfish, and have developed a reputation for being superficial gossips and chatterboxes.

Many paar-dal are master craftsmen, and they dedicate a great deal of time and energy to the quality and finery of their home, collecting objects of great beauty to arrange and keep on display.

Almost all paar-dal families spend countless hours singing, dancing and teaching their children to sing, and it is considered a great shame among them to not be able to sing well and have a wide repertoire of traditional songs. Others extend this love of music and learn to play a musical instrument to supplement their musical prowess.

Ability Scores. Your Charisma score increases by 1.

Size. Haan-hi average 3 feet tall. They have lean, lightweight bodies that weigh between 20 and 30 pounds. Your size is Small.

Speed. You have a movement speed of 20 feet.

Flight. You have a flying speed of 35 feet. To use this speed, you can't be wearing medium or heavy armor.

Birdsong. You are proficient in the Performance skill and one musical instrument or artisan's tool of your choice.

PII-VIN

Pii-vin resemble enormous, hardy, squat penguins. They prefer to eat fresh, raw fish, and prefer to stay along coastlines in colder climates. Most pii-vin children spend as much time in the water as they do on land.

Ability Scores. Your Constitution score increases by 1.

Speed. You have a movement speed of 25 feet.

Size. Pii-Vin average 4 feet tall. They have fatty, heavy bodies that weigh between 50 and 80 pounds. Your size is Small.

Arctic Living. You have a swimming speed of 35 feet, you can hold your breath for 15 minutes and you have resistance to cold damage. Difficult terrain due to snow and ice does not impede your movement.

Aquatic Mastery. You know the *Shape Water*^{XGE} cantrip. Once you reach 3rd level, you can cast the *Ice Knife*^{XGE} spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *Locate Animals or Plants* spell if you can see a body of water; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.



Illustration by Dongjun Lu

APELONG

OUT OF THE FORESTS

Like humans, apelong are varied, clever, and highly adaptable. Those that leave their troops and native jungles behind are rare enough to turn heads when encountered by the unfamiliar, and at first glance, a naked greater ape is almost indistinguishable from their beastly counterparts. This has led to more than a few unfortunate misunderstandings and members of this proud people have been kept imprisoned by charlatans and circuses who show off their talking ape as a curiosity for passing travelers.

Apelong tribes are known for their making alliances and readily join ranks with other races, forming long-generational bonds. In areas where this has happened, seeing an ape tending bar or serving as a city guard can become a regular sight. Of all other races, apes are the least likely to trust humans, who they often believe themselves superior to in every way.

Apelong do not live quite as long as their humans cousins, and mature and age at more rapid rates. The greater apes are divided into three distinct races: the Ozo, the Panzu, and the Suxiu. The Ozo tend to dedicate themselves to a life of duty and service, while the panzu and Suxiu are more likely to take to a life of freewheeling opportunism.



Illustration by Roman Kondratenko

OZO

The mighty Ozo tower over their relatively hairless human cousins, preferring to walk on all fours. They usually resemble gorillas or orangutans.

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

Age. Ozo mature at 10 years and live up to 60 years.

Size. Ozo stand between 5½ and 6½ feet tall, and weigh 250-350 pounds. Your size is Medium.

Speed. You have a movement speed of 35 feet when your hands are unoccupied, 30 feet when one hand is occupied, and 25 feet when both hands are occupied.

Languages. You can speak, read and write Common and Apelong.

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

Ape Weaponry. You can use your teeth or hands to make unarmed strikes. If you hit with them, you deal bludgeoning (fists) or piercing (bite) damage equal to 1d6 + your Strength modifier.

Stunning Might. When you hit a creature a melee attack, you can attempt to stun the creature with a bonus action. The target makes a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier or it is stunned until the start of its next turn. You can use this trait once, and must finish a short or long rest before you can use it again.

Imposing Stature. You are proficient in the Intimidation skill.

Woodland Traveler. Difficult terrain due to plants, bushes or trees does not impede your movement.



Illustration by Alfonso Pardo Martínez

PANZU

Panzu resemble chimpanzees or mandrills, and despite their small stature, are stronger than humans. Their keen minds lead them to all kinds of professions.

Ability Scores. Your Strength, Dexterity and Intelligence scores increase by 1.

Age. Panzu mature at 10 years and live up to 70 years.

Size. Panzu stand between 3½ and 4½ feet tall, and weigh 80-130 pounds. Your size is Small.

Speed. You have a movement speed of 25 feet, and a climbing speed of 15 feet.

Languages. You can speak, read and write Common and Apelong.

Panzu Might. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, or when grappling a creature.

Ape Weaponry. You can use your teeth or hands to make unarmed strikes. If you hit with them, you deal bludgeoning (fists) or piercing (bite) damage equal to 1d4 + your Strength modifier.

Bodily Harmony. You are proficient in the Athletics or Acrobatics skill.

Tool Adept. You are proficient in one artisan's tool of your choice.

SUXIU

The dexterous suxiu resemble monkeys and macaques. They have exceptional agility, and use it in all aspects of their lives.

Ability Scores. Your Dexterity, Intelligence, Wisdom and Charisma scores increase by 1.

Age. Suxiu mature at 5 years and live up to 30 years.

Size. Suxiu are between 3 and 4 feet tall and weigh an average of 35 pounds. Your size is Small.

Speed. You have a movement speed of 30 feet, and a climbing speed equal to your movement speed.

Languages. You can speak, read and write Common and Apelong.

Prehensile Tail. You can make object interactions using your tail, and if you are not wearing heavy armor, you can suspend your body weight from it.

Suxiu Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn, you can double your speed. Once you use this trait, you can't use it again until you move 0 feet on your turn.

Graceful Movement. You are proficient in the Acrobatics skill. If you gain this proficiency from your class, you can add double your proficiency bonus to checks made with it. While you are not wearing heavy armor, you can use your Dexterity in place of your Strength score when determining the distance you can cover when making a long or high jump. Additionally, you don't need a running start to perform such jumps.



Illustration from the *Monster Manual*

BULLYWUGS

MASTERS OF THE SWAMP

Bullywugs live in primitive groups, hunting and fishing together. The hierarchy is based on strength, with the strongest being the leaders. Bullywugs are very territorial, and mostly will attack anyone who trespasses. Oddly enough, they tend not to fight within the tribe, but rival bullywug tribes will fight with each other. Bullywugs rarely work alongside other creatures since they would rather use them for food or sacrifice. However, occasionally during hard times small groups of bullywugs will latch onto a powerful ally that can help them bring down tougher game.

Bullywugs are known to revere a god named Ramenos. Ancient, crumbling statues of Ramenos can be found in the deepest jungles, great monuments near ruined temples that hint at what was once a mighty deity in some long-forgotten time. The great old temples also indicate a time when Bullywugs were less primitive and more organized, capable of building huge monuments of stone. In Ramenos' absence, many Bullywug tribes have come to revere froghearts instead. If a bullywug tribe (or "pond") came across one, they will try to lure it to their den, paying tribute in the form of food and protection.

BULLYWUG RACIAL TRAITS

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

Age. Bullywugs mature at 10 years, and live up to 50 years.

Alignment. Most bullywugs are neutral.

Size and Speed. Bullywugs are between 4½ and 5½ feet tall, and weigh 100-150 pounds. Your size is Medium. You have a movement speed of 20 feet, and a swimming speed of 30 feet.

Languages. You can speak, read and write Common and Bullywug.

Amphibious. You can breathe air and water. You must submerge yourself fully in water or mud once per day or suffer one level of exhaustion, which cannot be removed until you complete a long rest while submerged.

Bullywug Metabolism. You have disadvantage on any constitution saving throws to avoid intoxication from ingesting alcohol.

Speak with Frogs and Toads. You can communicate simple concepts to frogs and toads when you speak in Bullywug.

Swamp Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Bite. You can use your teeth or to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier.

Standing Leap. Your long jump is up to 20 ft. and your high jump is up to 10 ft., with or without a running start. You can make a standing leap using your bonus action.

Swampland Survivor. You have proficiency in the Survival skill.

Swamp Weapon Training. You are proficient with spears and nets.

Racial Feat: Leaping Strike

Prerequisite: Bullywug

Your Strength or Dexterity score increases by 1.

When an ally of yours that you can see hits a creature with a melee weapon attack, you can use your reaction to immediately make a standing leap, and make one melee weapon attack against the same target if it is within your reach.

You use this ability twice, and regain expended uses of it when you finish a long rest.



Illustration by Joel Hustak

ELKIN

LIFE ON THE HOOF

The moosefolk live primarily in the forests and upon the tundras of sub-temperate climates.

Elkin children grow rapidly, reaching adulthood in just a few years. Men and women alike have antlers on their heads, which vary from tribe to tribe and might resemble a deer or moose. They are tall and lean, and their short life cycles make parenting and rearing their young in the traditions of their kind a top priority for any elkin tribe. Each winter, elkin shed their antlers and grow a new pair the following spring. In autumn, the rites of adulthood are performed for those who have come of age, where young and old compete with one another in great wrestling public matches of hoof and horn where the tribe's grievances are aired and resolved in ritual combat if necessary.

Elkin are cautious, and use their innate magical abilities both to find food and to avoid predators and enemies. It is not uncommon to travel their lands and never see an elkin should they choose to avoid you. Most elkin tribes despise the Shash tribe of the ursine, and consider them pests to be expelled from their lands.

ELKIN RACIAL TRAITS

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

Age. Elkin mature at 5 years, and live up to 40 years.

Alignment. As people who follow the rhythm of nature and see themselves as its caretakers, elkin are typically neutral.

Size and Speed. Elkin stand between 6 and 8 feet tall, and weigh 250-350 pounds. Their antlers can raise up to 18 inches above their heads, so they often have to be careful when entering doorways or other low overhangs. Your size is Medium. You have a movement speed of 30 feet, and a Swimming speed of 20 feet.

Languages. You can speak, read and write Common and Elkin.

Poor Vision. You have disadvantage on checks you make with the Wisdom (Perception) skill that rely on sight.

Keen Hearing. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on hearing.

Hooved Kick. Your hooves are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Antler Riposte. You can use your antlers defensively. When a creature makes a melee attack against you, you can use your reaction to parry the attack with your antlers, raising your Armor Class by an amount equal to your proficiency bonus. Once you use this trait, you can't use it again until you finish a long rest.

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

Natural Adept. You are proficient in the Nature skill. If you gain this proficiency from your class, you can add double your proficiency bonus to checks made with it.

Elkin Magic. You know the *Druidcraft* cantrip, and you can cast the *Detect Poison and Disease* spell once with this trait, and regain the ability to do so when you complete a long rest. When you reach 3rd level, you can cast the *Locate Animals or Plants* spell once with this trait, and regain the ability to do so when you complete a long rest. Wisdom is your spellcasting ability for these spells.

Racial Feat: Elkin Combat Master

Prerequisite: Elkin

Your antlers grow an impressive span and reach. You gain the following benefits:

- Your Strength score increases by 1.
- You can use your antlers to make a melee attack that deals 2d4 piercing damage + your Strength modifier. If you hit, you can use your bonus action to make a Hooved Kick or shove attack.
- You regain use of your Antler Riposte trait when you finish a short or long rest.



Illustration from *Mordenkainen's Tome of Foes*

GIFF

MERCENARIES EXTRAORDINAIRE

Every aspect of giff society is organized along military lines. From birth until death, every giff has a military rank. It must follow orders from those of superior rank, and it can give orders to those of lower rank. Promotions don't depend on age, but are granted by a superior as a reward for valor. Giff are devoted to their children, even as most of their education is geared toward fighting and war. Few giff bother with wizardry.

Giff are in high demand as mercenaries, but they often insist on serving in units composed entirely of giff. A giff hiring itself out individually is almost unheard of. Giff refuse to fight other giff, and will never agree to a contract unless it stipulates that they can sit out a battle rather than wage war against their own kind. A giff prizes the reputation of their unit above their own life. Life is fleeting, but the regiment endures for generations or even centuries.

Giff are intelligent and pompous. Their focus on military training to the exclusion of all other areas of study can make them seem dull-witted to those who have more varied interests.

GIFF RACIAL TRAITS

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

Age. Giff mature at 20 years, and live up to a century.

Alignment. Giff's natural inclination toward regimented militarism leads them toward lawful alignments.

Size and Speed. Giff stand between 7½ and 8½ feet tall, and weigh 250-350 pounds. Your size is Medium. You have a movement speed of 30 feet, and a Swimming speed of 20 feet.

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

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

Trampling Charge. If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with a melee weapon attack, they must succeed a Strength saving throw DC 8 + your proficiency bonus + your Strength modifier or be knocked prone.

Giff Weapon Training. Choose one weapon. You are proficient with it and gain a +1 to your attack rolls you make with it.

Quick Loading. You can ignore the loading property of crossbows and firearms you are proficient with.

Racial Feat: Giff Gunsmithing

Prerequisite: Giff, proficiency in *Blacksmith's Tools* or *Tinker's Tools*

You are a gain the following benefits:

- Your Dexterity score increases by 1.
- You are proficient with giff firearms.
- You can craft firearms from the firearms table below by paying the material costs. The process takes one week.
- You can craft ballistics from the ballistics table below by paying the material costs. The process takes 1 hour.

Firearm	Cost	Damage	Weight	Properties
Giff Pistol	100 gp	1d0 piercing	3 lbs	ammunition (range 30/90), loading
Giff Musket	150 gp	1d12 piercing	8 lbs	ammunition (range 40/120), loading, two-handed

Ballistics	Cost	Damage	Weight	Properties
Bullets (20)	20 gp	—	0.1 lbs	
Frag Grenade	100 gp	5d6 piercing	2 lbs	DC Dexterity saving throw for half damage



Illustration from the *Monster Manual*

GNOLLS

CHILDREN OF YEENOGHU

Gnoll skin is greenish-gray, and their furry hide a light or dark brown hue. Sometimes marked with spots or stripes or a crested mane that stands on end when they are angry, upset or uncomfortable. A gnoll's sex is indeterminate to most anyone other than a other gnolls. Most gnolls worship Yeenoghu, the demon prince and lord of savagery.

Most folk find the gnolls feral and aggressive, and not without warrant. Gnolls start fighting among one another at a very early age and as soon as they can walk, finding places away from the eyes of adults where they engage in vicious, sometimes lethal fights.

A gnoll is more likely to demand answers than it is to actually ask questions. Gnolls see this not as an act of hostility, but rather an important declaration of strength. Gnolls that manage to integrate into societies are often employed in lines of work that make use of their hierarchical and sadistic tendencies: they make excellent hired muscle, jailers, torturers, executioners, pirates and slavers.

GNOLL RACIAL TRAITS

Ability Scores. Your Strength score increases by 2, and one other ability score of your choice increases by 1.

Age. Gnolls mature at 5 years, and live up to three decades.

Alignment. Their dedication to Yeenoghu and hunting instincts makes most Gnolls chaotic evil.

Size and Speed. Gnolls are between 6½ and 7½ feet tall, and weigh 200-280 pounds. Your size is Medium. You have a movement speed of 30 feet.

Languages. You can speak, read and write Common and Abyssal.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your teeth are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier.

Thrill of the Hunt. If you can see or hear a creature that is below their maximum hit points, you can use your bonus action to mark that target for a number of hours equal to your proficiency bonus. For the duration, you have advantage on checks made to track or locate the target, and if you are within 30 feet of it, you can grant an ally advantage on melee attack roll against it using your reaction. You can use this trait once, and regain use of it when you complete a long rest.

Rampage. When you reduce a creature to 0 hit points, you can use your bonus action to move up to half your speed and make a bite attack.

Carrion Feeder. You have advantage on Constitution saving throws made to resist disease.

Primal Instincts. You are proficient in the Survival skill.

Gnoll Weapon Training. You are proficient with spears and longbows.

Racial Feat: Yeenoghu's Favored

Prerequisite: Gnoll

Yeenoghu has blessed you with his favor. You gain the following benefits:

- One ability score of your choice increases by 1.
- You learn the *Primal Savagery*^{XGE} cantrip. Strength is your spellcasting ability for the spell.
- You grow talons on the ends of your fingers, or a shock of fiery orange hair on your mane, stripes or spots, marking you for other gnolls to see and envy.
- As a bonus action, you can call upon Yeenoghu's favor for up to 1 minute. The next time you hit a creature with a melee or spell attack, it deals an extra a number of d6s equal to your proficiency bonus in necrotic damage. If the target is invisible, it becomes visible and cannot become invisible again for 1 minute. Once you use this ability, you can't use it again until you finish a long rest.



Illustration from *Volo's Guide to Monsters*

GRUNG

SWAMP SLAVERS

Green grung tend to be warriors, hunters, and general laborers. Blue grung are usually artisans and domestic workers. Purple grung tend to supervisors of the green and blue grungs or serve as slavemasters. Red grung are born with magical talent, and often serve as advisors to those in positions of true leadership. Orange grung are a tribe's elite warriors, with authority over all lesser grungs. If a rare golden grung is born into a tribe, they usually end up ascending to a leadership role.

There is occasionally some mobility possible between castes, in cases of valuable contributions and great deeds, by the use of ritual magic and herbal compounds.

Grung tribes are often slavers, and they use their skill with poisons to keep their captives sedate by poisoning their food.

Grung typically prefer their own kind, but a few ambitious grung manage to find steady work as assassins, alchemists or poisonmakers.

GRUNG RACIAL TRAITS

Ability Scores. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Grung mature at 5 years, and live up to 30 years.

Alignment. Most grung are lawful evil.

Size and Speed. Grung are between 3 and 4 feet tall, and weigh 30-50 pounds. Your size is Small. You have a movement speed of 25 feet and a climb speed of 20 feet.

Languages. You can speak, read and write Common and Grung.

Amphibious. You can breathe air and water. You must submerge yourself fully in water or mud once per day or suffer one level of exhaustion, which cannot be removed until you complete a long rest while submerged.

Poison Immunity. You are immune to poison.

Poisonous Skin. Any creature that comes into direct contact with your skin must succeed on a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier or be poisoned until the end of their next turn.

Standing Leap. Your long jump is up to 20 feet and its high jump is up to 15 feet, with or without a running start.

Poisoned Weapons. You are proficient with the poisoner's kit. If you spent at least 1 hour working, you can create a single dose of your own skin's poison, which can be applied to a weapon. The applied poison lasts for 1 minute or until the weapon strikes a creature, which makes a saving throw as if it had touched your *Poisonous Skin*.

Racial Feat: Mesmerizing Chirr

Prerequisite: Grung, 8th level

Your Charisma score increases by 1.

As an action, you can make a chirring noise to which other grung are immune. Each humanoid or beast that is within 15 feet of you and able to hear you must succeed on a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier or be stunned until the start of their next turn. Once you use this ability, you can't use it again until you finish a long rest.



Illustration by Andrea Butera

HAASHIR

BRAINS AND BRAWN

Compared to a loxodon, a haashir's tusks are comparatively small and serve more as points of decoration than natural weaponry. Most haashir prefer to use their brains rather than their bulk to guide them through their long lives. They have extraordinarily sensitive noses at the end of a long, prehensile trunk that extends from their faces.

All haashir are born with some amount of innate magical talent, and magic suffuses their daily lives, with each individual showing talent for magic of one kind or another. Haashir specialize not just in the casting of spells, but integrating their use into their daily life and tasks. As they mature, these abilities intensify and they discover new magics they are capable of. Haashir make quick studies at arcane universities, and often spend their long lives in search of knowledge and wisdom, which they consider sacred.

As a rite of adulthood, haashir commit complex epic tales and poems to memory and are able to recall them with precision decades later.

HAASHIR RACIAL TRAITS

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

Age. Haashir mature at 30 years, and live up to two centuries.

Alignment. Haashir's strong sense of community and tradition give them a strong lawful bent.

Size and Speed. Haashir are between 6½ and 7½ feet tall, and weigh 270-400 pounds. Your size is Medium. You have a movement speed of 25 feet.

Languages. You can speak, read and write Common and Haashir.

Seismic Hearing. You can detect seismic signals and hear low pitched sounds inaudible to other races. By comparing the timing of signals received by each of your feet, you can determine the sound's direction. While standing on a stable surface on two feet, you have a tremorsense of 15 feet.

Prehensile Trunk. You can make object interactions using your trunk.

Stomp. Your wide, heavy feet are natural weapons. You can use your bonus action to make a melee weapon attack against tiny creature on the ground, or a small or medium creature if they are prone. If it hits, your feet deal 1d6 + your Strength modifier in bludgeoning damage to the target creature. You are unable make stomping attacks if you are prone.

Haashir Magic. Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn one cantrip of your choice from that class's spell list. In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level.

At level 5, your innate magical abilities mature. You can choose two 2nd-level spells from that class's spell list. You learn those two spells, and can cast them at their lowest level. Alternately, you can expend your cast of either 2nd-level spell to cast your 1st-level *Haashir Magic* spell at 2nd-level.

Once you cast these spells, you must finish a long rest before you can cast them again using this feat. No matter what class you choose, Intelligence is your spellcasting ability for these spells.

Racial Feat: Goring Tusks

Prerequisite: Haashir

Your Strength or Constitution score increase by 1.

You grow a set of dangerous wild tusks. You can use them to make a gore attack that deal 1d8 + your Strength modifier piercing damage.

If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with your tusks, you can use your bonus action to shove the creature.



Illustration by Adrian Alejo

KUNEK

EL-AHRAIRAH'S QUICKLING CHILDREN

Kunek are small humanoids about the size of a gnome with the heads, tails and feet of rabbits. They have long, sensitive ears and their eyesight detects motion almost reflexively. They are careful, intentional and cautious beings, but make excellent and loyal friends to those they come to know and love.

On their own, kunek live in underground warrens much like halfling dwellings. They regularly have as many as five children at once. Their infants are tiny and helpless for about a year, but quickly grow and reach adulthood in just a few short years, mastering language and their bodies at an incredible rate.

Kunek are very social, but prefer to have a few feet of personal space and do not like to be touched or jostled by strangers. Kunek will go to great lengths to avoid a crowd. Most of them also dislike temperature extremes. When they are happy, they will hop or dance with joy.

Most kunek are fastidious, and keep themselves immaculately clean. Other races think of them, as flighty busybodies because of their predilection to take on more than one task at a time, but they have short lives and only so long to accomplish their goals.

KUNEK RELIGION

Most kunek worship El-ahrairah, an archfey who favors the form of a rabbit, and from whom they claim ancestry. Their religion prizes wisdom, cunning and caution as virtues, believing if one uses their gifts to the utmost, they will leave a lasting legacy upon the world in the form of friendships and children that will echo throughout the ages.

KUNEK RACIAL TRAITS

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

Age. Kunek mature at 5 years, and live up to 30 years.

Alignment. Kunek are lawful almost without exception, and most are good.

Size and Speed. Kunek are between 3 and 4 feet tall, and weigh an average of 35 pounds. Your size is Small. You have a movement speed of 30 feet.

Languages. You can speak, read and write Common and Kunek.

Dimvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Keen Hearing. You are proficient in the Perception skill, and have advantage on checks you make with it that rely on hearing.

Kunek Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can dash as a bonus action. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Nimble Hop. You can move through the space of any creature at least one size category larger than yours, spending 2 feet of movement for every 1 feet you move in this manner.

Swift Warning. You receive a bonus to your initiative rolls equal to half your Wisdom modifier (minimum: 1).

El-ahrairah's Favored. You are proficient in the Insight skill.

Racial Feat: Cunning Trick

Prerequisite: Kunek

When you are forced to make a saving throw against you can choose a different ability to substitute your saving throw with, and roll it at advantage. You can use this ability before or after you roll your saving throw, but must choose use it before the results have been announced.

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



Illustration by Theme Finland

LUDAI

SECRETIVE FARMERS

Ludai are an agricultural species native to grasslands near forests and mountains. They build their villages in hidden valleys or in plains protected by thick woods. These humanoid mollusks often bring discomfort to other humanoids, with their alien legs, ever-shifting torso and thick stalks that carry curious, bulbous eyes. Ludai enjoy living in their simple settlements, exercising agrarian professions and being close to their family. The slime they travel upon contains a natural fertilizer, increasing the growth of many kinds of plants.

Ludai skin tones can vary widely, they may be dull or bright blues or vibrant, striped yellows depending upon their tribe of origin. Ludai have four eyestalks. A few individuals bear additional eyestalks with additional sensory organs. This is often a sign of magical talent.

Their mouths are ill suited for pronouncing words in common speech or many languages, and other races can have a difficult time understanding their slow, slurred words. Their native language is a complex chemical language that is translated only with some difficulty. Ludai often have difficulty expressing their most complex thoughts, emotions or concepts to humanoid races, which has led to some believing the ludai are dull-witted.

LUDAI RACIAL TRAITS

Ability Scores. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Ludai reach physical maturity at the age of 6, and can live up to 500 years, although most perish of old age or disease sometime in their third century.

Alignment. Preferring the simplicity of a farmer's life over wild antics or political machinations, ludai are usually of neutral alignments. Chaotic ludai are exceedingly rare.

Size and Speed. Ludai range from 4 to 6 feet in height and weigh an average of 200 pounds. Your size is Medium. Ludai do not have legs, but a propulsive organ under their tail that secretes a slime to ease their propulsion. The slime evaporates after 10 minutes in most conditions. Your base walking speed is 25 feet. Your speed is not reduced by wearing Heavy Armor.

Languages. You can speak, read and write Common and Ludain. Ludain is a pheromonal language, spoken in close proximity to another ludai's facial stalks.

Amorphous. You can squeeze a space two sizes smaller than your size, and moving through spaces 1 size smaller does not take additional movement. While squeezing through a space two sizes smaller than your size, your speed is reduced to 5 feet, and you cannot perform actions other than moving. You cannot use this trait if you are wearing medium or heavy armor.

Ludai Hardiness. You have advantage on saving throws against poison and disease, and resist poison damage.

Arcane Slime. You know the Poison Spray cantrip. When you reach 3rd level, you can cast the Grease spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Spider Climb as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

Repugnant. Due to your unorthodox appearance, you have disadvantage on Charisma (Persuasion) checks you make against other humanoid races.

Racial Feat: Regenerative Cells

Prerequisite: Ludai

You gain the uncanny ability to regenerate. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).



Illustration by Kahito Slydeft

RAKEESH

MASTERS OF THE SAVANNAH

Rakeesh are centaur-like creature with the torso and arms of a human and the hindquarters, head and claws of a lion. On the savannahs, they live in hunting prides of 10-15 members, but they also construct large stone complexes of tiered pyramids setting the royal elite above the rabble, either rising above the savannah or occasionally deep within a jungle. These cities are divided into quarters, many of which are off-limits to anyone who is not a rakeesh or who does not hold a special place of honor among their people. Unwary travelers to their lands often have an adjustment period where it seems like they are always in trouble with the law until they come to learn the local customs.

PRIDE AND PREJUDICE

A hunter-warrior culture at heart, rakeesh tend to be proud, strong, and dislike or even fear the contagiousness of disease or other infirmities with superstition. A rakeesh who is crippled and can no longer fight will often choose to die rather than live on, putting their affairs in order and letting a local priest perform a death ritual, or throwing themselves into battle with the hope of a good death that will please their gods, earning them a place on the shining plains of the afterlife, where the hunt is endless.

Even rakeesh who are not great warriors are prideful: of their works, their craft and their families, and most do not tolerate insults, and formal duels over honor are not uncommon in their lands.

Rakeesh mistrust arcane spellcasters not of their own kind, and most of their settlements forbid the unsanctioned practice of magic out in the open or on the streets of their settlements. Justice is swift and brutal in rakeesh society, and repeat offenders are often sentenced to gruesome fates such as having their hands, tongues or even their eyelids removed. Rakeesh

especially despise the Rakshasa, and will kill them on sight or hunt them down if they discover one among their ranks.

RAKEESH RACIAL TRAITS

Ability Scores. Your Strength score increases by 2 and Charisma score increases by 1.

Age. Rakeesh mature at 15 years, and live up to 70 years.

Alignment. A rakeesh's sense of honor and pride give them a strong lawful inclination.

Size and Speed. Rakeesh stand between 5 and 6 feet tall, and weigh 300-400 pounds. Your size is Medium. You have a movement speed of 30 feet.

Languages. You can speak, read and write Common and Rakeeshi.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Lion's Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hunter's Chase. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can use your bonus action to dash directly toward an enemy target. If you hit the creature with a melee attack, its speed becomes 0 until the end of its next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

Intimidating Roar. When you hit a creature with a melee weapon attack, you can use your bonus action to roar at them, making an Charisma (Intimidation) check against the target's Wisdom (Insight). If you win the contest, the creature is frightened of you until the end of its next turn. If they succeed, they are not frightened. The roar is audible up to 1 mile away. Once you use this trait, you can't use it again until you finish a short or long rest.

Savannah Training. You are proficient with spears and longbows. You also have advantage on Dexterity (Stealth) checks made while you are in grassy terrain.

Hybrid Nature. You have two creature types: humanoid and monstrosity. You can be affected by a spell or ability that targets either of your creature types.



Illustration by Lius Lasahido

RHINOX

GENTLE GIANTS

The rhinox are a group of humanoids with the thick hides, and heads of a rhinoceros, complete with a large single horn protruding from the tops of their head.

Rhinox rear their young in family groups called a crash, and travel wide savannahs chasing seasons and favored tastes in fruit, berries and green, leafy plants.

A rhinox is not born with a horn. The horn begins to grow at when a young rhinox reach adolescence, usually at around six years of age, and reaches full size around the time a rhinox reaches adulthood two years later.

Urban rhinox are rare, as most prefer the wind and solitude of the open savannah, where their considerable bulk is not considered a nuisance. Rhinox are so large and heavy that most furniture cannot withstand their weight, and fitting through doorways meant for most humanoids can be a daily challenge for them.

Most rhinox revere and even worship fey, from which they are descended.

RHINOX RACIAL TRAITS

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

Age. Rhinox mature at 8 years, and live up to 60 years.

Alignment. Rhinox's sense of honor and gentle nature usually lead them toward a life of good. Evil rhinox are rare and are usually the sworn enemies of the rest of their kind.

Size and Speed. Rhinox stand between 6 and 8 feet tall, and weigh 300-400 pounds. Your size is Medium. You have a movement speed of 30 feet.

Languages. You can speak, read and write Common and Rhinox.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on smell.

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

Horn. You have a large single horn on your head, with which you can make gore attacks, dealing 1d6 + your Strength modifier in piercing damage.

Trampling Charge. If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with a horn attack, they must succeed a Strength saving throw DC 8 + your proficiency bonus + your Strength modifier or be knocked prone.

Pachyderm. You have thick, leathery skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. If you are using a shield, you can apply the shield's bonus as normal.

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

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Racial Feat: Thick Hide

Prerequisite: Rhinox

Your hide is even thicker than usual. You can use your reaction to position your plates advantageously, granting you resistance to an incoming attack that would deal piercing or slashing damage to you.

Armor Class Calculations

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. For example, if you have the rhinox's *Pachyderm* trait and the monk's *Unarmored Defense* feature, you can't benefit from both simultaneously. Instead, you choose which one determines your AC.



Illustration by Tuncer Eren

URSINE

BEARFOLK OF THE WILDS

The ursine are a race of bearlike humanoids that prefer to live in forests. When encountered by the ignorant, they are commonly mistaken for werebears or even the odd sasquatch. These misunderstandings have driven most ursine tribes deep into wildernesses, far from the bustling metropolises of the world.

Ursine have large heads, noses, ears and thick necks and claws that resemble those of bears. Their bodies are completely covered in fur that may be brown, black, white, grey or even red, orange or tawny in color. A few tribes have stripes or collars of another fur color as a general rule, and other tribes consider such patterns a sign from their ancestors, whom they worship. They organize themselves into tight-knit family groups, usually between ten and thirty individuals.

When adulthood is reached, some ursine leave their tribe for on a spiritual quest of personal discovery. When they have finished, then return to their tribe and add their knowledge to the tribe, passing down their worldly wisdom to the next generation of cubs. These ursine spend up to fifteen years of their relatively short lives on such quests.

THE ENDLESS JOURNEY

Ursine tribes are nomadic, and will pull their camps up and travel great distances with them to spend a season in a particular place with favored hunting or fishing grounds. Maintenance of tradition is important in ursine culture, and these places are often locations their family have returned to for generations.

Tribes often maintain formal diplomatic relations with the more populous races that inhabit their ancestral lands. Ensuring the tribe's safety and security is of utmost importance, as is maintenance of sacred ancestral lands. Ursine tribes are known to fight or ally with their neighbors according to how they feel the land is being managed by the powers that be.

URSINE RACIAL TRAITS

Ability Scores. Your Strength score increases by 1.

Age. Ursine mature at 10 years, and live up to 60 years.

Size and Speed. Ursine stand between 6 and 8 feet tall, and weigh 240-380 pounds. Your size is Medium. You have a movement speed of 30 feet.

Languages. You can speak, read and write Common and Ursine.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) skill that rely on smell.

Natural Weaponry. Your claws and bite are natural weapons, which you can use to make unarmed strikes with proficiency. If you hit with them, you can choose to deal slashing or bludgeoning (claw) or piercing (bite) damage equal to 1d4 + your Strength modifier.

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

Hibernation. If you prepare yourself by consuming double the amount of food you require to live for at least one month, you can enter a state of deep sleep for a number of months equivalent to your proficiency bonus. For the duration, your metabolism slows, you do not need food or water, and you are immune to cold damage caused by your environment.

You can awaken yourself at any time. If you take damage or are forced make a saving throw, you awaken. If you have been hibernating for at least 1 month when you awaken, you must immediately succeed a DC 12 Constitution saving throw or suffer from one level of exhaustion.

Tribal Ancestry. Choose one of following these tribes: *Shash*, *Makwa* or *Helarc*.

SHASH

Largest and most fearsome of the tribes, the shash favor temperate arboreal areas in temperate or arctic regions, and avoid other races as much as possible, preferring the company of their own kind. Their fur is usually brown, grey or white.

Honor, status and lineage mean a great deal in their societies, and members often have use-names that identify an important lineage or memorialize a particularly memorable feat that individual may have accomplished in their lifetime.

Above all else, the shash prize honor, bravery and selfless dedication to their tribe. They will actively hunt Elkin tribespeople when moving through their lands, especially in the long winter months.

Ability Scores. Your Strength and Constitution scores increase by 1.

Menacing. You are proficient in the Intimidation skill. If your class or background grants you the Persuasion skill, you may add twice your proficiency bonus to rolls with it.

Forager. If there's edible flora, game to hunt or potable water within a number of miles equal to your proficiency bonus, you know it and where to find it.

MAKWA

Smallest and most cunning of the tribes, makwa are clever tribes who often find ways to enter into mutually beneficial relationships with their neighbors. Their natural talent for craftsmanship and tolerant attitude makes them the most likely of the tribes to fully integrate into other humanoid societies. Their fur ranges from dark brown to black and deep red. A few have ringed tails or white markings.

However, even the most urban makwa still favor trees and prize them for climbing and scratching unreachable spots of their body, and are loathe to live anywhere that doesn't have a few good trees within reach.

Makwa prize cunning, ingenuity and flexibility as virtues.

Ability Scores. Your Dexterity and Intelligence scores increase by 1.

Nimble Claws. Your claws are especially dexterous, and grant you a climbing speed of 20 feet. They can also serve as one artisan's tool (or thieves' tools), with which you are proficient.

Unseen Among the Leaves. You have advantage on Dexterity (Stealth) checks when in forest or jungle terrain.

HELARC

Members of the helarc tribe are the least likely of their kind to engage in the practice of hibernation, preferring tropical forests, jungles or swamps that brim with food year-round, enjoying in the continuous bounty that the warm climate provides. They range in color from brown to gold and tawny. A few are marked by dramatic white and black alternations.

Helarc prize affability, wisdom and optimism as virtues. They tend to be gregarious, and engage eagerly with other races. Helarc merchants are famous for their ability to sell anything to anyone, be it goods or ideas.

Ability Scores. Your Charisma and Wisdom scores increase by 1.

Golden Tongue. You are proficient in the Persuasion skill. If your class or background grants you the Persuasion skill, you may add twice your proficiency bonus to rolls with it.

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



Illustration by Lius Lasahido



Illustration by Kieron McGuire

VARKIND RACIAL TRAITS

Ability Scores. Your Intelligence, Wisdom and Charisma scores increase by 1.

Age. Varkind mature at 15 years, and live up to 70 years.

Alignment. Urban varkind tend toward good alignment, while rural and wild tribes tend toward neutrality.

Size and Speed. Varkind are as stout as dwarves, standing between 4 and 5½ feet tall, and weigh 100-200 pounds. Your size is Medium. You have a movement speed of 25 feet. Your speed is not reduced by wearing heavy armor.

Languages. You can speak, read and write Common and Varkind.

Keen Smell. You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on smell.

Open Minded. You are proficient in the Insight skill.

Natural Philosopher. You know the *Guidance* cantrip. Once you reach 3rd level, you can cast the *Goodberry* and spell once, and you must finish a long rest in order to cast the spell again using this trait. You can choose your spellcasting ability for these spells, choosing Intelligence, Wisdom or Charisma.

Sure-Footed. Your low center of gravity makes it difficult to knock you over. You can double your proficiency bonus to saving throws you make to avoid being knocked prone.

Mud Lover. Difficult terrain due to mud does not impede your movement.

Thunderous Squeal. As a bonus action, you can release a loud squeal. It is audible at 500 feet, and creatures within 10 feet of you that can hear you must succeed a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier or take your level in thunder damage. You can use this ability twice, and regain expended uses of it when you finish a long rest.

Racial Feat: Boar Tusks

Prerequisite: Varkind

Your Strength or Constitution score increase by 1.

You grow a set of dangerous wild-looking tusks. You can use them to make a gore attack that deal 1d6 + your Strength modifier piercing damage.

If you move at least 20 feet in a straight line toward a large or smaller creature and hit them with your tusks, you can use your bonus action to shove the creature.

VARKINDS

ETERNAL OPTIMISTS

Urban varkind tend to look like domestic pigs, with tufted ears, large snouts and hooves at the ends of their feet. They are famously happy-go-lucky, with sunshine-laden, easy going personalities. Barbarian tribes of varkind tend to have a more boar-like appearance, with thick fur or a crested mane, and some even have large tusks protruding from their faces. They can be considerably more serious, but like their urban counterparts, they welcome friends and allies with great hospitality.

Varkind never forget favor nor offense: they are patient and kind with friends and loved ones, and vicious and unforgiving toward their enemies or those who have done them wrong. Varkind are known to hold a grudge for the entirety of their lives, and moments later seem to forget it entirely once they are otherwise occupied, returning to their usual happy-go-lucky self.

Varkind tribes are called saunders, and number from twenty to thirty individuals, and are matriarchal. When male varkind reach adulthood, they leave their saunders to make their own way in the world. Most die as contented bachelors.

VULPINI

CUNNING, CLEVER AND FEARLESS

Vulpini are humanoids with features that resemble foxes, coyotes, badgers, skunks or racoons, depending on their ancestry. They can be white, grey, black, red, brown, tawny. Some have alternating stripes along their bodies or tails.

Vulpini are sharp-tongued, fiercely individualistic and adventurous, and have a notorious predisposition toward wanderlust. They often travel incredible distances over their lifetimes and die far from their place of birth. Some settle down and live for years in the same place if the area is filled with opportunity or to rear their young, but they almost always eventually leave anything (and anyone) they cannot easily bring with them behind, up to and including their own children. This tendency to leave without arranging one's affairs has earned their race more than a few enemies, and some folk are reluctant to enter into any long-term arrangements that rely on trust with a Vulpini.

Few vulpini ever dedicate themselves to religion, although some find a worthy of dedicating themselves to, if only for a time.

VULPINI RACIAL TRAITS

Ability Scores. Your Dexterity score increases by 2.

Age. Vulpini mature at 12 years, and live up to 60 years.

Alignment. Most vulpini are chaotic, but few are evil.

Size and Speed. Vulpini are between 3½ and 4½ feet tall, and weigh an average of 60 pounds. Your size is Small. You have a movement speed of 30 feet.

Languages. You can speak, read and write Common and vulpine.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Compass Sense. Barring magical interference, you always know which way is north.

Subrace. Choose one of the following subraces: *Raposi*, *Tenko* or *Guaxin*.



Illustration by Stu Harrington

RAPOSI

The most numerous and successful of the vulpini, the raposi always seem to overcome any challenge life throws at them.

Ability Scores. Your Charisma score increases by 1.

Unseen Movement. You are proficient in the Stealth skill. If you gain this proficiency from your class, you can add double your proficiency bonus to checks made with it. Additionally, you can hide using your bonus action.

Fast Talker. You are proficient in the Persuasion skill.

Quick to Endear. You know the *Friends* cantrip. At 3rd level, you can cast the *Expeditious Retreat* spell once with this trait, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.



Illustration by Luiz Prado

GUAXIN

The industrious guaxin have a reputation for avarice, and rarely mind giving someone a piece of their mind if they feel offended or taken advantage of. They have a keen mind for business and often make a living as traveling traders or merchants. However, their bark is worse than their bite, and most prefer to avoid physical conflict when it comes down to it.

Ability Scores. Your Intelligence score increases by 1.

Keen Insight. You are proficient in the Insight skill. If you gain this proficiency from your class, you can add double your proficiency bonus to checks made with it.

Cowering Feint. You can disengage using your bonus action.

Sharp Tongue. You know the *Vicious Mockery* cantrip. When you reach 3rd level, you can cast the *Knock* spell once with this trait, and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.



Illustration by Dante2906

TENKO

A rare few tenko are born with more than one tail, a sure sign of an auspicious life.

Ability Scores. Your Wisdom score increases by 1.

Tenko Magic. You know the Fire Bolt cantrip. You can cast the *Faerie Fire* spell once; you must finish a long rest in order to cast the spell again using this trait. When you reach 3rd level, you can cast the *Magic Mouth* spell once without the need for any material components once; you must finish a long rest in order to cast the spell again using this trait. At 5th level, you can cast the *Nystul's Magic Aura* spell once; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

Ethereal Jaunt. As a bonus action, you can enter the ethereal plane, and take the Dash action when you do. You can remain in the ethereal plane until the end of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

ZANZARO

CHILDREN OF THE SWARM

Zanzaro are an insectoid race that live in underground complex hives. Their appearance is disturbing to other races, and many of consider them monsters. Only their royal castes ever breed, meaning that they are served by their aunts, uncles, and eventually their own children. This unique social structure produces an almost alien mindset to most other humanoid.

Zanzaro are hatched into enormous underground hive complexes, and many never see the surface, for there is much to do underground. A network of royal zanzaro might extend their society for miles underground, with a few new royals being produced to manage ongoing labor by the worker and soldier castes.

ZANZARO RACIAL TRAITS

Ability Scores. Your Constitution score increases by 1.

Age. Zanzaro mature 2 years after they hatch, and live up to 20 years.

Alignment. Barring long isolation or interference, zanzaro are compelled to lawful alignments.

Languages. You can understand, read and write Common, and you can speak zanzari. Zanzari is a complex language: it may involve signals made with your posture, antenna or mandibles, and chemical signals that are undetectable by most other races.

Dimvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Poor Swimmer. You have disadvantage on Strength (Athletics) checks made to swim.

Limited Telepathy. You can send telepathic messages to humanoids within 120 feet of you with whom you share at least one language. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks your telepathy. Your telepathy doesn't have to follow a straight line and can travel freely around corners or through openings. Your telepathy only allows you to send messages, and not to receive any in return.

Extra Limbs. You can use your extra hands to make an object interaction if your main hands are full.

Hybrid Nature. You have two creature types: humanoid and monstrosity. You can be affected by a spell or ability that targets either of your creature types.

Caste System. Zanzaro are bred for particular societal roles from the time they are laid as eggs, and are eventually born into an inescapable caste. Choose one of the following subraces: *Royal*, *Soldier* or *Worker*.



Illustration by Molten Gold Art

ROYAL

Royal zanzaro are lithe, graceful, and resemble insectoid elves. They tend to be arrogant and self-serving.

Ability Scores. Your Charisma score increases by 2.

Size and Speed. Royal zanzaro are between 4½ and 5½ feet tall, and weigh an average of 100 pounds. Your size is Medium. You have a movement speed of 30 feet.

Exoskeleton. Your flexible chitin gives you a +1 bonus to your AC.

Glide. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your proficiency bonus.

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

Hive Magic. You know the *Infestation*^{XGE} cantrip. When you reach 3rd level, you can cast the *Dissonant Whispers* spell once as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. At 5th level, you can cast the *Mind Spike*^{XGE} spell once as a 3rd-level spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Royal Command. You are proficient with the Persuasion skill, and you have advantage on Charisma checks you make to influence zanzaro of lower castes.

SOLDIER

A zanzaro soldier resembles an enormous large mantis, with sharp spines protruding from their forearms. They famously lack a sense of humor, and tend to take anything said to them literally.

Ability Scores. Your Strength score increases by 2.

Size and Speed. Soldier zanzaro are between 6 and 7 feet tall, and weigh an average of 200 pounds. Your size is Medium. You have a movement speed of 30 feet.

Leap. You can make long and high jumps without the need for a running start.

Hardened Carapace. Due to your chitinous exoskeleton and the shape of your body, you are ill-suited to wearing armor. Your carapace provides ample protection, however; it gives you a base AC of 16 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Deadly Limbs. You can use your arms as deadly weapons, dealing 1d4 + your Strength modifier in slashing damage. Additionally, you can hold up to four weapons with your arms, choosing any combination with which to use them with your available attacks. You might hold a shield and longsword in two of your hands, and a greatsword in the other two. When you make attacks, you can elect to use any weapon you are holding. You cannot benefit from holding more than one shield.

Zanzaro Soldier Training. You are proficient with shields and 2 weapons of your choice.

Surging Attack. You can use your action to attack once with your arms or whatever weapons you are holding, or with your *Deadly Limbs*. You can use this trait once, and regain expended uses of it when you finish a short rest.

Magically Neutered. You are unable to cast spells.

WORKER

Workers resemble ants and wasps. They have no ego and are happiest when carrying out an assigned task.

Ability Scores. Your Dexterity score increases by 2.

Size and Speed. Workers are between 3½ feet tall, and weigh 40 pounds. Your size is Small. You have a movement speed of 25 feet.

Limited Flight. As a bonus action, you can fly up to 25 feet and hover. You can remain hovering, and fly using your movement speed until the end of your next turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

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



Illustration by Matthieu Pierron

I've never met a people so content with the order of things than the Zanzaro. They accept their lot in life as a matter of course, and this leads some to believe they lack imagination, but they are intuitive, and accept challenge readily. ~Old Gus

Exoskeleton. Your flexible chitin gives you a +1 bonus to your AC.

Venomous Stinger. You can make unarmed strikes with the stinger at the end of your abdomen, as if it were a finesse weapon. When you hit, you can inject venom with your stinger that deals a number of d6s equal to your proficiency bonus as poison damage.

You can use this trait a number of times equal to your Constitution modifier, and regain expended uses of it when you complete a long rest.

Zanzaro Worker Training. You are proficient in one artisan's tool of your choice.

Digger. You know the *Mold Earth*^{XGE} cantrip. Dexterity is your spellcasting ability for the spell.