

SPELLJAMMER[®]

INTRODUCTION

Imagine a universe where square worlds spin around gemstone suns. Where planets lie cradled in the roots of an oak tree so vast its leaves twirl around brightly burning suns. Where ships of wood sail the void between worlds, and battle each other with catapult and ballista, spell and sword. Where an asteroid may be a safe harbor, a slaver's den, or a hungry creature eager to devour any that pass by. Where daring swashbucklers and scoundrels race for fantastic treasures and literally touch the stars. Where terrifying beasts with the power to destroy whole worlds roam.

Welcome . . . to the universe of Spelljammer!

In the Spelljammer campaign, the fantastic is possible and one is limited only by the depths of their imagination. Sailing ships, enwrapped in bubbles of air, travel empty Wildspace, moved by the power of their mystic helms. Gravity is a matter of convenience, where a captain can tour the bottom of his ship, and worlds come in all shapes and sizes. Whole solar systems are surrounded by colossal spheres made of an unbreakable, crystal-like substance to protect them from an ocean of swirling light and color, the flammable Phlogiston, which divides the void between stars.

WILDSPACE

Wildspace is what comes to mind when we talk of "space." It is the vast emptiness that lies between the planets and the stars. All the celestial bodies within a crystal shell float in the airless void called wildspace. Conventional (meaning "those that take place on the prime material plane") interplanetary journeys around a solar system take place within wildspace. It is mostly vacuum. (More correctly, most regions of wildspace are vacuum. But the cosmos is a big place and there are exceptions to almost every rule, as shall be shown later.) Wildspace is not truly a void, however, even though it is often referred to that way. The simple fact that there is "space" rules out its being a true void.

CRYSTAL SHELLS

All wildspace is bounded by crystal shells or crystal spheres. Inside the crystal sphere is the vacuum of wildspace, the planets, and stars. Outside the crystal sphere is the rainbow ocean of phlogiston and more crystal spheres. The size of a crystal sphere is determined by the size of the planetary system inside. Usually a sphere has a radius at least twice as big as the orbital radius of the outermost celestial body in the system (i.e., the distance from the shell to the outermost body of the system is the same as the distance from that outermost body to the center point of the system).

Because of their great size, the outside of a crystal sphere appears perfectly flat. The curvature is so gradual that it is completely undetectable to anyone who is close enough to see the crystal sphere through the obscuring phlogiston. The spheres consist of an unbreakable, dark, ceramic material of unknown origin. Some legends state (and various theologians agree) that the smooth-surfaced shells were created and positioned by the gods themselves to protect their worlds from the ravages of the phlogiston, which is held to be the prime matter of the universe. Less charitable philosophers maintain that such shells were placed by an even higher authority to keep gods and men in and confine their activities.

Whatever their origin, the crystal shells are uniform throughout space. All appear as great, dark, featureless spheres of unidentifiable matter. The crystal spheres are definitely solid. They have no gravity along either their interior or exterior sides (an exception to the rule that all large objects have gravity). No magic has been found that can damage or alter the surface of a shell, except for those spells which cause portals to open. Even this, however, is believed to be nothing more than an artificial triggering of a natural phenomenon, since portals also occur naturally and seemingly at random. They are apparently immune to the effects of wishes and even the wills of the outer planar powers (though this does not rule out the possibility that the outer planar powers created them, perhaps they were wise enough to prevent even their own tampering).

THE PHLOGISTON

The phlogiston is a turbulent, unstable, multicolored, fluorescent gas (or gaslike medium) which fills the regions between the crystal spheres. Very little is known for certain about the phlogiston or this region. Every planetary system known is encased within a crystal sphere. Essentially, the crystal sphere keeps the wildspace in and the phlogiston out (this, of course, is a tremendous simplification, but it is easy to grasp). Like the phlogiston, crystal spheres are a great mystery; their origins and substance are unknown. Within wildspace are the celestial bodies: planets, suns, moons, asteroids, and a host of other items collectively lumped together under the heading "planetoids." Most celestial bodies have an atmosphere of some sort although it is dangerous to assume that this is an inviolable rule.

GRAVITY

The reason everything drags its own atmosphere around through space is gravity. This is also the reason why people can stand on a spacesailing ship without falling off its deck and can stand on a spherical planet without falling off the bottom side. Every body in space has its own gravity. Gravity is an accommodating force in that its direction seems to be "that which is most convenient." In an object the size of a planet, gravity is directed toward a point at the center of the planet so that people can stand anywhere on the surface and dropped objects fall perpendicular to the surface. In smaller objects, like space craft, gravity is not a central point but rather a plane which cuts horizontally through the object.

Significantly, this gravity plane is two-directional; it attracts from both top and bottom. A sailor can actually stand on the bottom of the ship's hull and move around as easily as if he was walking on deck. In this case, "down" is actually "up," back toward the plane of gravity that cuts through the ship. One of the stranger side effects of all this is that an object falling off the side of a spelljammer can oscillate back and forth across the plane of gravity, falling first in one direction until it crosses the plane, then reversing direction and falling back across the plane again, and so on until something causes it to stop. To a person standing on the deck, the object appears to fall down, then up, then down, then up. This trick is commonly used to amuse passengers new to space travel. More than one groundling has gotten in trouble for standing at the ship's rail and tossing an endless stream of apples overboard just to watch them bob.

AIR

All objects drag air with them whenever they leave an air envelope. A typical human, for example, will drag enough fresh air with him/her to breathe for 2-20 minutes. After that time runs out the air will turn foul for a like period of time and then become deadly and unbreathable.

The amount of air a spelljamming ship carries with it is based on its size. The larger the vessel, the more air is dragged into its pocket. The amount of air is equal to its keel length x beam length /2 + its HP ($KxB/2+HP$). For example, a man-o-war has a keel of 200ft, a beam of 20ft, and its HP is 550. $200 \times 20 / 2 + 550$ is 2550, which means its minimum crew size of 10 people can survive 255 days. When a vessel reaches its air limit the air becomes fouled; it smells bad and is stale and humid. All attacks and proficiency checks in a fouled atmosphere are at disadvantage. Air remains fouled for the same amount of time it remained fresh, once that time wears out it becomes deadly; each turn everyone aboard must save versus poison or pass out. If unconscious each turn they must save versus poison or die.

While important, air is relatively easy to replenish. Entering a larger air envelope like that of a planet or asteroid is one of the most popular and cheapest methods. Green plants will refresh air, some vessels make great use of these for just this purpose. Many asteroid colonies keep at least half their surface area reserved for plants for this reason as well.

FACTIONS

Most spacefaring character races are similar to their more familiar, terrestrial counterparts as far as abilities and capabilities are concerned. A void elf may have a different societal background than a valley elf from Oerth, a moon elf from Toril, or one of the Qualinesti from Krynn, but they all still think they are better than you. Some races are wildly different than their terrestrial counterparts however, so make sure to check their disposition before making any assumptions.

The **Imperial Elven Navy** is elven superiority, look down on non-elves and even non-starborn elves. They allow such beings into their fleet as mercenaries or foreign-legion style crew but don't treat them with a whole lot of respect overall. Any individual captain or commander/admiral might be less rude about it, but the fleet as a whole is arrogant.

The **Green Concern** is made of an alliance between orcs and goblinoids, out to defend themselves from genocide by the Elven fleets (so they say), but in practice it's a way for them to unite for larger raids on outlying Crystal Spheres or loose planets/planetoids. They allow non-goblinoids/orcs in, as long as they prove strong and willing to obey the orders of their commanders, no matter how treacherous or violent the order might be.

The **Arcane Consortium** is a trade alliance between various Arcane (blue giants with an affinity for magic, trade, and the construction of spelljamming components), they supply ships and refittings to anyone with the money for it. They are always looking to make a deal, or open new trade networks. They defend what's theirs with as much devotion as they put towards trying to sell what's theirs to you.

The **Fleshdealers** are a large splinter group of Beholders, Illithid, and Neogi who, unlike much of their bretheren, would rather BUY slaves than take them violently. As such, they make a better impression on those they meet, and have actual diplomats and embassies in various territories, as well as markets for their goods and services. They prefer to trade for slaves, but gold will do in places where that is illegal!

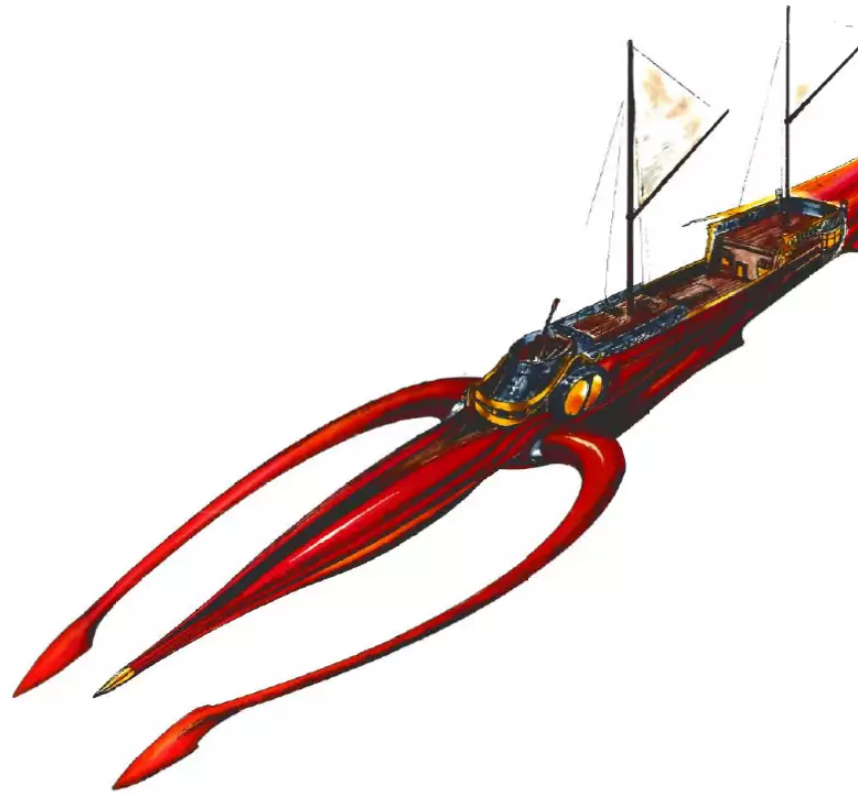
The **Treasure Fleet** is a number of Kara-turan (and gaijin) ships and sailors travelling the spheres, making trade connections and gathering information to take back home. They hold no ports out of Realspace, but their influence is felt in many ports despite that, with large Tura-towns springing up from members of the fleet deciding they like a new port instead of home. To make up for shedding the occasional cluster of crew, a not insignificant portion of their fleet are made of those they've hired on along the way.

The **Beholder Sovereignty** are vicious slaving monsters, using their superior selves to power superior ships, which strike to capture as many slaves as possible before fleeing.

The **Illithid Union** are, while not quite as unreasonable as planet-bound Illithid, still not likely to see you as anything but food or a slave. They do, however, respect diplomatic alliances, and generally obey the common Wildspace law. That does not mean you should trust a Union ship met alone in wildspace, merely that they MIGHT not attack first if you are flying a flag they have a treaty with.

The **Githyanki** hold a few territories, but make few friends for their utter unwillingness to negotiate with the Illithid at any point, and frequent slaving raids. They prefer the Astral plane, and as such generally just appear for such raids, or to butcher Illithid.

The **Gith Pirates** are made up of outcasts from both factions of Gith, feared by all for their extreme violence and rumors of cannibalism. They can be anywhere. Within a Sphere they can appear out of the Astral plane, or perhaps appear from an asteroid fortress. The only thing you can count on them doing is being extremely violent.



THE HELM

Ships travel through wildspace by means of the helm—a magical device which converts mystical energy into motive force, the push that moves the spelljammer. This allows rapid movement from planet to planet. Some of the specifics vary from race to race. In general, however, most ships are equipped with a magical device known as a spelljamming helm.

A mage or priest sits at the helm and acts as a living engine, providing the magical power to move the ship through wildspace and to perform some basic maneuvering as well. Any magic can move a ship through wildspace. The more powerful the magic, the faster and further the ship can move. Helms come in a variety of power levels that can also influence how far the same level of magic can get you.



YOUR SPELLJAMMER SHIP AND YOU!

A Spelljamming ship is outstandingly fast, even a mountain with a spelljamming helm will travel at around 100,000,000 miles per day in the Phlogeston. However, within Wildspace, they are slowed down to a mere 400 miles per day per ship's rating point. That is still outstanding, however!

In atmosphere the speed is lowered to 60ft per ship rating (per round), and has the ability to hover. It retains the same Maneuverability Class it has when in Wildspace, though class 5 becomes class 4 (as class 5 generally started life as seafaring ships, and are not quite as clumsy in atmosphere as they are in Wildspace).

MANEUVERABILITY CLASSES

Class Effect

- 0 Can change facing at will, in any direction. Does not expend SR when changing facing
- 1 Can change facing up to 2 hex sides on a single hex per 1 SR, up to a max of 2 per hex.
- 2 Can change facing up to 2 hex sides on a single hex at 1 SR each, up to a max of 2 per hex.
- 3 Can change facing up to 1 hex side per hex. Can change facing 1 for each hex moved.
- 4 Can change facing up to 1 side per hex. Can change can change facing 1 for every hex moved. Cannot change facing on the hex you start in.
- 5 Cannot change facing as the first action, they must move into the hex they are facing at the start of the turn before any turning is allowed, at 1 side every other hex.

MOVEMENT AND FACING

In order to move about in a Tactical combat, you spend SR (Ship Rating). Moving 1 hex costs 1 SR, as does turning 1 hex face. The amount you can rotate in any given hex is defined under the Maneuverability Class of your ship, in the table above. Your Ship Rating, however, is determined by who is at the Spelljammer Helm. There are two sorts of basic Spelljammer Helms: Minor and Major helms. Both use the power of a spellcaster with the Spelljamming proficiency. While attuned to the Helm, you are unable to cast more than a cantrip, and are unable to get up from the throne. After getting off the throne, you are still unable to cast spells for 1d4 rounds, as you un-attune. There are other sorts of Helms, such as Lifejammers or Pooljammers, but they are beyond the scope of what a player will be able to control. The Helmsman has control of the ship's movement, and requires all his attention at this task, preventing them from being able to defend themselves or participate in combat unless they wish the ship to become a sitting duck. Rare Helms allow for multiple Helmsmen to contribute to the overall SR, but they are either the Sequence Helms of the Illithid that rely on Psionics, or are otherwise extremely rare, and extremely powerful. There are even Ki-helms in the Treasure Fleet of Kara-Tur, allowing their sailor population to take the Helm should it become necessary. Guiding the ship through Wildspace makes the position of Helmsman the most important on the ship, and certainly the most dangerous.

SHIP RATING

Level of Helmsman	Major Helm	Minor Helm
1	1	1
2	1	1
3	1	1
4	2	1
5	2	1
6	3	2
7	3	2
8	4	2
9	4	3
10	5	3
11	5	3
12	6	4
13	6	4
14	7	4
15	7	5
16	8	5
17	8	5
18	9	6
19	9	6
20	10	6

TERMINOLOGY

Attributes of Ships Cost– This is the cost to purchase a ship in gold pieces.

Crew Min/Max- These two numbers indicate the minimum number of crew required to operate the ship and the maximum occupancy of the ship.

Maneuverability Rating (MR)– Your ships ability to turn accelerate and maneuver.

Armor Class (AC)- Difficulty of hitting a ship based on its construction and maneuverability.

Hit Points (HP)- Hit Points for ships are identical to Hit Points for characters and monsters. They measure the amount of damage the ship can sustain before it is destroyed.

Damage Threshold– You must deal more damage than the DT for your attack to deal damage. An attack lower than the threshold deals none, while an attack even one point higher than the threshold deals full. A ship with 100 or more Hit Points has a Damage Threshold of 10. This number goes up by 5 for every additional 200 Hit Points the ship has up to 500. Above 500 Hit Points the Damage Threshold goes up by 5 for every additional 500 Hit Points the ship has to a maximum of 30.

Keel Length- This is the length of the ship from fore to aft (that's front to back for you landlubbers). This number will become important when dealing with gravity and the air pocket that surrounds a ship.

Beam Length- This is the measurement of the widest part of the ship from port to starboard (left to right). This measurement will be important for gravity and air.

Standard Armaments- This is the amount and type of weaponry that can be installed on a ship. Ship weapons range from medium weapons such as a light ballista to huge weapons like a trebuchet.

Helm Type- The final ship attribute is helm type. This indicates what type of Spelljammer Helm can be used to run the ship. Most ships can be run off either a Major or Minor Helm, but others require a Major Helm or a special type of Helm.

COMBAT RULES

On the Tactical scale, specifically while on a ship, you roll initiative for each ship rather than each crew member. The initiative is modified by the Maneuverability Class of the ship. This also includes movement rules. Your ship turn consists of moving and turning as you wish, ending where you wish. A combat round is 1 minute in Tactical mode.

Fire from personal missile weapons, spells, and siege weapons can occur during any of the phases above, but must follow the initiative order within each phase. That is to say, you can fire off your turn as ships pass each other (or get tangled together in grappling, ramming, or the like)

Keep in mind that in space, each hex represents 500 yds across. Most "personal" weapons can only be fired when vessels are within the same hex, a few (longbow, heavy crossbow, for example) might have the range to shoot out of the hex, barely. Spell ranges should be carefully considered as well. Generally, those with a range of at least 100 yards can be cast at targets within the same hex, those with less than 100 yards range can only be cast at grappled or rammed targets. Some spells only work when the air envelopes are mixed.

Ships move on a hex grid. Beside each vessel counter, the ship will have a 3-d indicator showing the ship's height above or below that combat's "0" level. Each vessel's bow will point to a hex side, not the joint between two hex sides. Movement is determined by SR, and how often the ship can turn is also determined by SR but how far the ship can turn is determined by MC.

Ship weapons: Weapons have "ranges" which are really the SR of their projectile. The range of a light catapult is 5, which means its stone moves 2500 yards each round until it hits something or goes off into infinity. In planetary atmospheres the range is reduced to normal earthbound ranges.

Ramming: Ships equipped with rams can inflict massive amounts of damage. When ramming the To-Hit is that of the helmsman, modified by their spellcasting stat. If a hit is scored damage is equal to the damage of the ram. Ships which attempt to ram vessels more than three times their size in tonnage, or vessels which ram without having a ram 'crash' instead. The crashing ship usually takes a great deal of damage, though it might inflict significant damage in return. A 'crash' does damage as if you were rammed by the larger ship.

Shearing: Ships equipped with piercing rams or shearing blades may attempt to shear away the rigging of opposing vessels. This is treated as a ram attack, except no damage is done. Instead, for each successful shear attack the target's MC is reduced 1 step until repaired (usually after the battle).

Grappling: First, the relative speed difference between vessels cannot be more than 1 SR when attempting to grapple (grappling rams exclude this). This is a contested roll, both ships being required to roll 1d20+MR+SR. Grappler has advantage if more than 50% greater size than the opponent, whether as initiator or defender. Degrappling is automatic if both vessels desire it, otherwise it's resolved just as a standard grappling roll except the defender ("degrappler") makes the rolls.

Critical Hits: Crewed weapons often have a chance of inflicting a critical hit, this is listed in that weapon's statistics. Other events (ramming, some spells, turbulence, failing a save in high winds) can also cause critical hits. Finally, a vessel reduced to 50% of its hull points takes a critical hit. Note, since some critical hits reduce the ship's hull points there can be a short cascading of critical hits in this manner. When a critical hit occurs the result is determined by the following chart:

CRIT TABLE

d20 Roll	Effect
1	Loss of 5 Hull points
2	Deck crew casualty
3	Interior crew casualty
4	Ship Shaken
5	Large weapon damaged
6	Deck crew casualty
7	Hull holed
8	Maneuverability loss
9	Loss of 10 Hull points
10	Ship Shaken
11	Fire!
12	Loss of SR
13	Deck crew casualty
14	Large weapon damaged
15	Ship Shaken
16	Hull Holed
17	Maneuverability loss
18	Loss of 10 Hull points
19	Helm hit
20	Spelljammer Shock!

Deck crew casualty: One exposed crewmember is struck and suffers the same damage as the ship. Choose the target randomly from exposed crew. All characters within 5 ft of that individual must make a DC 10 Dex save or suffer the same damage.

Interior crew casualty: Same as a Deck casualty, but everyone aboard is a potential target, including prisoners, the captain, and the spelljamming Helmsman. This reflects not so much the missile itself, but shattered parts of the ship bouncing around during combat.

Ship Shaken: All characters not sitting or otherwise firmly tied down (the spelljamming Helmsman is considered secure) must make a DC 13 Dex save or fall prone.

Large Weapon Damaged: One large weapon (chosen randomly) is inoperable until repaired, it's crew is unharmed.

Hull Holed: The attack punches a sizable hole in the ship, the DM decides where.

Fire!: A fire starts somewhere in the ship, determined by the DM. If a fire is somehow unable to start (all lights on the ship are magical, there is nothing flammable onboard, the ship is made entirely of rock, ect) go to next entry.

Loss of SR: The ship's SR drops by 1 point for the next 1d10 rounds while the Helmsman readjusts his mental balance. Additional losses are cumulative.

Maneuverability Loss: The ship drops 1 MC for 1d10 turns. A ship with Class 5 maneuverability cannot drop any further, so the next entry is taken instead.

Spelljammer Shock!: The spelljamming Helmsman must make a DC 15 Int save or fall immediately into a coma which lasts 1d4 days. In the case of multiple Helmsmen, they all must make the save. In the case of foundries, artificurnaces, or other drives not using a Helmsman, the drive itself is rendered nonfunctional for 1d4 days. If no replacement is available, the ship immediately becomes SR 0 and can only move in a straight line at it's present speed.

BREAKING UP

If a ship is reduced to 0 HP, it's internal structure is destroyed and it begins to fall apart. Some victors will sift through the debris for prisoners, while others will abandon them. It's possible for survivors to lash up some of the vessel to save themselves with a temporary helm and air pocket.

SHIP WEAPONS

NAME	SIZE	HIT AC	POINTS	ATTACK MODIFIER	RANGE	DAMAGE	IDEAL CREW	COST	NOTES
Light Catapult	Medium	15	90	+5	2,500 yds/2,286 m	22 (4d10) bludgeoning	3	1,000 gp	Can't hit targets within 120 ft. (37 m) of it
Medium Catapult	Large	15	120	+5	2,000 yds/1,829 m	33 (6d10) bludgeoning	4	2,500 gp	Can't hit targets within 90 ft. (27 m) of it
Trebuchet	Huge	15	150	+5	1,500 yds/1,372 m	44 (8d10) bludgeoning	5	5,000 gp	Counts as two large weapon installations, can't hit targets within 60 ft. (18 m) of it
Light Ballista	Medium	15	30	+6	3,000 yds/2,743 m	5 (1d10) piercing	2	500 gp	
Medium Ballista	Large	15	50	+6	2,000 yds/1,829 m	16 (3d10) piercing	3	1,000 gp	
Heavy Ballista	Huge	15	70	+6	1,000 yds/914 m	27 (5d10) piercing	4	1,500 gp	Counts as two large weapon installations
Cannon	Large	19	75	+6	1,000 yds/914 m	44 (8d10) bludgeoning	3	20,000 gp	
Light Jettison	Medium	15	90	+5	1,500 yds/1,372 m	3 (1d6) bludgeoning to all creatures in a 5 ft. (1.5m) radius	2	1,000 gp	
Medium Jettison	Large	15	120	+5	1,000 yds/914 m	7 (2d6) bludgeoning to all creatures in a 10ft (3 m) radius	3	2,500 gp	
Heavy Jettison	Huge	15	150	+5	500 yds/457 m	10 (3d6) bludgeoning to all creatures in a 15 ft (4.5 m) radius	4	5,000 gp	Counts as two large weapon installations
Greek Fire Projector	Large	19	80	+6	500 yds/457 m	27 (5d10) fire	4	10,000 gp	Starts fires

SHIPS

SHIP TYPE	COST	CREW MIN/MAX	MR	AC	HP	DAMAGE THRESHOLD	KEEL LENGTH	BEAM LENGTH	STANDARD ARMAMENT	HELM TYPE
Flitter	10,000 gp	1/1	1	14	40	N/A	20 ft/ 6.1 m	5 ft/ 1.5 m	None	Major or Minor Helm
Mosquito	15,000 gp	1/6	2	17	75	10	100 ft/ 30.5 m	15 ft/ 4.6 m	None	Major or Minor Helm
Caravel	10,000 gp	8/10	5	13	75	10	70 ft/ 21.3 m	20 ft/ 6.1 m	1 large weapon	Major or Minor Helm
Dragonfly	40,000 gp	3/10	2	14	100	10	100 ft/ 30.5 m	20 ft/ 6.1 m	1 medium weapon	Major or Minor Helm
Damselfly	50,000 gp	2/10	3	18	100	10	100 ft/ 30.5 m	20 ft/ 6.1 m	1 huge weapon	Major or Minor Helm
Wasp	20,000 gp	8/18	3	16	150	15	80 ft/ 24.4 m	20 ft/ 6.1 m	1 huge weapon	Major or Minor Helm
Tyrant Ship	100,000 gp	15/23	2	22	200	20	100 ft/ 30.5 m	100 ft/ 30.5 m	Special	Orbus
Tradesman	15,000 gp	10/25	3	17	200	20	120 ft/ 36.6 m	30 ft/ 9.1 m	1 medium weapon and 1 large weapon	Major or Minor Helm
Gnomish Sidewheeler	40,000 gp	20/30	4	15	250	20	120 ft/ 36.6 m	25 ft/ 7.6 m	None	Gnomish
Nautiloid	40,000 gp	10/35	3	18	300	20	180 ft/ 54.9 m	30 ft/ 9.1 m	5 large weapons	Series Helm or Pool Helm
Mindspider	60,000 gp	3/40	2	18	400	25	40 ft/ 12.2 m	15 ft/ 4.6 m	3 large weapons	Lifejammer
Galleon	50,000 gp	20/40	4	15	400	25	130 ft/ 39.6 m	30 ft/ 9.1 m	1 medium weapon and 2 large weapons	Major or Minor Helm
Squid Ship	45,000 gp	12/45	3	17	450	25	250 ft/ 76.2 m	25 ft/ 7.6 m	2 large weapons and 1 huge weapon	Major or Minor Helm
Dragonship	60,000 gp	20/45	3	17	450	25	150 ft/ 45.7 m	20 ft/ 6.1 m	2 large weapons	Major or Minor Helm
Hammership	50,000 gp	24/60	3	16	550	30	250 ft/ 76.2 m	25 ft/ 7.6 m	3 huge weapons	Major or Minor Helm
Man-o-War	100,000 gp	10/60	2	15	550	30	200 ft/ 61 m	20 ft/ 6.1 m	4 large weapons	Major or Minor Helm
Deathspider	100,000 gp	30/100	4	17	1000	30	175 ft/ 53.3 m	50 ft/ 15.2 m	6 huge weapons	Major Helm
Armada	125,000 gp	40/100	3	17	1000	30	300 ft/ 91.4 m	30 ft/ 9.1 m	14 huge weapons	Major Helm
Citadel	1,000,000 gp	100/300	4	22	2000	30	250 ft/ 76.2 m	200 ft/ 61 m	7 huge weapons, 8 large weapons and 12 medium weapons	Forge



GITH FORERUNNERS

ON THE BLASTED PLAINS, ZERTHIMON TOLD GITH that there cannot be two skies. In the wake of this words, came war.

—Dak'kon, *Planescape: Torment*

Giths are not a common sight in most of the worlds. For the most knowledgeable beings giths are still a puzzle not completely solved. A single race that attain liberty and a name with lots of effort and sacrifices, found two paths to follow in two different ideologies. Warmaster Gith and Prophet Zerthimon, Githyanki and Githzerai, followers of revenge and self-knowledge seekers, two faces of the same coin that look so similar but are so different.

SLAVES OF AN EMPIRE

Many ages ago, the Ilithids, the psionic tyrants most known as Mind Flayers, controlled empires that spanned many worlds. Feared for their appetite for brains, the Ilithids consumed and enslaved all other humanoids within their reach. At the zenith of their power, Ilithids, also well known for their countless and foul experiments, created a cast of humanoid slaves to live among them as servants and expendable warriors, the forerunners. The forerunners suffered untold horrors by their masters for ages, one of them was the fear of being selected as a meal.

Surviving for generations, the forerunners numbers where kept in control by their masters until they grew complacent in their supremacy paying less and less attention to their culling practices. The forerunners grew in numbers that easily outnumbered their overlords while developing their own powers and subversive ideas. They nursed their hatred for their masters and longed to be free, and more than once a few of them tried to rebel but failed.

GITH'S UPRISING

The real revolution didn't start until the female warrior Gith rose among the ranks of the rebels, becoming the symbol for the all-out rebellion. With the leadership of Gith, the forerunners start a long and bloody war rescuing more and

more slaves while reducing the number of their old oppressors. Eventually, none of the forerunners remained enslaved, all had won their freedom or died at the hands of their fearful old masters.

Unsatisfied with mere freedom, Warmaster Gith lead the forerunners in a campaign to annihilate all the main flayers in all the worlds she could reach. She started a purge on her old masters, their other servants and even other forerunners who resisted her orders. Instead of allowing her people to enjoy their hard-won freedom, she lead them in a path of conquest and unending war.

ZERTHIMON AND THE CIVIL WAR

Not pleased with the new leadership, another well-known forerunner, Zerthimon, started an opposing faction to the leadership of Gith with the use of words. He claimed that Gith proved she was unfit to lead because of her warmongering ideas. In Zerthimon teachings many forerunners realized that following a hopeless cycle of destruction instead of learning about themselves as a race was a mistake. Instead of tolerating dissent and accepting debate, Gith proved Zerthimon right when she saw him as a threat to her rule that was vital to suppress. A big civil war occurred between the supporters of Gith and the followers of Zerthimon that sealed the future of their race.

PLANE DWELLERS AND ADVENTURERS

Both Githyanki and Githzerai, different in their cultures as they are, send their younger members to other planes, most commonly the Material Plane, for different reasons.

Githyanki send their young ones to secret creches in the Material Plane to raise them since they don't age in the Astral Plane. In the creches they also learn to harness their psychic and combat abilities. When a githyanki grows to adulthood they have to slain a mind flayer as a rite of passage to be able to rejoin its people on the Astral Plane.

Rarely, a githzerai master establishes a hidden monastery in the Material Plane to train young githzerai while spreading the teachings of Zerthimon. Young members of the githzerai that train in Material Plane monasteries are usually more open-minded to new knowledge since they don't have to focus on battling the influences of Limbo. They return to the main githyanki settlements once they finish all their trainings.

It's nearly impossible to see a githyanki and a githzerai in a same group working together to achieve a common goal. Known for rejecting each other, they can start a fierce battle to death if not interrupted with a justified reason. One of these reasons is, for example, the information that a mind flayer they can't beat on their own is alive in near proximity. Whatever the reason is, they will work together in their full capabilities but an actual friendship will never appear since the differences in their cultures will never let them.

GITH NAMES

Githyankis and Githzerai have personal names given to them at birth. The name of each individual is not a matter of importance until they earn the respect of the other members of their community via martial attitude for githyankis and accepted knowledge for githzerais.

Githyanki Names: Adilzin, Ach'ali, Darram, Devorxa, Elezpah, Gruzar, Harana'ii, Ji'li'kai, K'atzn'ii, Kha'zerah, Kii'na, Lar'il, Mallak, Moraan, Numak, Rashka, Ro'jhi, T'cha, Treena, T'shaa, Shunder'ah, Torpel'lin, Umal, Vlaakith, Zra'khar.

Githzerai Names: Amak, Arja'rok, Dak'kon, Djakh, Djelekh, D'keth, Fri'hi, Hailcii'n, Hifek, Karan, Karath, Kars'ten, Keluk, M'narr, Parakk, Ra'as, Rivek, Rrek, Rr'ka, Selqant, Toryg, Try'ig'or, Vilquar, Zerchai, Zerthimon, Zhjaeve

NEAR MYTHICAL SIGHTINGS

Most of the individuals of the common and uncommon races have never seen or heard of the gith. Since seeing one of them is particularly rare, anyone who meet a gith can't see the differences between githyankis and githzerai until they are completely explained to them. It is not impossible for a member of any race to run for a pacific githzerai confusing them for a warring githyanki if they have seen one of them before. The same prejudice applies otherwise.

Dwarves, Elves, Humans and Halfling. "They are something I never seen before but their appearance doesn't generate distrust for me. They look very agile however and I better learn their intentions first."

Aasimar, Genasi, Gnomes and Hal-Elves. "They are tall and agile, similar to elves but with an otherworldly appearance. Those black eyes can't be read so I need to approach them with caution."

Dragonborns and Tieflings. "There's an otherworldly feel around them. It's not like my cursed heritage, more like a big weight on their shoulders. If they can stand firmly with all that, they can be my allies."

Goliaths and Half-Orcs. "They look like formidable warriors from another world, I want to know if they are capable on a fight. They look like they could be better companions than the average human or elf."

GITH TRAITS

Your gith character has a number of traits in common for both Githyanki and Githzerai.

Ability Score Increase. Your Wisdom score increases by 2.

Age. They don't age on the Astral Plane and can live for centuries on Limbo. On the Material Plane they reach maturity at the 16 years and live long as a 100 to 150 years.

Alignment. Most of the githyanki are lawful evil since they follow their lich-queen orders of war, conquer and plunder to everything in their reach. Githzerais, in their monastic lifestyle, are Lawful neutral, acting always in accordance to their society codes. It's not impossible for both, githyanki and githzerai, to be of a different alignment. Some githyanki don't



want to follow the undending war and prefer to find their own path. In a similar way, githzerai can give up their monastic traditions and leave for a special reason, their alignment is a corresponding answer to these particular reason.

Size. Giths are over the 6 feet tall and average about 100 pounds, they are more agile, toned and muscular of what they normally look. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Enhanced Jump. You can cast the *Jump* spell once, requiring no material components, and you regain the ability to cast it this way when you finish a short or long rest.

Psionics. You know the *Mage Hand* cantrip and how to cast it without the verbal components and with little effort on the somatic ones. The summoned hand is invisible for everyone. Wisdom is your spellcasting ability for it.

Languages. You can speak, read and write Common and Gith. Gith is a harsh and guttural language derived from the Githjad alphabet. Githyanki and githzerai got different dialects from the same Gith language.

Subraces. A civil war among the forerunners divided them in Githyanki and Githzerai as if they were two different races.

GITHYANKI

The githyanki, "followers of Gith" in their own language, followed her leader in the path of conquerors. Plundering countless words, Gith shape them into a militaristic society, with a strict caste system.

In the uprising against the Illithids, Gith was seeking for strong allies. Her adviser Vlaakith suggested Gith to appeal to Tiamat, and Gith ventured to the Nine Hells to meet her. Only Tiamat now knows what passed there, but an alliance was forever sealed between them. Nowadays most red dragons don't honor that alliance, but most at least don't consider the githyanki their enemies.

When Gith perished, her undead githyanki adviser, Vlaakith, assumed the mantle. The lich-queen forbade worship of all beings except herself, but continue leading the githyanki in the same path as Gith did. Githyanki are always on a ongoing war against the victims and sworn enemies of their race, specially the remaining Mind Flayers and the githzerai.

For the average githyanki, war is the ultimate expression of their culture, showing no mercy in their black eyes while they are on a fight. Glory for a githyanki is achieved when they are recognized for their own merits and obtain a silver sword, a kind of greatsword considered an artistic relic by their kind. Githyanki's xenophobic pride is a well known matter for most of the other races, treating all of them with contempt and as inferior beings.

Ability Score Increase. Your Strength score increase by 1.

Enhanced Psionics. Once you reach 3rd level you can cast the *Misty Step* spell once and, at 5th level, you can also cast the *Mirror Image* spell once. These spells are considered psionic powers and you regain the ability to cast them this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Toned Build. You gain proficiency in the Athletics skill.

Warmonger Spirit. You have advantage on saving throws against being charmed.

GITHZERAI

The githzerai, "those who spur Gith" in their own language, are focused philosophers and austere ascetics. Following the unbroken circle of Zerthimon, they live in abstinence from material pleasures, maintaining a strict monastic lifestyle.

Most of the githzerai willingly dwell in the heart of utter chaos in Limbo. Using the power of their minds, they tame the plane's chaotic elements into fixed and survivable forms and creating oases and sanctuaries within the maelstrom that stand resolute against the chaos that surrounds them.

The social hierarchy of the githzerai is based on merit, led by their wisest teachers and most skilled in physical and mental combat. The githzerai revere great heroes and teachers of the past, emulating them in their everyday lives. Glory is achieved by a githzerai when they are recognized as one of these great heroes and teachers, since it means that their memories will last forever.

Ability Score Increase. Your Dexterity score increase by 1.

Enhanced Psionics. Once you reach 3rd level you can cast the *Blur* spell once and, at 5th level, you can also cast the *Calm Emotions* spell once. These spells are considered psionic powers and you regain the ability to cast them this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Flexible Body. You gain proficiency in the Acrobatics skill.

Trained Mind. You have advantage on saving throws against being frightened.



OPTIONAL FEATS

If your DM allows the use of feats from chapter 6 of the *Player's Handbook*, your gith forerunner character has access to the following special feats.

SILVER SWORD ADEPT

Prerequisite: Gith Forerunner (Githyanki)

You learned to respect a silver sword as a priceless relic and a work of art. You have learned how to channel the force of your will with one of these relics at your hands.

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with the greatsword.
- Any *silvered* greatsword, longsword, scimitar or shortsword is equivalent to a *silvered* +2 greatsword, longsword, scimitar or shortsword in your hands.

SILVER SWORD MASTER

Prerequisite: Silver Sword Adept

You have mastered the use of a silver sword as a weapon, learning to deal psychic as well as physical damage. Your technique with a silver sword is a much feared kind of art.

- Increase your Strength score by 1, to a maximum of 20.
- Any *silvered* greatsword, longsword, scimitar or shortsword is equivalent to a *silvered* +3 greatsword, longsword, scimitar or shortsword in your hands.
- On a critical hit, with your *silvered* greatsword, longsword, scimitar or shortsword, against a target in an astral body, you can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

ZERTH ADEPT

Prerequisite: Gith Forerunner (Githzerai)

You have full knowledge of the Unbroken Circles of Zerthimon, and followed all his teaching and principles with discipline. Your senses are enhanced,

- Increase your Dexterity score by 1, to a maximum of 20.
- You have blindsight, perceiving your surrounding without relying on sight, within a radius of 20 feet.
- While in your blindsight radius, any negative effect of the Blinded condition is ignored.

ZERTH MASTER

Prerequisite: Zerth Adept

You completely understand the teachings and principles of Zerthimon. With the power of your mind, you can shift bodies from one plane to another.

- Increase your Wisdom score by 1, to a maximum of 20.
- You can cast the *plane shift* spell once, requiring no material components. You can only cast it on willing creatures to a specified target destination that you already visited in the past. You regain the ability to cast it this way when you finish a long rest.

UNBROKEN CIRCLES OF ZERTHIMON

A zerth religious text, the circle is made up of a series of interlocking circles that fould out from one another, each representing a specific teaching.

Each of them tell a special event in the history of the githzerai people, and include moral lessons to be learnt by the followers of Zerthimon.

First Circle. The illithids were a race that had come not to *know* themselves. They had learned how to make other races not *know* themselves.

Second Circle. *Know* that flesh cannot mark steel. *Know* that steel may mark flesh. In *knowing* this, Zerthimon became free.

Third Circle. He proved himself a slave in the *illithid* eyes while his heart remained free.

Fourth Circle. Vilquar came to *know* that when Vilquar's eye has nothing left to see, Vilquar's eye is useless.

Fifth Circle. In hearing her words, he wished to *know* war. He *knew* not what afflicted him, but he *knew* he wished to join his blade to Gith. He wished to give his hate expression and share his pain with the illithid.

Sixth Circle. From Zerthimon came the Pronouncement of Two Skies. In the wake of his words came war.

Seventh Circle. All of these things and more the People built upon. In time, they came to *know* the whole.

Eighth Circle. A divided mind is one that does not *know* itself. When it is divided, it cleaves the body in two. When one has a single purpose, the body is strengthened. In *knowing* the self, grow strong.



BACKGROUNDS

Every story has a beginning. This chapter offers additional backgrounds to use in any campaign that enables the use of *Outer Planes Invasion* content.

As in the *Player's Handbook*, each of the backgrounds presented here provides proficiencies, languages, and equipment, as well as a background feature and sometimes a variant form. Also, a chosen background contains suggested personal characteristics based around it. You can pick this characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

FORMER SLAVE

You may have been sold into slavery, condemned for a crime, or born into a situation from which few escape and nobody desires. You have spent decades of your life as property of someone else. You had no freedom of choice and you lived day after day doing involuntary servitude for your former enslavers.

You learned, by the hard way, how to respect your superiors, or at least pretend you respect them. Your years in slavery taught you how to serve your masters well and go unnoticed at the same time.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: One type of artisan's tools.

Languages: One language used by your former owners.

Equipment: A set of artisan's tools (one of your choice), a set of common clothes, a pair of manacles, a chain and a belt pouch containing 5 gp.

A SLAVE NO MORE

The defining event of your life is the moment you finally attain your freedom. You will never forget how did you stop being a slave and always be hesitant to share this information with anyone. Choose the respective reason or roll on the table below.

d6 Reason for freedom

- 1 Your former enslaver set you free for reasons only the both of you know.
- 2 You bought your own freedom with the savings of all the money you worked so hard to earn.
- 3 Someone bought you and set you free.
- 4 You escaped by means only known to you.
- 5 You escaped with the help of the enemies of your former enslaver.
- 6 You killed your former enslaver and proceeded to escape all kind of revenge for this action.

FEATURE: UNNOTICED BY THE MASSES

You can do basic activities like walk, eat and drink in public places without attracting the attention of the people. You can also run, talk to your partners and croon without attracting the attention of anyone while you are on a moderately populated area. You are also an expert collecting local rumors and spreading gossip since people tend to trust you.

SUGGESTED CHARACTERISTICS

Former slaves are shaped by a life of hard work and injustice. They hide their past for everyone, allies or enemies alike, because they see it as a vulnerability that can harm them.

d8 Personality Trait

- 1 Most people tend to recognize all your efforts.
- 2 I recognize a way to earn some good money as fast as I can see it.
- 3 I tend to find allies in the most unexpected places.
- 4 When I set my mind to something, I follow through no matter what gets in my way.
- 5 If someone I respect is in trouble. I'm ready to lend a hand.
- 6 I face problems head-on. A simple, direct solution is the best path to success.
- 7 I judge people by their actions, not their words.
- 8 I am incredibly slow to trust.

d6 Ideal

- 1 **Community.** I'm no longer a slave but that doesn't mean I'm no part of community I have to help in whatever way I can. (Lawful)
- 2 **Freedom.** There's no reason to justify slavery. (Chaotic)
- 3 **Greater Good.** While I'm alive every slave, that I came in contact with, will be freed (Good)
- 4 **Might.** Now that I'm free, I'm going to be the one making the rules from now on. (Evil)
- 5 **Sincerity.** There's no good in pretending to be something I'm not. (Neutral)
- 6 **Destiny.** I'm the only one who determines what I will become now. (Any)

d6 Bond

- 1 As long as I'm free, I'll find the reason of my existence.
- 2 I will find a way to be the most successful individual around, so everyone can forget about my horrible past.
- 3 I want to return the favor to the one who helped me buy my freedom.
- 4 I will someday get revenge on my former enslaver.
- 5 I'm loyal to the ones that help me attain my freedom.
- 6 My freedom is my life, I'll never be enslaved again.

d6 Flaw

- 1 I remember every insult I've received and nurse a silent resentment towards anyone who's ever wronged me.
- 2 I will never fully trust anyone other than myself.
- 3 I follow orders, even if I think they're wrong.
- 4 I like keeping secrets and won't share them with anyone.
- 5 I hate to admit it, but I will preserve my freedom over the safety of my allies.
- 6 The allies of my former enslaver will stop at nothing to see me killed.

LIZARDFOLK

Lizardfolk are found in some of the most extreme environments in the world. Fierce deserts, ancient jungles, and impenetrable swamps. They are capable in surviving in places that most would consider inhospitable. Lizardfolk rarely interact with outsiders, but some Lizardfolk can be found adventuring or living in large cities.

EXTREME DIVERSITY

Lizardfolk are extremely diverse, they take on a huge variety of shapes, sizes and colours, and live in many different environments. While each subrace is technically its own species, non-Lizardfolk races refer to all of them as a single race.

REPTILIAN CULTISTS

Just like the Lizardfolk themselves, their religious and cultural beliefs can vary between tribes. Some tribes may form a cult to worship foul demons from the Abyss while others worship a tight pantheon of reptilian gods. These religious differences are often the causes of conflict between different tribes, or even members of the same tribe.

LIZARDFOLK NAMES

Lizardfolk have a name given to them by their eldest family member and a tribe name. They also bestow nicknames to people of great importance to the tribe.

Names: Xi-sits, Lythiyssthy, Sshisaysthlizco, Huitl'itsl, Issithlal, Sal'y, I'syi, Tlilhialhssthy, Y-tlāl, Raaath-ssi, I-sis, Sai'ekth, Syth'sysh, Lyss, Shy-hui, Thys, Sitsssa, Tlacatlilh, Saisstmi, Thsla, Kthysiatthes, Thekthsthy'sah, Tsyhllylithis, Ilshithekthca, Assmysstsyhlthilh

Tribe Names: Bluemoon, Silverclaw, Sharptongue, Greenscale, Longtail, Quicksim, Darkblood, Jungleclaw, Sandscale, Swamptooth

Nicknames: Nicknames typically describe the individual or a great feat they accomplished. For example, Tribe-Saver, Rough-Scales, Strong-Tail, etc.

LIZARDFOLK TRAITS

Your Lizardfolk character gains these traits as a result of their reptilian heritage.

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

Age. Lizardfolk fully mature by age 30 and can live up to 200 years, but the dangerous environments they live in usually lead to a maximum lifespan of 75 years.

Alignment. Lizardfolk are typically neutral with tribal members often being lawful and adventuring individuals being chaotic.

Size. Lizardfolk vary from 1 to 7 feet in height, and 15 to 450 pounds in weight, so sizes are listed in the subraces.

Speed. Walking speed also varies, and is also listed in the subraces. Your swim speed is equal to your walk speed.

Reptilian Resilience. You have advantage on saving throws against poison and disease, and you have resistance to poison damage.

Hardy. Lizardfolk are robust and capable of living in difficult situations. You gain proficiency in Survival.

Hold Breath. You can hold your breath for 15 minutes.

Cold-blooded. If you do not spend at least three hours each day near a source of heat, you gain the condition "Torpor". When under the effects of Torpor your movement speed is halved and you gain disadvantage on dexterity saving throws. Torpor can be removed by taking a long rest near a heat source".

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

Subrace. There are several subraces of lizardfolk that inhabit different environments around the world. Choose one.

SAURIAN

Saurians typically live in isolated tropical jungles. As a saurian you are the largest subrace of lizardfolk. Saurians lack crests or horns but instead have spikes, they also range from dark green to emerald in coloration.

Ability Score Increase. Your Strength score increases by 2.

Size. Saurians can range from 7 to 8 feet tall, and can weigh between 300 and 400 pounds. Saurians are Medium in size.

Speed. Your base walking speed is 30 feet.

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

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

SHADOWSCALE

Shadowscapes are typically found in swamps. Shadowscapes have darker coloration that range from dark purple to maroon. Shadowscapes also lack any kind of crest or spikes on their heads, and tend to be around the size and weight of a human.

Ability Score Increase. Your Charisma score is increased by 2.

Size. Shadowscapes range from 5 to 6 feet in height and weigh around 130 to 180 pounds.

Speed. Your base walking speed is 30 feet.

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

Shadowscale Stealth. You gain proficiency in the Stealth skill and you can attempt to hide in dim light.



SCAMP

Scamps are typically found in tropical rainforests, building their villages in the canopy. They are the smallest lizardfolk, as well as the most reclusive. They are unique among lizardfolk due to their ability to change colors. Their base color is a grayish-green but they change color based on their emotions. They also have horns on their head.

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

Size. Scamps are between 2 and 3 feet in height, and weigh between 30 to 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Arboreal Reptilian. Scamps reside near the tops of trees in their rainforest environments, sometimes more than 100 feet above the ground. You gain a climbing speed of 30 feet. You also have a skin flap along the side of your body, when extended you can glide for 3 times the amount of feet you fall.

Scamp Stealth. You can attempt to hide when you are obscured by a creature that is at least on size larger than you.

Mask of the Forest. You can attempt to hide even when you are only lightly obscured by natural phenomena related to forests, jungles, or swamps.

Claws. You have a natural weapon in the form of your Claws, which you are proficient in. This weapon deals 1d6 slashing damage and is considered a light, finesse weapon. You can choose to attack with both claws in the same turn.

SANDSHELL

Sandshells are heavily armored desert dwelling reptiles. They are usually sand-colored but can sometimes be black with orange patterns. Although they are short in stature, they are a very tough and stubborn folk. They have a thick carapace.

Ability Score Increase. Your Constitution score increases by 2.

Size. You are short and stout, ranging around 3 feet in height and 100 pounds in weight. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Arid Environment. You lose your swimming speed bonus and your hold breath feature, but gain a base burrowing speed of 25 feet if you burrow into soft material like sand or dirt.

Desert Adaptation. You can go twice as long without food or water.

Reptilian Toughness. Your hit point maximum increases by 1, and it increases by one every time you gain a level.

Carapace. You gain 1 AC.

SAVANTIAN

Savantians are native to temperate forests, but are most often found in urban environments. They are gray or brown in coloration. While not the most physically imposing subrace, savantians make up for that with their keen intellect. Savantians have head crests that they can extend, they are brightly colored.

Ability Score Increase. Your Intelligence score increases by 2.

Size. You are slightly smaller than a human, typically being around 5 feet in height and weighing about 100 pounds.

Prehensile. Your tail is capable of grabbing and holding objects. You cannot use ranged weapons or melee weapons that are heavy or have the two-handed property. Melee weapons can only attack 5 feet behind you, which gives you disadvantage on the attack roll if you cannot see the target or if you have no teammates within 5 feet of you.

Keen Mind. You gain proficiency in any 2 things of your choice. This includes vehicles, instruments, kits, gaming sets, and any kind of tools. Alternatively, you can choose 1 skill to become proficient in.

Extra Language. You know 1 extra language of your choice.

Warm-blooded. You lose the Cold-blooded trait, as well as your extra swim speed and hold breath traits.

BULLYWUG

Froglike humanoids endemic to the swamplands of The Dying Sea, bullywugs come in a wide variety of colors and sizes. A bullywug can secrete a slippery mucus to help them escape from danger and their saliva and blood contain potent toxins which they are capable of delivering with a lash of their tongue and which also render them highly resistant to poisons. Formerly living in loose tribal groups throughout the swamp, the bullywugs joined the Elven Dominion of Shal Thal as in massive numbers after it conquered the Dying Sea, and are now the third most numerous member of Elven Dominion.

BULLYWUG TRAITS

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

Size: Bullywugs are often between 4' and 6', and weigh between 100 to 300 lbs. Their size is Medium

Speed: 30 feet

Languages: Common, Bullywug

Amphibious: You can breathe water and you have a swim speed equal to your speed

Poisonous Metabolism: You have advantage on saving throws against poison and resistance to poison damage.

Slippery: You have advantage on dexterity (acrobatics) checks made to escape a grab or restraints

Tongue Lash: As an action on your turn you can lash out at an enemy within 10ft of you with your tongue to deliver a dose of your natural poison. Make a ranged attack roll against the target (with proficiency) on a hit the target takes 1d8 poison damage and must make a constitution saving throw or be poisoned until the end of its next turn. After you hit with this attack you cannot use it again until you finish a short or long rest. Damage increases to 2d8 at 6th level, 3d8 at 12th level, 4d8 at 18th level, and 5d8 at 20th level.

AMBITIOUS AND CYNICAL

Bullywugs lust for power, and go about their means of finding it in the most cowardly of ways. Bullywugs can rarely ever be trusted, and will gladly backstab their allies if it seem to gain them power. Bullywugs loathe just about everything imaginable, including themselves. Most Bullywugs will believe nearly any way one describes them. Finding a truly good Bullywug is like finding a needle in a haystack. The only time a Bullywug can ever be truly happy is when they are in complete and total control of everybody around them. Sometimes, Bullywugs will band together to accomplish their goals, but these alliances almost always end in a quick and bloody power struggle.

AMPHIBIOUS ALLIES

Bullywugs speak a language that allows them to communicate over large areas by croaking like frogs. News of intruders or other events in the swamp spread within minutes across this crude communication system. Simple concepts in the language are understandable to frogs and toads. Bullywugs use this capability to form strong bonds with giant frogs, which they train as guardians and hunters. Larger specimens are sometimes used as mounts as well. The frogs' ability to swallow creatures whole gives a bullywug hunting band an easy means of carrying prey back to their villages.

SLIPPERY AND EVASIVE

Bullywugs are slimy frog-like creatures who make good use of their slime, using it to slip out of sticky situations. Holding down a fleeing Bullywug is a tough task, involving much coordination to take them down. However, they are not the strongest of the races, and usually prefer to act through pawns. A Bullywug fighter is a rare sight indeed.

ELVEN ALLIES

The Bullywugs quickly allied with the far superior and dominant Elven Dominion as soon as the Elves first marched on the Dying Sea. Unlike their fellow residents, the Shifters, the Bullywugs humbled themselves before the Elves, cementing a powerful alliance. There is a strenuous peace held at all times, though the Bullywugs have been able to serve the Elves faithfully and humbly, despite their ambition. Cowardice won out in the end.

BULLYWUG NAMES

A common Bullywug is named after the conditions of its birth. Last names are a strange conglomerate of the mother's and father's names, the front half of the father's name taken and added with the last half of the mother's name.



DEVA

Strange beings native to the Astral Sea, Devas are rare on the material plane. Devas are unique in that they never die permanently; a slain Deva will always reincarnate in the Astral Sea upon the destruction of their body. Most Devas only vaguely remember their past lives however. Given this cycle of reincarnation, Devas have a much different perspective on life and death than the mortal races. They are not without fear however, as they know that a Deva who has accumulated too much negative energy on their soul invariably reincarnates as a Rakshasa. Due to this, Devas frequently obsess with the morality of their actions, as their fate in their next life depends on their actions in this one.

DEVA TRAITS

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

Size: Deva are often between 6' and 6'6", and weigh between 170 and 280 lbs on average. Their size is Medium

Speed: 30 feet

Languages: Common, choice of one other

Memory of a Thousand Lifetimes: You can sometimes recall brief memories from your past lives. You gain proficiency in the history skill. In addition you can sometimes recall things about places you go. When you travel to a new location, you can roll a d20, on a 10+ you remember something about that place. The DM determines the nature of the memory, how old it is, and how much may have changed since your past self travelled through the area.

Divine Body: You have resistance to radiant damage.

Astral Majesty: The first physical attack against you each combat has disadvantage

Astral Glow: Your body can glow with the radiance of the astral sea. At will you may begin shedding bright light in a 10ft radius and dim light an additional 10ft. This requires no action.

COUNTLESS PAST LIVES

Whenever a Deva dies, they return to the Astral Sea to be reincarnated. A Deva will sometimes experience sudden flashes of their past selves, showing often times giving enlightenment on a tricky situation. When Devas grow very old, they will often times be able to exercise some limited control of these flashbacks, sometimes going into meditative states to gain counsel from their past selves. This control is severely limited when not on in the Astral Sea. Unlike Demons and Devils, even if a Deva is killed in the Astral Plane, they are still reincarnated.

MORAL BEINGS

A Deva is constantly in a state of flux between good and evil. When a Deva accumulates enough negative energy, they will not be reincarnated as the divine being they once were, but as an evil Rakshasa. Due to this, Devas live their lives very carefully, ensuring that they do not go down the wrong path.

SERVANTS OF THE GODS

Long ago, Devas served the gods in the Dawn War as their foot soldiers. Battling alongside Planetars and Solars, the Devas were the weakest of the angels, yet still incredibly powerful. Devas remember snippets of the Dawn War, yet most of that time has fallen into myth and legend, among all but the gods and their most powerful servants.

DEVA NAMES

Devas are given simple and short names, which they rarely keep through death and reincarnation.

Male Names: Garem, Adek, Bavak, Eryir, Kerem, Zayal, Rahad, Nerihn, Ayas, Beriah, Sorihm, Ronad, Seres, Tarel

Female Names: Kayele, Jenana, Hania, Tirane, Ashael, Taria, Riya, Idria, Havanah, Navare, Eranea, Lihi, Marah



SHIFTER

Natives of the Pockets of Dry within the Dying Sea, the people now called shifters used to dominate the entire island chain until defeated in the brief and bloody War of the Dying Sea by the Elves, who wrested control of the islands from the over 100 years ago. In contemporary Shifter society several islands have been designated as reserves for the displaced shifters who still wish to live according to ancestral tradition, but many shifters have chosen to live amongst the other races of the Elven Dominion. With long distance sea travel now readily available to them, many Shifters are choosing to become adventurers and wanderers as well.

SHIFTER TRAITS

Ability Scores: Your Strength and Dexterity score increase by 1. Longtooth gains +1 Strength, Razorclaw +1 Dexterity.

Size: Shifters are often between 5'6" and 6", and weigh 130-180 lbs on average. Their size is Medium

Speed: 30 feet

Vision: Normal (Longtooth), Darkvision to 60 feet (Razorclaw)

Languages: Common

Animalistic Heritage: Your ancestors were therianthropes and you come from one of the major subgroups. Pick a bloodline from the following list, your other racial features depend on the bloodlines that you pick. Longtooth (werewolf), Razorclaw (weretiger)

Keen Senses: You gain proficiency in the perception skill.

- Longtooth:** Due to your keen sense of smell, you have advantage on perception checks to detect hidden creatures and locate scents

- Razorclaw:** You have Darkvision out to 60 feet.

Speak with Small Animals: You can speak with certain animals based on your bloodline

- Longtooth:** Wolves, Dogs, and other canine creatures

- Razorclaw:** Lions, Tigers, and other feline creatures

Shifting: On your turn, you can take a bonus action to shapeshift into a more animalistic form reminiscent of your distant ancestors. The effect of your shifting depends on your bloodline, and lasts 1 minute. Once you use this feature you cannot use it again until you finish a long rest.

- Longtooth:** At the start of each of your turns you regain 1 hit point, This effect doubles if you are below half health. At 9th level, this regeneration increases to 2 hit points per round, and at 17th level it increases to 3 hit points per round.

- Razorclaw:** Your movement speed increases by 10 feet, and you gain advantage on dexterity saving throws



WILD SURVIVORS

Due to their animal instincts, Shifters often have trouble controlling their emotions. They feel certain emotions in a sort of primal sense, and often cannot suppress them. This especially comes into play when on the hunt or in combat, where Shifters let their primal instincts take over. That being said, Shifters feel strongly towards their companions, often treating them as family.

PRIMAL SOCIETY

Most Shifters see no value in the mental arts, instead focusing on feats of strength and agility. Shifter communities are constantly engaging in games of speed, strength, and stealth. Some few Shifters focus on the more druidic aspects of their societies, and serve as community mystics and healers. These mystics are held in high regard and often elevated to better positions in society.

ANIMALISTIC FEATURES

Shifters very closely humans, with sharp pointed features setting them apart. Shifters are characteristically hairy, and tend to adopt features similar to their shifting bloodline. A Razorclaw Shifter might adorn their skin with black stripped tattoos, while a Longtooth Shifter may wear clothing made of wolf fur. Shifters feel strong ties to the animals related with their Shifter heritage, and hold them in a near sacred place in their minds.

SHIFTER NAMES

Shifter names are closely related to the natural climes they reside in. They are simple one word names that personify the shifter.

Male Names Silver, Ash, Oak, Cinder, Claw, Thistle, Basalt, Grove, Vermin, Rock, Char, Scar, Flint, Dash, North

Female Names Rain, Breeze, Spring, Shade, Feather, Snow, Ruby, Abyss, Willow, Scarlet, Raven, Dawn, Hazel

WARFORGED

Marvels of modern thaumaturgical engineering, warforged are sentient, learning constructs. Manufactured almost exclusively within the ancient dwarven halls beneath the Red Hills, warforged were made en-masse to defend against the brutal chromatic dragons. In times of relative peace, Warforged serve as city guards, scouts, and soldiers in other conflicts. Warforged are still being created today, to make up for their lost ranks.

WARFORGED TRAITS

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

Size: The average height of common Warforged is between 6 to 7 feet, and weigh anywhere from 250-300 lbs. Their size is Medium

Speed: 30 feet

Languages: Common, Dwarvish

Living Construct: You are a living construct, and do not eat, drink, breathe. You do not need to sleep, and instead enter a state of inactivity for six hours to gain the benefits of a long rest. While in this state you are aware of approaching enemies and other events taking place.

Components: You may embed weapons and armor with which you are proficient directly into your body. Embedded weapons may be drawn or stowed as a bonus action and all attempts to disarm you have disadvantage. You never need to take off embedded armor for any reason and suffer no penalty for resting while wearing armor. Additionally, embedded weapons and armor count as though they weigh half as much as normal.

Warforged Resilience: You gain +1 AC

MARVELOUS CONSTRUCTS

Warforged can have unique personality traits though, being constructs, they are restricted in some ways. They experience anger, pain, fear and hatred like their human creators; not all warforged are incredibly reserved and pensive, hiding an array of emotions behind their metallic face. Their faces were not designed to display facial expressions and so it can seem like they are distant to the conversation. Despite their lack of physical facial expressions they're not completely without them as their eyes tend to brighten when experiencing strong or specific emotions.

PROGRAMMED WITH A PURPOSE

Warforged often have little life experience as they spent most of their time assigned to one specific duty, usually soldiering. If there is one interest all warforged share it is the love of working and many create endless lists of goals and chores. They take pride in their work and work incredibly hard which makes them dislike idleness and failure. Warforged can excel at most tasks having a single-minded efficiency, especially in combat related roles.



SPECIFICALLY CREATED BEINGS

The warforged are made of stone, metal and wood fibres. The core of a warforged is a skeletal frame made of metal and stone with wood fibres acting as a muscular system. Covering the warforged is an outer shell of metal and stone plates. An internal network of tubes run through the warforged's body, these tubes are filled with a blood like fluid that is designed to lubricate and nourish their systems. Their hands have only two thick fingers and a thumb whilst their feet only have two broad toes.

The warforged's face loosely resembles their human creators though they have a toothless jaw, heavy brow line and are lacking noses and hair. Each warforged has a ghulra engraved upon their foreheads. Each of these runes are unique to the warforged giving them a sense of individuality.

The warforged have a sexless form and are considered to be mono-gender. The warforged are able to be repaired and modified by artificers or even themselves giving them an endless possibility to their appearances.

WARFORGED NAMES

Warforged are first given a simple code based name, etched onto their arms. However, after a year of service, a warforged is permitted to go about another purpose, freeing them from the dwarven hosts if they so choose. However, many choose to stay. In addition, they often choose to replace the etching with another, bearing a commonly used nickname or a name they choose for themselves.

Example Names Azm, Book, Bulwark, Cart, Charger, Cutter, Falchion, Graven, Hammer, Mark, Morg, Nameless, Pierce, Pious, Relic, Rune, Steeple, Sword, Three, Titan, Unsung, Victor, Watcher, Zealot.

THRI-KREEN

THEY WERE UPON ALTHEA GALANODEL BEFORE SHE realized it. The sand dunes she had thought concealed her work revealed themselves to be the very prying eyes she had been so worried about. More of them came, jumping so high and so quickly that she first thought them to be flying. This was not the swarm Althea had been afraid of. This was a hunting pack.

She ran and they herded her along the path, straight into the waiting mandibles of yet more creatures. One of them took a bite out of her arm and Althea could feel the venom rush into her veins. Her vision blurred as they closed in, mandibles clicking and antennae waving.

She should not have tried to twist the desert to her own ends. She should have known the thri-kreen would come for her.

—Malark Greycastle, *The Specter's Crystal*

The thri-kreen thrive in the hot deserts and savannas of the world, inhospitable places where most creatures only barely manage to survive. It is here that these deadly hunters make their home.

DESERT WANDERERS

The thri-kreen have adapted to wander the desert in search of nourishment. They look like giant mantises at first glance, though they lack the large abdomen common in many insects. Four of their limbs are used as arms while the other two are legs. When standing upright on these legs, thri-kreen males average a height of 6 feet while the larger females can be up to 8 feet tall. Due to their size and carapaces, most thri-kreen can weigh over 300 pounds.

Blending in with the desert can be vital to survival, so thri-kreen carapaces are usually colored a sandy orange or brown. Some dark green thri-kreen have been seen from time to time, but these mutants are usually the first to fall in a skirmish due to the ease at which they are spotted. The thri-kreen generally wear ragged loincloths and little else, though some have been known to adorn their carapaces with painted symbols or jewelry.

PACKS AND CLUTCHES

A thri-kreen is loyal to three things: its clutch, its pack, and itself. It is through these cultural lenses that the thri-kreen interact with the world. Anything else is probably irrelevant or food.

A thri-kreen's clutch is the group of thri-kreen it was born in to, similar to a tribe. Some clutches are larger than others, some interbreed, and some skirmish with each other occasionally.

Packs are the social groups of the thri-kreen, but they also serve an important purpose in organizing the different thri-kreen in a clutch into different jobs. Most often, a thri-kreen is a member of either a hunting or raiding pack. A thri-kreen can belong to more than one pack and there are also packs of scholars, builders, and nature-loving priests. Thri-kreen adventurers tend to view their adventuring party as a pack.

BRUTAL EFFICIENCY

The desert is an unforgiving environment, so the thri-kreen must make the most of what they have. Any biological matter that is not useful for something else is considered food. Usually this applies to other races, especially those delicious, juicy elves, but thri-kreen have been known to eat each other.

If a thri-kreen eats another of its kind, it is generally because the one being eaten is either dead or defective in some way. A defect could be anything from a leg that will never heal correctly to hatching malformed. The calories and protein of the defective thri-kreen need to be reclaimed for the good of the clutch.

THRI-KREEN NAMES

The thri-kreen language is better at showing emotions and reactions than it is with proper nouns like names, so very few thri-kreen use a real name when talking about each other. When referring to a specific person, it is usually someone within the same pack that is associated with a particular emotion or other concept that can be easily communicated with the thri-kreen language. Other thri-kreen in the same pack understand this as well as humans do unique names. Because a thri-kreen's identifier is based on the context of a pack, the same thri-kreen may be identified in different ways depending on who is talking about it.

Within some clutches, high-ranking leaders are given unique identifiers. These are usually concepts like "awe", "loyalty", or "respect". While the same identifier may be used for thri-kreen in different packs, no other thri-kreen shares the same identifier as one of the high-ranking ones.

When interacting with races that use a more conventional language, thri-kreen initially have difficulty picking out a name. The concept of a stable identifier that they give instead of someone else referring to their personality in different contexts is a completely alien concept. Those that do manage to integrate with other races tend to pick names like "friend" or are simply referred to by their profession, like "fighter".



THRI-KREEN TRAITS

Your thri-kreen character shares much in common with other thri-kreen.

Ability Score Increase: Your Dexterity score increases by 1.

Age: Thri-kreen do not waste a moment of their short lives. Thri-kreen reach maturity by the end of their first year and live into their 30s.

Alignment: Thri-kreen tend to ignore social mores and evaluate people based on usefulness, so most other races view them as chaotic. They do not have a strong tendency towards good or evil, but their utilitarian outlook is sometimes mistaken for an evil desire to eat sentient creatures

Size: Male thri-kreen are generally 6 feet tall while the females can be up to 8 feet tall. Your size is medium.

Speed: Your base walking speed is 30 feet.

Additional Arms: You have 2 additional arms below your main ones. Each of these arms can hold no more than 10 pounds and cannot effectively wield a shield. If you use one of these arms to attack with a weapon that is not light, you have disadvantage on the attack roll. You may stow or retrieve one additional item each turn.

Darkvision: Often being up when the sun is not, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sleepless: You do not require sleep, and magic can't put you to sleep. You can spend 4 hours doing nothing more strenuous than eating, drinking, reading, tending wounds, standing guard, or walking at a slow pace. At the end of this rest, you gain the same benefit that a human does from 8 hours of sleep.

Thri-Kreen Weapon Training: You have proficiency with the gythka and the chatkcha.

Languages: You can speak, read, and write common and thri-kreen. The thri-kreen language uses the clicking of mandibles and the waving of antennae to communicate emotions. Most creatures that are not thri-kreen are completely unable to speak this language, though they may understand it with some difficulty.

Subrace: Long ago some clutches mutated so that the offspring would not express all of the thri-kreen traits. These weaker thri-kreen required less nourishment to keep themselves in shape and more of these eggs could be laid at a time because they were less taxing to produce. Even though they do not fully express all of the traditional thri-kreen traits, their increased numbers allowed them to overcome this disadvantage. In a harsh environment like the desert, the adaptation to need less food to perform a task is a major advantage. As such, clutches that spawn thri-kreen-khe, thri-kreen-ret, or thri-kreen-tir are becoming more numerous. Choose one of these sub races.

THRI-KREEN-KHE

As a thri-kreen-khe, your carapace is not unlike armored plating swirling with different colors. You can control these colors with some focus, allowing you to hide very well or maintain a uniform color. In battle however, emotions run hot and crimson wisps tend to float across the surface of your natural armor.

Ability Score Increase: Your Constitution score increases by 1.

Chameleon Carapace: You can change the color of your carapace to match the color and texture of your surroundings. When you are not wearing armor, you have advantage on Dexterity (Stealth) checks to hide.

Natural Armor: When you are not wearing armor, your AC equals 12 + your Dexterity modifier.

THRI-KREEN-RET

Your thri-kreen-ret character has highly developed mandibles able to inject venom into anything you bite. The venom stiffens the muscles of your target, making it much harder for them to attack or run away. Then, grasping the poor creature with vicious claws, thri-kreen-ret usually drag their prey back to their pack.

Ability Score Increase: Your Strength score increases by 1.

Mandibles: You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Venomous: When you hit a creature with an unarmed strike, that creature must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On failure, the creature is poisoned for 1 turn. On a successful saving throw or after 1 turn of being poisoned, the creature is immune to this trait for 24 hours.

THRI-KREEN-TIR

Unlike the other subraces, thri-kreen-tir usually have to rely on their cunning more than direct combat capabilities when fighting. Their speed and ability to leap over many creatures makes them incredibly mobile, but their true power comes from knowing when to use this mobility to strike.

Ability Score Increase: Your Wisdom score increases by 1.

Powerful Legs: Your base walking speed increases to 40 feet.

Standing Leap: When you long jump, you can cover a number of feet equal to twice your Strength score with or without a running start. When you high jump, you can cover a number of feet equal to 10 + your Strength modifier with or without a running start.

HADOZEE

"So far we've charted a new island in the Spice Archipelago, fished four dragon turtles, visited the Pearl Citadel of the sea-elves, and escaped from pirates no less than seven times. And this voyage isn't over yet. What fun!"

—Bansh Midnightchild, Hadozee Deckhand

A race of simian-like humanoids, hadozee are often referred to as "winged deck apes." It's easy to see where they would come by such a moniker: They are covered in light brown fur, with a slightly stooped posture, a shaggy mane, and a fanged muzzle. And they have flaps of skin that hang beneath their arms that enable gliding, if not true flight. Because they're also good climbers and balancers, hadozee are particularly suited for life aboard a ship sailing the seas of adventure.

SIMIAN SIMILARITIES

Hadozee look quite impressive. Standing about 7 ft. tall and being quite slender, hadozee have (well groomed) brown fur covering their whole bodies, with a shaggy mane surrounding all of the head except for the face. Their mouth is a protruding muzzle with several long fangs. The most unusual feature of a Hadozee is the membrane of skin that normally hangs loosely from the creature's arms and legs. When a Hadozee raises its hands over its head, this membrane is stretched taut and the creature has a limited gliding ability, as explained below. The Hadozee's feet are fully as dexterous as their hands, even to the extent of having opposable thumbs. Hadozee are tailless.

Usually, Hadozee wear no clothing beyond the occasional harness or loincloth, since it would hinder their movements too much. When in foreign ports, they sometimes adopt loose, flowing caftans, and some warriors wear Hadozee armor.

AT HOME AMONGST THE STARS

Hadozee earn their money in wildspace as deckhands and mercenaries, and consequently get along quite well with most races. The highest honor for a Hadozee is to serve aboard a warship of the Elven Imperial Navy; ever since the first Unhuman Wars, when the Hadozee aided the elves, it is a tradition in the EIN to take on Hadozee crewmen. Though the Hadozee are employed willingly and paid very well, the elves in no way consider the deck apes an equal race.

HADOZEE NAMES

Hadozee names are usually short, often monosyllabic. Example names are Tuk, Konn, or Koto. It is unknown whether there is a difference between female and male names.

In contrast to these short names, clan names are often highly prosaic, such as cloudjumper or dawnchaser.



HADOZEE TRAITS

Ability Scores: Your Dexterity increases by 1, your Strength increases by 1, and your Constitution increases by 1

Size: Hadozee stand between 6 and 7 feet tall, and weigh between 150 to 250 pounds. Your size is Medium.

Speed: Your speed is 35ft

Languages: Hadozee, Common

Dexterious Lineage: You have proficiency in Acrobatics, and you have a climb speed equal to your move speed.

Helping Hands: Hadozee have extremely flexible feet, and can use them as a second set of hands. You are considered to always have a free hand, even when both primary hands are holding an object. You cannot use them to wield a weapon or shield, but can be used for activities that require a free hand, such as (but not limited to) grappling, casting spells with a somatic components, performing an object interaction and loading crossbows.

Limited flight: The Hadozee's wing-membranes allow them to fly with a speed of 50ft while they are wearing armor that does not impose a stealth disadvantage. They can only glide from an elevated position (minimum height: 10 ft.) and can only descend. For every two feet they glide forward, they also lose one foot of height. They also can use their wing membranes to break a fall. If there is enough room for gliding, they can turn a fall into glide. If not, they take only half damage from a fall.

Freedom of Movement: Hadozee value their freedom of movement above everything else. They have no proficiency in heavy armor even if the class(es) they have state otherwise.

GIFF

The giff are a race of powerfully muscled mercenaries. They are civilized, though they lack mages among their own race. Giff hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general legbreakers. The giff is humanoid, with stocky, flat, cylindrical legs and a humanoid torso, arms, and fingers. Its chest is broad and supports a hippopotamus head with a natural helmet of flexible, chitinous plates. Giff come in colors ranging from black to gray to a rich gold, and many have colorful tattoos that leave their bodies a patchwork record of past victories.

MERCENARY MINDED

The giff are military-minded, and organize themselves into squads, platoons, companies, corps, and larger groups. The number of giff in a platoon varies according to the season, situation, and level of danger involved. A giff “platoon” hired to protect a gambling operation may number two, while a platoon hired to invade an illithid stronghold may number well over a hundred. The giff pride themselves on their weapon skills, and any giff carries a number of swords, daggers, maces, and similar tools on hand to deal with troublemakers.

A giff’s true love in weaponry is the gun. A misfiring weapon matters little to the giff (occasional fatalities are expected), the flash, noise, and damage is what most impresses them.

Even unarmed, the giff are powerful opponents. They will wade into a brawl just for the pure fun of it, tossing various combatants on both sides around to prove themselves the victors. Once a weapon is bared, the giff consider all restrictions off – the challenge is to the death.

The top of the giff’s head and snout are plated with thick, chitinous plates, flexible enough to permit motion, but giving the creature a natural helmet. The giff prize themselves as mercenaries, and to that end have made elaborate suits of armor. These include full helms with other monsters on the crests, inlaid with ivory and bone along the edges. Armor repair is a major hobby among the giff.

Finally, giff are somewhat magic resistant. They are deeply suspicious of magic, magicians, and magical devices.

LAW AND ORDER

The giff are happiest among their own race – they consider larger races such as giants threatening and complain about the fragility of the smaller races. Outside their own platoons, the giff are happiest among military organizations with a strong chain of command.

Every giff, male, female, and giffing, has a rank within society, which can only be changed by someone of higher rank. Within this rank are subranks and within those subranks are color markings and badges. The highest-ranking giff gives the orders, the others obey. It does not matter if the orders are foolish or even suicidal – following them is the purpose of the giff in the universe. A quasi-mystical faith among the giff mercenaries confirm that all things have their place, and the giff’s is to follow orders.



GIFF TRAITS

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

Size: Giff stand between 8 to 9 feet tall. They can weigh up to 400 pounds. Your size is Medium.

Speed: Your speed is 30ft.

Languages: Giff, Common

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

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Menacing: You gain proficiency in the Intimidation skill, and use your Strength bonus instead of Charisma when making Intimidate skill checks.

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.

Head Butt: If you move at least 20ft on your turn directly towards a creature and hit them with an attack, the creature must make a Strength saving throw (the DC is equal to 8 + the Giff's Strength Modifier) or be knocked Prone.

Magic Resistance: The Giff are both resistant to magic and have difficulty casting it. You cannot cast a spell that requires a Somatic Component. You have advantage on saving throws against spells that require a Constitution or Wisdom save.

CREATED BY c0RE

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