



Tales of Lost Races



DUNGEONS & DRAGONS

A Compendium of 21 Player Character Races

Introduction

Hello everyone, first of all thank you so much for taking your time and reading this compendium of races. Most of these races were reimagined races from either old d&d editions or pathfinder or I was just inspired by character art I saw and made the race up from that. Weirdlings are an exception, someone already thought of that race but everything that can be found is an image on google search that leads to a 4chan forum and even there it's not an original post. So wherever you are creator of the weirdlings thank you and hope you don't mind that I've added a story to the race and modified some abilities. Once again thank you all for reading this compendium it already means a lot!

Table of Contents

Bullywug.....	1.
Changeling.....	3.
Darfellan.....	5.
Derro.....	7.
Dromite.....	9.
Fey'ri.....	11.
Gnoll.....	13.
Half-Oni.....	15.
Kitsune.....	17.
Minotaur.....	19.
Miong'Shee.....	21.
Narr'Fer.....	23.
Nezumi.....	25.
Satyr.....	27.
Shifter.....	29.
Volodni.....	31.
Vryloka.....	33.
Weirdling.....	35.
Xirti.....	37.
Zarashrin.....	39.
Ettineed (Special race meant for 2 players).....	41.
Art Credits.....	43.

BULLYWUG

Mershent was tending to her grove, making sure no strangers come on the sacred grounds and that the poppies always blume. She was always grateful that the Druids of this forest have accepted her despite her heritage althou, while despising the tribe she ran from, she did miss the swamp wet air, especially in this dry weather.

With an elegant wave of her hand she makes water appear in the bota bag on her hip and than carefully continues to moist her skin.

A flock of birds suddelnly shoots out of the nearby trees, her pupils narrow as she, with a quick leap dieappears in the distance.

Bullywugs are described as large bipedal frogs. They are usually shorter than a human, with leathery skin and webbed digits. They are very good jumpers, and can jump to far distances. The average bullywug is about the size of a human but they usually slouch and walk with band knees ready to jump so they appear half their size. A bullywug had to immerse itself or be covered in water once per day or suffer dehydration. Bullywugs come in as much varieties as frogs do, it doesn't give them any special abilities but some tribes tend to be hostile towards others of their own kind based on their physical characteristics.

MISTRUSTING AND CURIOUS

Bullywugs live in primitive groups, hunting and fishing together. The hierarchy is based on strength, with the strongest being the leaders. They usualy look at the female members of their race as nothing more than egg producing necessities. So it is to no surprise that bullywugs that leave such societies are mistrusting of others thinking everyone just wants to dominate them. They tend to avoid big cities since their kind is not welcome in "wellmanered" society, rather they bullywugs tend to travel the world and see



what else is there in the world apart from the one they ran from. Once they let dow their guard they can be very loyal friends. They are open to everything new and can't help but grab, inspect and be amazed at the must mundane things since they grew up in such a closed community.

GLUTTONS AND CONNOISSEURS

Bullywugs are always open to new kinds of food, althou they don't really know when to stop. It can be vary hard to sit at the same table with your bullywug friend as he gorges uppon plates and plates of food while not minding that not every bit falls into their mouth.

Bullywugs, also, are very fond of alcohol althou they can't drink a lot of it, their bodies simply can't stand the stuff, but that doesn't prevent them from grabbing every chance for a good drink. A bullywug who drinks too much can even fall into an alcohol induced coma,

BULLYWUG NAMES

Bullywugs are born as tadpoles from eggs and are never given names at birth since they fight for survival with their hundreds of brothers and sisters of which only a dozen or so live to see full adulthood. At that point they choose their own names. Bullywug names usually have a lot of tongue twisters that are hard to pronounce for other races.

Male Names: Grugrtrnos, Horgrlkash, Kerrmshugg, Buhbkmob, Quaffodrun...

Female Names: Begratirrha, Kertrukd, Mershent, Swumpiffk, Quaggrroko...

BULLYWUG TRAITS

Your bullywug has a number of traits that are common with their kind.

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

Age: Bullywugs mature faster than humans going from tadpole to an adult in 2 years. They live short lives, a bullywug of 30 years is considered ancient.

Alignment: Bullywugs that stay in their tribes tend to be evil and the ones that run away from such communities tend to be neutral but they always tend to be chaotic, either seeking power to rule in strength or have a disdain for any system where they are ruled over by someone. A good bullywug is not unheard of.

Size: Bullywugs tend to be human sized, about 5 feet, but because their tendency to be slouched and since their knees are bent at all times ready to jump they appear of smaller size. Your size is Medium.

Speed: A bullywug's walking speed is 30 feet and their swimming speed is 40 feet.



Amphibious: You can breathe air and water but once every 24 hours a bullywug must cover itself in water or else suffer suffocation.

Speak with Frogs and Toads: The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage: The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

These Legs Were Made for Jumping: Bullywug's can jump up to 30 feet of distance and 10 feet in height.

Languages: Common, Bullywug (Bullywugs spoke their own language of croaks, staccato notes, and clicks)



CHANGELING

Lord Garrus was preparing to retire for the evening, in his bedroom Precila his favorite concubine for 10 years now waited for him. She was the only person he really trusted, with her guile and his power, as the master of one of the Host Towers of Luskan, they were unstoppable. Garrus entered the room to see Precila waiting for him in a night gown he bought for her a few days ago. As the two embraced each other, she leaned in to kiss him. A knife slipped across Precila's neck, Garrus whispered "For the children of Longhome". After a few minutes Precila left the room and said that no one is to enter and disturb the Lord. As the day dawned people of Luskan could see Lord Garrus hanging off the window of his Host Tower.

As shape changers, changelings can appear to be members of any humanoid race, playing the part of a dwarf one day and a hobgoblin the next. This propensity for disguise leads people to distrust changelings, so most keep their true nature hidden. In true form, a changeling has a startling yet vague appearance. A changeling's skin is uniformly pale with white or light gray tones. Its oversized eyes are often sunken in dark rings, between which lies a subtle nose. Changelings are slender, bordering on frail. Their hair tends to have light coloring with hints of blue, green, and even pink; pale silver is the most common hair color, followed by platinum and blond. Aside from the hair on their heads, changelings have little or no hair.

PRUDENT AND CAUTIOUS

Although changelings can adopt any persona, most rely on a few established guises, each with a developed history and a network of friends and acquaintances. These guises provide a changeling with backup identities should one persona become compromised. A changeling who travels frequently might change identities from town to town, swapping genders, appearances, and voices to blend in within



each new community. In general, changelings are prudent and cautious, preferring to take risks only when they feel that their chances of success are good or the payoff is worth it. They appreciate the finer things in life and take great pleasure in the comforts of a wealthy lifestyle when they can obtain it. They avoid direct confrontation, preferring stealthy strikes and hasty retreats whenever possible. In conversation, they are soft-spoken but have a gift for drawing out more information than the other party intends to reveal.

PEOPLE WITHOUT A COUNTRY

Lacking a culture or a civilization to call their own, changelings adopt other races' societies. They seek out communities that have values and interests that parallel

their own. In a way, changelings are parasitic in their relationships with other races. Rather than constructing grand civilizations and sweeping edifices devoted to their people, changelings are content to treat the works of other races as their own. Their willingness to identify with a variety of societal structures is vital to maintaining their false identities. For most changelings, the arts, customs, and practices they uphold are more than tools to reinforce their identities. These aspects of society and culture are a part of their beliefs and values, just as they are for other members of their adopted communities.

CHANGELING NAMES

Changeling names are usually monosyllabic and seem to other races more like nicknames than proper names. In fact, changelings collect names and may go by entirely different names in different social circles. They make no distinction between male and female names. For a changeling to reveal their true name to anyone means that they trust that person with their life.

Changeling Names: Bin, Dox, Fie, Hars, Jin, Lam, Nit, Ot, Paik, Ruz, Sim, Toox, Yug...

CHANGELING TRAITS

Your changeling has a number of traits that are common with their kind.

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

Age: Changelings reach maturity at about fifteen years of age, and they live about as long as humans do.

Alignment: Changelings of all alignments exist, but most gravitate toward the neutral alignment. They focus on their own concerns without any meaningful regard for laws or morals. Many have their own code of honor but are also fiercely independent.

Size: Changelings usually range from 5 to 6 feet. Your size is Medium.

Speed: Your base walking speed is 30 feet.

An Eye for Details: You gain advantage on Dexterity (Perception) checks when noticing physical features of a creature.



Duplicity: You gain proficiency in the Charisma (Deception) skill.

Shapeshift: At will, as an action you can change your physical appearance to any humanoid form (Of any gender or race, your weight does not change, your size can vary 1 foot of your true size and the changelings attributes do not change). It takes 5 minutes for the transformation process to be complete, during that time the changeling is considered incapacitated. In the case of a changelings death, their form will revert to their original form in 24 hours after their death.

Languages: Common, Two more Languages of your choice

DARFELLAN

"Too long have our people lived in fear! Too long have we cowered and hid ourselves from those who would see us destroyed! And for what?! Because they fear us! Too long have we been pray to the so called lords and ladies of civilised lands! We are now the hunters and our pray will lament the day they thought of making Darfellan their pray!" Some cheered chief Aqualis speech, others quietly left the village that night, but one thing was sure, change has come to the Darfellan people.

A typical darfellan has a hulking, muscular build with a broad back, powerful arms, and a wide neck and head. A darfellan's most striking feature is his or her jetblack skin, glossy and hairless, broken by varied white markings. The size, shape, and location of the white areas distinguish family groups and quickly identify an individual's heritage to other darfellans and those who know how to read darfellan markings. Occasionally individuals are born who are entirely black or, much more rarely, wholly white. Such births are always seen as portentous, and the children are destined to hold positions of importance among the people—whether they are so inclined or not. The appearance of an entirely white darfellan is taken as a sign of great events, and the people's history is filled with stories of the upheavals that followed such births.

HISTORY OF BLOOD

The darfellans were once a peaceful race of hunter-gatherers who lived among the surf and sea stacks of forbidding coastlines. Then the first explorers discovered them. Human greed was always boundless and those pioneers looking for wealth in unexplored lands saw opportunity in the friendly giants they encountered. In a matter of a few years the Darfellan population was decimated by slavery and forced labor diving for pearls and dying from exhaustion from malnourishment. The only Darfellan villages that still exist to this day are the



ones that were well hidden and never found.

DEEP HATRED

No matter if they are part of a hidden isolated village or lone wanderers the Darfellan hold deep resentment towards the so called civilised races of men and have a deep distain for what they see as fake morality. Darfellans tend to brood on the tragic history of their race, regarding it with equal parts pride and sorrow. They either show their resentment openly or cover it with pride and dignity showing they are better than those who believe themselves to be "civilised". The Darfellan are one of the rare races that worship no gods, they believe the gods have turned their backs on them since all of their prayers went unanswered, and so in turn they have turned their backs on those cruel gods.

DARFELLAN NAMES

Darfellan names are Aquan in origin, since the sea is everything in the darfellan culture children are given names that will have meaning to the inhabitants of the sea.

Male Names: Akilu, Ekitilooit, Keitilili, Ootiliktik, Shooki'alui, Silooti'oo, Weilikoo...

Female Names: Aquoll'ella, Fee'itii'qua, Likiki'ta, Shilluki'manua, Xiloony'rakka...

DARFELLAN TRAITS

Your darfellan has a number of traits that are common with their kind.

Ability Score Increase: Your Strength score increases by 2, and your Wisdom score increases by 2.

Age: Under normal circumstances, a healthy darfellan can live upwards of 90 years, and some isolated communities have elders far older.

Alignment: Darfellans tend to be chaotic viewing most laws in human dominated societies as nothing more than hypocrisies.

Size: Darfellan tend to be around 6 feet high.

Speed: Your base walking speed is 30 feet. Your Swimming speed is 40 feet.

Hold Breath: Darfellans can hold their breath up to 15 minutes.

Born Fishermen: Darfellans learn to fish as soon as they learn to walk. You gain proficiency with the Spear and Net.

Darkvision: The ocean depths are dark and your eyes have adapted to that darkness. 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.

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

Languages: Common, Aquan



Derro

"The villagers seemed reluctant to give us information when we asked for the local alchemist, a child told us, after being bribed with some sweet bread that there is an alchemist on the outskirts of town. He said and I quote "Mr. Xiirt is a strange one, mommy says to stay away from him...". People tend to be racist in these parts. As we entered the alchemist's house, as soon as he saw us, a small, dark skinned, white haired, milky eyed man exclaimed "WELCOME! WELCOME TO XIIRTS EMPORIUM, WE HAVE SALVES, POTIONS, CONCOCTIONS MADE FOR MASS DESTRUCTION AND AROMATHERAPY!", that is when our troubles began..."

Derros appear like some demented form of short folk standing three foot high, similar to a halfling or gnome twisted into a horrible new form. Their skin is a pale, sickly bluish, purpleish or black color. They have milky eyes with barely noticable light gray pupils that are never focused on one spot for long. A derro's hair is coarse, greasy, and almost always some shade of white, though a few individuals have grey or even black hair. Few have actual beards, but their mustaches can grow to ridiculously long lengths that can hang well past their chin.

Madness and Brilliance

The Derros minds are plagued by madness from the moment they are born. It is ironic that they are the most creative and intelligent beings in the known world. If not for their racial madness the Derro would rule the world. Some inventions like the repater crossbow and the sextant where of derro origins. One of the founders of the Artificer Academy was a Derro. Individual derro are as unpredictable and chaotic as their society. Irreversibly mad by virtue of their heritage, many derro also develop additional mental disabilities and afflictions. Schizophrenia and multiple personalities are very common, and some derro are born so horribly psychotic that they don't survive through their first year. Their madness has also prevented them from having any kind of



documentation since the writing is so incomprehensible than even other derro don't understand them 100%.

Society and Religion of Fear

The patron deity of the derro is Diirinka, a horrible and cruel deity who may have been responsible for their creation. His symbol was a spiral of gray, black, and white in a shape of a horrible grin. It does not matter if a derro is a part of a bigger derro society or a lone wonderer on the surface, all derros fear Diirinka but very few actually worship him. Those few who devote themselves to Diirinka are known collectively as the Touched who usually rule over Derro cities and communities, other derro follow them fanatically, fearing that to disobey them is to invite the wrath of Diirinka upon themselves. So it comes to no surprise that some derro decide to run away from such societies and try their luck on the surface.

Derro Names

Derro give their children names in the heat of the moment, be it a moments inspiration, fling of madness or the first thing they see, names mean little to a derro.

Male Names: Arkrrix, Bucket, Kerdixx, Othiluuk, Shishkaboob, Weirilingo, Xilizx, Zerggruth...

Female Names: Alamalaa, Bananana, Quora, Rilixia, Tirikka, Wargirx, Xirxa...

Derro Traits

Your derro has a number of traits that are common with their kind.

Ability Score Increase: Your Intelligence score increases by 4 (but not above 20), and your Wisdom is reduced by 3.

Age: Derro mature quickly, reaching adulthood at around 7 years of age, and can live to see 80.



Alignment: Derro are always and above anything insane which makes them always Chaotic. They think them selves above such petty concepts as good and evil, a reasoning of such thinking althou is mostly not present as they are quite mad.

Size: Derro are of small size from 3 to 4 feet with slender limbs. Your size is Small.

Speed: Your base walking speed is 30 feet.

Genius Intellect: Derro rolls all Intelligence based skill checks with advantage.

Profound Madness: The madness of a derro runs deep, derro are immune to all mind altering magic.

Superior Darkvision: The derro are born into the darkness of the Underdark as other races there the darkness is where they feel at home. You can see in dim light within 120 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.

Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Unfocused: Derro rolls every concentration check with a disadvantage.

NO! You Don't Understand!: Derro are unable to gain benefit from an ally using Help action.

Languages: Common, Undercommon and one more language of choice.

Dromites

As Pak-ta browsed the markets of Waterdeep, one was fascinated how a society can be so chaotic and yet not collapse on it self. She was covered in a cape from head to feet of course, just in case. So many individuals, all in a hurry, all without clear purpose... To her eyes this was pure chaos, it fascinated her! While she was admiring how a human was trying to swindle a dark skinned female elf into buying a lump of coal for 1 gold piece, she felt the rustling of her cape. As she turned to catch the thief, Pak-tas cowl fell revealing her glistening eyes and white chitin. Pak-ta was in trouble...

Dromites are essentially humanoid in appearance, if a bit thin. Their chitinous skin provides dromites with some protection against injury. Dromites have no body hair; where a humanoid might possess a head of hair, a dromite has a thin coating of convoluted chitin that smoothly rises from its skin and extends down the back of its head, neck, and the rest of its body. Dromites are not fully covered in chitin, but it is noticeable on their shoulders, torsos, the backs of their hands, and other vulnerable spots (including their heads). A dromite's eyes are striking—sparkling, almost luminescent orbs, subdivided into hundreds of tiny cells. Two small antennae sprout from its head; they move in accordance with the creature's actions or moods.

It's a Hive Life

Dromite city-hives can be found under any land, but are usually secret and have only a few openings to the surface or to some other subterranean location. Despite being a sexless society, dromites form close emotional bonds with others of their race, especially within the confines of self-selected groups known as life bonds. These relationships are similar to what other races refer to as marriages, but a life bond usually contains more than two members. Each dromite city-hive contains at least one Grand Queen with female characteristics, and one Elected



Consort with male characteristics. Both queen and consort are elected on a yearly basis from a pool of the most prominent city-hive residents. After participating in a special communal ceremony, they take on titular leadership roles and assume their gender characteristics. Their most important responsibility is to provide a year's worth of dromite eggs, which hatch in well-guarded nurseries located in the city-hive's core. Dromites hold their Grand Queen and Elected Consort in highest regard, almost as if deities. Because the Grand Queen and Elected Consort are almost completely occupied by their responsibility to keep the race populous, they rarely make pronouncements as a true leader would, but when they do have something to say about a topic, everyone listens.

Beneath them are the casts that together work towards keeping the hive functioning. After a dromite matures it is assigned to one of the four casts.

The Fire Cast are soldiers, strongest amongst the dromites, their duty is to

protect the Hive.

The Earth Cast are builders, engineers, hard workers, their duty is to expand the Hive and grow food for the entire population.

The Water Cast are thinkers, the ones that are tasked with improving the Hive and evolve it.

The Wind Cast is the smallest of the four but equally important, they are tasked to scout the lands surrounding the Hive and making sure its existence remain secret.

Encouraged Individuality

Despite the location of their hidden cities, dromites have no particular desire to remain underground, and in fact seem driven to spend at least some time on the surface. Dromites who are curious about life beyond the city-hive have little trouble securing permission to venture forth and seek their fortunes. Unless a city-hive is actively expanding its borders, an excess of population leads to cramped quarters. Thus, even the less than willing are sometimes pushed out into the world, on a mission not of their choosing. Thus, some dromites may be found living temporarily or permanently in a humanoid community if it is one that accepts a variety of races.



Dromite Names

Dromites, when hatched, are chosen from the nurseries by adult dromites who have entered life bonds. The adopted dromite is named by its new “parents” according to the traditions of the life bond. Thus, dromites have a first name and a life bond family name.

First Name: Chak-tha, Drik-chkit, Kacht-ta, Kat’chka, Pak’cha, Pik-ik-cha, Ptekwe, Tak-tha, Tik-tik...

Life Bond Family Names: Adanech, Dedanech, Fanech, Gyalech, Marimech, Massawech, Nikech, Ulech.

Dromite Traits

Your derro has a number of traits that are common with their kind.

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

Age: Dromites mature quickly at the age of 1, and live fairly short lives of about 50 years.

Alignment: Dromites come from a tightly organized hive so they are usually lawful but tend toward no other particular alignment, not even neutral. The best and the worst are found among them.

Size: Dromites stand about 3 feet tall. Your size is Small.

Speed: Your base walking speed is 30 feet.

Antennae: With the antennae on your head you can sense your surroundings. You have blindsight in a 10 foot area centered around you.

Chitinous Exoskeleton: Your Chitin protects all the vulnerable areas of your body including your entire head. You gain a permanent +1 AC.

Darkvision: Dromite glistening eyes are used to seeing in the low-light of their hive-cities. 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.

Hive Builders: Dromites know the Mold Earth Cantrip.

Languages: Common, Dromite (A series of clicking and whistling noises)



Fey'ri

Lady Sariel Dlardrageth watched the blooming flowers of the trees in the garden that spring night from the balcony of her room. She was a beauty amongst the sun elves, with her silky blond hair, yellowish bronze skin, azure blue eyes, every noble of the elven court would be overjoyed just to be looked by her. Tonight she was to bring honor to her house by lying with an incubus and thus strengthening the bloodline of house Dlardrageth. Her sense of duty told her that she should do as she is told for the glory of her house, but her succubus blood craved freedom and loathed that she is forced to do anything. In a moments notice her azure eyes turned blood red, her perfect sun elf skin got a reddish tint, her hair turned black, on her forehead two tiny horns sprouted and on her back a pair of glorious red bat-like wings. As she jumped of the balcony and flew away she knew that she would be hunted now by all of her kind but she cared not, she is FREE!

In their true form Fey'ri usually have red tinted skin, leathery wings, small horns, and a tail, all other traits they inherit from their elven heretige. Their fiendish features can vary greatly, depending how strong is the demonic blood they inherited from their succubus or incubus ancestors. They may also have leathery skin or fine scales, an evil aura, cloven hooves, extra fingers or toes, a forked tongue, fiery red eyes, batlike ears...

Born out of Powerlust

Thousands of years ago, the sun elves of House Dlardrageth together with their allies House Vyshaan and House Floslin, secretly bred with succubi and incubi to strengthen their bloodline. The product of such a union where the Fey'ri. Marked by their fiendish blood, fey'ri are unique from most planetouched in that they have a self-sustaining community, so they are raised among their own kind. Because of this, young fey'ri do not suffer the feelings of ostracism that other planetouched do despite growing up among creatures with strong fiendish blood. Fey'ri are a



secretive race, for if anyone found out their true origin the rest of the elven noble houses would flock and destroy the demonic taint in their midst. So they buy their time until the time they gather enough power to reveal them selves and rise as true rulers amongst elven kind.

Most fey'ri no longer worship the good elven deities of the Seldarine which is logical as the Seldarine wouldn't answer their prayers anyway. However they didn't turn and started to worship greater demons because of their heritage.

The foul creature known as Ghaunadaur manifested to one of the elders of House Floslin nearly a century ago, and since that time the worship of Ghaunadaur has grown to encompass most of the fey'ri associated with House Dlardrageth. The fact that most of these sun elves now worship a drow deity is evidence of how corrupt they have become. Renegade fey'ri often choose to worship Fenmarel Mestarine the god of elven outcasts and those who live away from others.

Renegades and Freedom

One of the only reasons the fey'ri houses haven't been able to muster enough power to rule over the other sun elf houses is ironically because of the same Abyssal blood they mixed with their own to get power. The succubus and incubus demonic heritage gives them a fierce sense of individuality and a thirst for freedom. So renegades that run from their homes in pursuit of that same freedom are not uncommon. Those individuals are killed on sight if discovered by loyal fey'ri. Renegade fey'ri views on other races are colored by their families prejudice and they have difficulty dealing with elves other than sun elves. Of all nonelves, they feel the closest to tieflings whom they watch with pity because they have never felt accepted unlike the fey'ri have.

Fey'ri Names

For all intents and purposes fey'ri have the same nameing system as all other sun elves since they are posing as such. So, a child name is given to them at birth and they choose their own name in addition to their house name once they declare themselves adults somewhere after their 100th birthday. Renegade fey'ri tend to change their names once they escape and erase their house name completely.

Child Names: Ara, Bryn, Del, Eryn, Faen, Innil, Lael, Mella, Naill, Naeris, Phann, Rael, Rinn, Sai, Syllin, Thia, Vall...

Male Adult Names: Adran, Aelar, Beiro, Carric, Erdan, Gennal, Heian, Lucan, Peren, Rolan, Theren, Varis...

Female Adult Names: Adrie, Birel, Chaedi, Dara, Enna, Faral, Irann, Keyleth, Lia, Mialea, Shava, Thia, Valna...

Fey'ri Traits

Your fey'ri has a number of traits that are common with their kind.

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

Age: Fey'ri have the same concept of maturity as all other elves. They mature physically at the same age as humans but declare themselves as true adults somewhere around the age of 100, but because of their demon blood a fey'ri can live over 1000 years, older fey'ri usually live a secret life.

Alignment: Fey'ri might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many fey'ri toward a chaotic alignment.

Size: Fey'ri range from 6 to 7 feet tall and have slender builds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Your elven and demonic heritage gives you the ability to see more clearly 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.

Demonic Allure: Fey'ri demonic ancestry in combination grants them an unnatural seductive aura. At 1st level fey'ri knows the Friends Cantrip and at 3rd level they get the ability to cast Charm Person once per long rest.

Dual Forms: Fey'ri are able to hide their true nature and at will take the form of a sun elf of the same gender. This form completely hides all characteristic fey'ri traits. After death if the fey'ri was in their sun elf form, their true form is revealed.

Infernal Resistance: Your demonic heritage grants you resistance to fire damage.

Flight: You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Languages: Common, Elven and Abyssal.



Gnoll

As the old gnoll druid walked out of the hut the band of younger gnolls howled to the sky with their hyena cackles. The old one was well over 25 and the younglings hushed down to listen to his wise words. "Yeenoghu! Thrice be cursed that name! In the ancient time she brought viciousness and hunger to our kind! We ate and we grew, like a plague on mother nature! The viciousness and cruelty of our past made us powerfull, made us destroyers, but now we must also prove that we can be strong! Strong to build, to create, to be masters of our own fate!" The young gnolls howled and cheered. "They are hungry..." the old gnoll thought, "We, are always hungry... But we will be slaves to this hunger no longer!"

Gnolls were a humanoid race that most closely resemble human-hyena hybrids. Though gnolls were relatively lean for their height, weighing in usually between 280 to 320 lbs, they cut an impressive visage. In part because of their height and lean musculature, gnolls were very quickly compared with many other races such as humans. Gnoll skin was greenish-gray, and their furry hide a light or dark brown hue, sometimes marked with spots or stripes. Many gnolls also had a dirty yellow to reddish-gray crest-like mane that stood on end when they were angry. Tures found among some of the gnoll bloodlines. These may have included talons, gleaming red eyes, or black fur with fiery orange spots. Female gnolls were indistinguishable from males by size, in spite of a reputation for being shorter.

The Great Hunger

The lesser deity who created the gnoll race was Gorellik, at the time the god of ferocity, blood and hyenas. The archdemon Yeenoghu saw the potential of these new creatures and what they can become under the right guidance. Yeenoghu offered powerful gifts to any gnoll that would just agree to follow her. Year by year Yeenoghu gained more and more



gnolls to her side until, before he cared to notice, Gorellik fell from lesser deity to a demigod. Once he did notice it was too late, Yeenoghu struck at him with all her might and power and instructed her followers to do the same to the gnolls that didn't bow to her. In one fell swoop, Gorellik was defeated, he only survived by invoking Malar and pledging himself to him at the last moment. He is now one of the servants at Malars hunting grounds. Once Yeenoghu was the indisputable lord of all the gnolls she "blessed" the race with her eternal hunger making the gnolls trully her children. Hunger now defines the race and they feel it always. Only freash raw meat and satiate a gnolls hunger and if they don't eat in 24 hours they will fall into a frenzy, attacking and devouring even their own kind. A small group of gnolls has rebelled against Yeenoghu, fighting this hunger, eating only to survive and trying to find ways to be rid of this curse. Yeenoghu and her followers seak and kill every rebel they can find, they are branded traitors of gnoll kind.

Predators Scavengers and Family

Gnolls are natural predators and savored the thrills of the hunt. Many other races have found the gnoll psyche feral and aggressive, male and female equally, Gnolls start fighting among one another at a very early age and as soon as they can walk, many crawl into places away from the eyes of adults where they engage in vicious, often lethal battles. A gnoll has been more likely to demand answers than it is to actually ask a question. Gnolls, however, would not see this as an act of hostility, but rather a basic demonstration of strength. Other gnoll practices might seem equally strange, such as the gnoll propensity for scavenging. At its most basic level, this tendency has led many gnolls to collect trophies that remind them of past victories, items sometimes grisly though just as often simple and mundane, Gnoll trackers have used this to their benefit, keeping scraps of clothing or other objects with the scent of their prey on them, which they have used to point them in the direction of their quarry. Gnolls have placed a very strong value on family for instance, respecting blood ties perhaps more than any other aspect of a relationship. Though gnolls within a pack will commonly fight with each other for dominance, these battles are quickly forgotten after their resolution, and in most situations, gnolls of the same bloodline are loyal friends and allies to one another. These bloodlines have almost always traced maternally, through the female line.

Gnoll Names

Gnoll names usually sound like growls to the members of the other races, featuring multiple "r" sounds. They usually take trophy names after their first kill.

Male Names: Arrnarr, Derror, Remmar, Thrrug, Xarrar...

Female Names: Arrna, Mirrin, Nirrny, Rryssa, Tharre, Zarra...

Trophy Name: Bloodfist, Greatfang, Faceeater, Kinslayer, Speardeath, Thunderdance...

Gnoll Traits

Your gnoll has a number of traits that are common with their kind.

Ability Score Increase: Your Strength score increases by 2, your Constitution score increases by 2 and your Charisma score is reduced by 3.

Age: Gnolls had very short lifespans when compared with other sapient humanoids, living only 30 or so years on average and maturing to adulthood at a remarkable speed. Gnolls did not, however, age particularly dramatically except at the end of their lifespans, at which point the decline quickly ended in their death.

Alignment: Though gnolls were not necessarily evil, the craving of the hunt and primal bloodlust that inhabited the gnoll mind have made many of the race lean towards a chaotic evil alignment by reflex. Renegade gnolls are usually Chaotic Neutral.

Size: Gnolls were extremely tall, with the average member of the race standing on average between 7 and below 8 feet. Your size is Medium.

Speed: Your base walking speed is 40 feet while you are barefoot, 25 feet while wearing shoes since gnolls are not used to footwear.

Darkvision: Your predator eyes let you see in the darkness. 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.

Endless Hunger: Only fresh (1 hour after killing) raw meat can give sustenance to gnolls. If you don't receive sustenance for 24 hours you fall into a frenzy and will kill the nearest living creature and devour it.

Hyaenidae: You have the ability to talk with Hyenas and can communicate and understand other Gnolls using growls and snarls.

Powerful Jaw: A gnolls jaw can break bones in half with zero effort. As a bonus action you can make a Bite attack dealing 1d4 damage. At higher levels the damage increases to 1d6 at 6th level, 1d8 at 12th level and 1d10 at 18th level.

Language: Common and Abyssal.

Half-Oni

"After my father threw me out of my childhood home, the people of Laiyang took me in as one of their own. A small town held a secret, a dragon egg. The village had a legend that a chosen one, a great hero, with a dragon mark will be born and after he comes of age the egg will hatch. They gave me the name Riyuk and the sacred duty of guarding the egg and taking care of the sectert shrine. A home, a name, a purpose, they gave me life." The great, pale, horned, monstrosity of a man thought to himself as he held the egg close to his chest. "Taka he was named, the boy with the birthmark in a shape of a dragon. He grew to be proud, ambitious, spoiled... I cared for this egg like it was my child. Put my life on the line protecting it many times. He would only use this wonder as a tool..." As he thought that, the egg hatched, a small head of a brass dragon was looking at Riyuk, with the same warmth as a child that would look upon at his own mother. As he embraced the wyrmling he whispered "I will not let them take you. I am Riyuk no longer, from today I am Dorobo!" He continued to whisper to the child as his coach continued to the western lands...

Half-oni were the offspring of an oni and another humanoid creature. They were larger than any human or elf but not as large as their oni parents. Half-Oni usually had tusks protruding out of both their upper and lower lip, horns of all sizes and shapes and jagged teeth. Most half-oni have red skin but some have been seen with blue, white and tan skin.

UNWANTED CHILDREN

Oni have been known to take human or elven wives since oni females are sterile. Either by seducing them or by trickery. Whatever the case may be the fate of an oni bride is always a tragic one. No matter if they live a good life with their monstrous oni husbands or if they are prisoners, once they get pregnant with their oni partners the fate of an oni wife



is sealed. The poor souls will carry the child for 12 to 13 months after which period the child will violently burst out of their stomachs thus killing their mothers. Most of these children will grow up to be a fully developed oni once they mature at the age of 30. In few rare cases that will never happen and the child will develop into a Half-Oni. This is a great shame for any oni as he is seen as being too weak to produce a fully grown member of their species. Consequentially these half-oni are either killed or exiled to live their shameful existence alone.

BANDITS, GUARDIANS AND WANDERERS

The "lucky" exiled oni are almos never welcome in society due to them being larger than any human and the demonic fetures of their father doesn't help when it comes to socialising. The ones that embrace the hate towards their kind the

most become bandits, usually leaders of their own bands robbing and killing to survive. In rare occasions a half-oni are accepted in villages as workers on the fields, or protectors, monks of various shrines and monasteries will also accept them as they would anyone. The third path a half-oni would usually take is to travel to the west lands where people don't know much about onis and their nature. They usually pose as very, very large tieflings.

Half-Oni Names

Oni receive their name on the day they officially mature into a full grown oni. Half-Oni never receive a name from their fathers so they are usually given names much later in their life by firends or by themsleves. The names are usually slightly modified words from the native Kara-Tur lands.

Male Names: Hakku, Dorobo, Kanabo, Kiba, Kodai, Tatsuyo, Tenma, Obaki...

Female Names: Hizoka, Hobosha, Kaen, Kira, Toreka, Tsuyoi, Kazi, Ushi, Yami...

Half-Oni Traits

Your half-oni has a number of traits that are common with their kind.

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

Age: Half-Oni reach maturity at the same age the oni do, at the age of 30. They live long lives up to 350 years.

Alignment: From their heritage half-oni are drawn to chaotic elements. With their pride and respect for power and wisdom many can become good heroes and friends. Those who can't let go of their resentment towards onis that kicked them out or the other races that shun them, usually tend to lean on the evil side.

Size: Half-Oni bodies are almost always chiseled and massive, their size ranges from 8 to 9 feet. Your size is Large.

Speed: Your base walking speed is 35 feet.

Darkvision: Your demonic eyes let you see in dark places. 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.

Demonic Resistance: As a half-oni you are resistant to fire damage.

Large Build: Because of your large size you take up a 10 by 10 foot area. You still have a 5-foot reach. You are able to grapple huge creatures. Your mount must be at least one size larger than you. You require four times the food in comparison to humans. When you wield versatile weapon in one hand you deal damage with it as if you were wielding it with both hands. If you use small weapons you do so with disadvantage.

Oni Magic: You know the Fire Bolt cantrip. Charisma is your spellcasting ability.

Languages: Common, Abbysal and Jotun (Giant).



KITSUNE

Minato was getting ready for his formal lunch with the village elders. In his mind it was about time someone noticed his genius. He meticulously adorned his snow white ceremonial gi and hakama. He was particularly proud of his white obi with motifs of lung dragons. As Minato walked out of his estate he walked with his head held up high, being careful not to give any of the filthy peasants the honor of his gaze. As he stepped in front of the elders meeting house and opened the door, the slightest of clicks was heard as a bucket full of tomato juice fell on his head. The grand elder took a look at him and said "Minato-san it seems that we have mistaken, perhaps you are still to young for these meetings, please leave us." Minato was furious! So much that he failed to hear the giggles and to see fox tails at the outer right corner of the elders house.

Kitsune are a race of fey foxes indigenous to Kara-Tur. All kitsune are female and they usually take form of beautiful humanoid females, when they are under attack and their concentration falls they have been known to sprout fox ears and up to 9 tails of red, brown, black or white fur, transforming into their fox form only as a last resort.

Wily Tricksters

It is said that the first kitsune was created by Eshebala the goddess of cunning, charm and vanity to solidify her power as a diety. In that matter all kitsune are distant relatives to Eshebala and all kitsune worship her. Every child born from a kitsune will be a kitsune, and ofcourse it will always be female. A kitsune is born with one tail as it matures and grows powerful it can grow up to nine tails. Nine-tailed kitsune are revealed as the leaders of their race althou no real social structure exists amongst them. They are natural tricksters and are mistrusted by every living being who has heard of them.



That is because they can not help but play tricks and pranks on people. It has been their nature ever since the first kitsune was created. A kitsune will always try and think of a new way to trick and prank unsuspecting victims, for them it is a matter of pride and will gladly share tales of how they succeeded in tricking their victims. Kitsune pranks are mostly harmless but beware if you make them angry or cause harm to those they love, than they will use all their trickering knowledge to see that you meet the most interesting and painful end.

Unbreakable Ties

Kitsune are wanderers, since their nature of pranking and tricking people they always quickly develop a reputation, and althou their talent for seduction and lying does help them to get out of trouble it gets harder to prank people who are alert to such games. For all their faults, if someone shows kindness to a kitsune it is

never unrepaid. A kitsune will never leave a debt unpaid, whether because of a personal code of honor or because they view it as a weakness it is unknown. If a kitsune falls in love or owes someone her life she will stay in one place, with her loved one or as a protector of a village of her saviour. After a kitsunes lover dies she usually never mates again and continues to wander and play pranks on unsuspecting targets for the rest of her life.

Kitsune Names

Kitsune are exclusively given names by their mothers in a ritual naming ceremony as she invokes the name of their goddess. A kitsune will give her true name only if she deeply trusts that person, in all other cases they will usually have a second name that they will use.

True Names: Kaiyako, Maoni, Naokonura, Natsuko, Nozomi, Ryuniko, Sachishiri, Tamiko, Yokonuri...

Fake Names: Ari, Miko, Nara, Shiko, Umeko, Yuki...

Kitsune Traits

Your kitsune has a number of traits that are common with their kind.

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

Age: Kitsune mature when they are at about 40 years of age and can live up to 800 years.

Alignment: Kitsune have a low disdain towards all authority, when that is coupled to their fickle trickster nature, kitsune tend to heavily lean towards the chaotic neutral alignment.

Size: Kitsune tend to be between 5 and 6 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Cunning Mask: Kitsune can magically hide her fox tails and ears so that she looks like a regular human. As soon as the kitsune receives any damage the tails and ears will appear.

Kitsune Tails: As the kitsune gets more powerful she will grow more tails. At 1st level the kitsune has one tail, it grows a new tail every two levels after that until she has nine tails at the 17th level. A kitsune can, after a long rest, summon a spark of blue cold flame on top of each of her tails. The flame lights the area of 20 feet centered on the kitsune. Additionally the kitsune can, as an action, make a ranged spell attack (Charisma as their spellcasting ability) at a creature dealing 1d8 of cold damage on a successful hit, Charisma being her spell modifier. If the kitsune has multiple tails she can target as much creatures as she has flames left.

Natural Trickers: Kitsune have proficiency in Dexterity (Slight of Hand) and Charisma (Deception) skills.

True Form: When you are reduced to 0 hit points but not killed outright, you revert to your true kitsune fox form instead. You revert to your humanoid form only when you are healed or have been knocked unconscious and have successfully rolled death saves. You can't use this feature again until you finish a long rest.

Languages: Common and Sylvan.

Kitsune Fox

Small fey

Armor Class 12

Hit Points 2

Speed 45 FT.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	8 (-1)	12 (+1)	14 (+2)	12 (+1)

Skills Acrobatics +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Same languages as it knows in human form

Challenge 1/8 (25 XP)

Cunning Action: On each of its turns, the kitsune fox can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Hearing: The kitsune fox has advantage on Wisdom (perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.



Minotaur

Arrak looked upon the endless waste, the sea of grass. For his people this was true freedom, to roam the steppe, raid the weak and challenge the strong. But to him it was nothing more than a prison, a prison of an endless never changing cycle. One will never be strong if one does not search for new challenges new enemies to fight... The pigskins bow their heads and give tribute when they see us coming, even when they resist they are of no challenge. Yakka his blood brother fell in the fighting pit last night. Arrak challenged and killed the champion who took his brothers life, now Yakkas soul is free to roam the sky steppes. The morning after Arrak left the tribe, he will not let himself rot in this endless cycle of monotony, he will travel to the west, find new challenges and when there are no greater challenges left he will return to change the endless waste under his rule.

A minotaur combines the features of human and bull, with the build and musculature of a hulking humanoid, but with cloven hooves, a bovine tail, and, most distinctive of all, a bull's head. Fur covers a minotaur's upper body, coarse and thick on the head and neck, gradually thinning around the shoulders until it becomes humanlike hair over the arms and upper torso. The thick hair turns shaggy once more at the minotaur's waist and thickens around the loins and legs, with tufts at the end of the tail and around the powerful hooves. Minotaurs take pride in their horns, the size, and color may vary from individual to individual. Fur and skin coloring runs from albino white to coal black, though most minotaurs have red or brown fur and hair.

The Rule of the Strong

Minotaurs embrace the notion that the weak should perish and that the strong must rule. They believe also that they are the strongest. Minotaurs only respect strength, if a minotaur is to call someone his friend he must respect them first which means that they must either beat the minotaur in a fight or prove their



strength in another way. The minotaurs arrogance stems from a combination of strength, pride and stubbornness, three virtues they hold dear and which they deem the foundation of their greatness. They believe that this combination of traits is what sets them apart from their rivals. Thus minotaurs do not believe in aristocracy but rule by merit. The minotaurs of the endless wastes are ruled by a great Khan, below him are the tribal chiefs. Each and every position in the minotaur government body is determined and can be won by a trial of combat. Every trial and dispute is also settled the same way. Minotaurs are also not considered adults amongst their kind until they had their first kill in the fighting pits.

Honor above All

For all their cruelty, minotaurs are bound by a powerful sense of honor. Each victory brings greater honor to both individual minotaurs and their families. Defeat invokes a stain that only death can fully wash away. Honor demands that minotaurs keep their word once it is offered, and each minotaur remains faithful to friends and clan above all else, even when they leave said clan. Minotaurs rarely befriend folk of other races, as they all too often encounter them only in battle. If a minotaur does strike up a friendship, it is typically with other creatures that display the minotaurs virtues and love of battle. To such friends, a minotaur becomes an ally whose support will never waver. If a minotaur is very close with someone of his race and rarely a very trusted non-minotaur friend, he will offer that they become blood brothers. Meaning they are no longer friends but family and if one would die the other shall not rest until they avenge the death of their blood brother. For in minotaur beliefs if your death is unavenged your soul will never be free to wander the great sky steppes. There is no greater honor for a minotaur than to be someones blood brother, to respect someones strength so much that you leave your eternal after-life in their hands.

Minotaur Names

Minotaur clan names originate with a great hero whose descendants take on that name as their own, doing their best to live up to the ideals of their ancestor.

Male Names: Arrak, Charbo, Gacho, Jottaekk, Khottogg, Qraqo, Rhann, Yakka...

Female Names: Eyella, Inneqqi, Mithassa, Nillamma, Them, Shizhanni, Vorra...

Clan Names: Athak, Bregan, Entragath, Kaziganthi, Lagrangli, Mascun, Orilg, Sumarr, Teskos, Zhakan...

Minotaur Traits

Your minotaur has a number of traits that are common with their kind.

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

Age: Minotaurs enter physical adulthood at around the age of 17 and can live up to 150 years.

Alignment: Minotaurs believe in a strict code of honor, and thus tend toward law. They are loyal to the death and make implacable enemies, even as their brutal culture and disdain for weakness push them toward evil.

Size: Minotaurs average at about 8 to 8.5 feet and weigh an average of 550 pounds. Your size is Large.

Speed: Your base walking speed is 35 feet.

Charging Bull: When you use your action to Dash, you can use a bonus action to make an attack with your horns, as long as you moved at least 10 feet, that deals 1d6 + 5 piercing damage. In addition they must make a strength saving throw (DC is 8 + your strength modifier + your proficiency) or be pushed back 10 feet.

Large Build: Because of your large size you take up a 10 by 10 foot area. You still have a 5-foot reach. You are able to grapple huge creatures. Your mount must be at least one size larger than you. You require four times the food in comparison to humans. When you wield versatile weapon in one hand you deal damage with it as if you were wielding it with both hands. If you use small weapons you do so with disadvantage.

Languages: Common and one language of your choice.



MIONG'SHEE

As they put the blindfold over her eyes, Ajakee thought to herself "I am ready, uncle taught me well.", and as the starting bell rang she started running. The jungle trees and canopy prove to be a deadly foe when you are running at full speed blindfolded. But she trained for months, broke her nose 5 times and fell countless more, but now she knew the path better than anyone. Her fur stood on edge as she saw the images in her mind, "Tree" sharp turn left, "Moat" jump... When she wins she will be free to choose her own future. She ran faster and faster until she was caught in an embrace. She knew it well, "Is it over?" she thought to her self. As the blindfold lifted she saw her kinsmen cheering. She won! As she lifted her fist in victory, she roared "Assassins!" and thus choose her fate.

Miong'Shee are hybrids between tabaxi and the now extinct wild elves of Maztica. Usually they are as high as elves but have more lean feline features of the tabaxi. It is rare to see a miong'shee who weighs over 200 pounds. Their bodies are covered in fur from head to toe. Miong'Shee fur is usually white sometimes with a tint of gold or brown and may have intricate patterns of black, gold or brown fur. They have elongated ears akin to their elven ancestors, but unlike elves these appendages are notched in a comblike or vaguely feathered pattern. These notches create small flaps in a miong'shee ears that seem to constantly move or adjust to listen to sounds, allowing them to focus on specific sounds much like animals with similar ears.

CULT OF THE MOON

Miong'Shee believe that the moon is the dormant creator of the world and worship him, even more than that they let the phases of the moon dictate their society. The moon cult is believed to be a genetic memory of their wild elf ancestors who worshiped Selune although most miong'shee will deny that and tell you that their is the true faith and all the other



gods are servants of their dormant diety. Depending on the phases of the moon under which they are born, a miong'shee future life is chosen. The miong'shee roles depending on lunar phases are: New Moon: Assassins, Scouts and Spies; Waxing Crescent Moon: Farmers, Capybara shepards; First Quarter Moon: Merchants; Waxing Gibbous Moon: Priests and Shamans; Waning Gibbous Moon: Craftsmen; Third Quarter Moon: Soldiers, Guardsmen and Peacekeepers; Waning Crescent: Aristocrats, generals and leaders of their race.

Only those born under the full moon can choose their own fate. On the year they turn 20 years old, a blindfold race, through the jungle, under the first full moon of the year, will be organized. The winner gets to stay and choose their place in miong'shee society the rest are sent into the world to find their own fate, as them not winning is a sign that the overgod does not favour them.

CURIOUS WANDERERS

It is not unheard of that a miong'shee born under the full moon would loose the race on purpose. Some are not that fond of their society where some lazy god dictates merits depending how he turns his shiny ass while he sleeps. Miong'Shee have inherited the tabaxi curiosity after all and it is nowhere more visible than in these self chosen exiles. These wandering miong'shee are usually cheerful and curious, sometimes morbidly so since their cheerfulness does not fade even while they are slaughtering their enemies in battle. If you ever see a wandering miong'shee with a straight face, better just turn around.

MIONG'SHEE NAMES

Miong'Shee use prefixes in their names that indicate their position and/or role in life. Dar'/Daro' means that they are an assassin, spy or anyone that keeps to the shadows. Do'/Dra' means that they see themselves as a warrior. Jo'/Ko' means they are a priest, scholar or a magic caster. Ra'/Ri' means they are aristocrats, generals and nobles. La'/M/Ma' means they are storytellers and artisans. S' means they are of common folk.

Male Names: Dar'ha, Do'rjo, Jo'adirr, Ma'bassa, S'jhera...

Female Names: Dar'azda, Mi'jhera, Ji'heh, Li'zabasha, Ri'tima...

MIONG'SHEE TRAITS

Your miong'shee has a number of traits that are common with their kind.

Ability Score Increase: Your Dexterity score increases by 2, and one other ability scores of your choice increase by 1.

Age: Miong'Shee mature at 20 years of age and can live up to 300 years.

Alignment: Miong'Shee alignment depends on their background, if they respect the rigid rules of their society they are lawful if they ran away from the same they are chaotic, neutral miong'shee are rare. Other than that they can be good as much as they can be evil.

Size: Miong'Shee are taller than average humans and of a slender build. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Thanks to both your elven and tabaxi blood 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.

Feline Agility: Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Keen Hearing: Miong'Shee has advantage on Wisdom (Perception) checks that rely on hearing.

Skill Versatility: You gain proficiency in two skills of your choice.

Languages: Common and Elvish.



NARR'FER

Nyxa loved the band of ragtag adventurers she joined months ago. Always getting into trouble and trouble is good, trouble is her friend, trouble always brings new problems, new solutions, new experiences. As they camped in the forest in the middle of the night she just heard "Ahem..." as she opened her eyes, Nyxa saw a bandit holding her favourite crossbow aimed at her while standing beside all of the parties weapons. "Now, now take it easy, if you would be so kind to empty your collective pockets I will get on my way and leave you with your lives". Nyxas hair turned from grass green to bright red as in a blink of an eye she ran and climbed on the mans shoulders and snapped his neck instantaneously. As she jumped on her feet and looked at her hands her hair turned dark blue "I broke a nail!!! Please Nalla kiss it better!" she cried as she ran to the parties druid.

Narr'Fer are descendants of the first narr'fer refugees that came from the Feywild and are among the smallest of the so-called "civilized" races, with a slighter physique than halflings or gnomes. Nowhere is their fey heritage more apparent than in the color of their hair. Narr'Fer hair color changes depending on their mood so it can go from pastel yellow to the darkest purple.

CURIOSITY AND CREATIVITY

Narr'Fer are endlessly curious always searching for new experiences, new lands, new people and customs. They have no sense of ethnicity and are very independent. The entire concept of ethnicity fascinates and amuses narr'fer, especially when it becomes a source of racial tension. National allegiance or religious differences make slightly more sense to them, but fighting and dying over skin color strikes most narr'fer as unbelievably silly. Even while paying the strictest attention to those around them, narr'fer think and react far differently from other mortal beings. Despite millennia on this world, narr'fer minds often seem disjointed and chaotic, more akin to the flighty and mischievous intellects of certain



capricious fey than the plodding thought processes of humans. While narr'fer behavior confuses many, and their bizarre senses of humor can sometimes lead to inadvisable actions, their general lack of pretension or malice and their open, expressive faces often get them out of scrapes. Be that as it may they are an immensely creative people, they will always strive to make something new. Not the downside to this is that it doesn't always need to be a good kind of new or a practical kind of new for that matter but it is always new and never before seen.

THE BLEACHING

As it was said, narr'fer are immensely curious and creative, but there is a sad and dark side to those quirky traits. Narr'Fer exist as long as they create or experience new things, meaning their life is not measured in years but in experiences. After their birth they mature in a matter of days and learn everything they can from their parents while sharing in their

experiences while they travel with them. Sooner or later a narr'fer will separate from their family to go sresearching for new experiences on their own. If a narr'fer ever stops experiencing and creating new things they will contract a condition they call "The Bleaching". The hair of a narr'fer will begin to loose color until it turns pure white, when that happens the narr'fer will grow sick and fade from this world. Once the bleaching starts it can't be stopped no matter how a narr'fer desperately tries to smith a new weapon or do things it never did before. Once that first white strand of hair appears it is only a matter of days untill the narr'fer dies. Some reaserchers thou theorise that the narr'fer don't die but return to the Feywild, this theory is yet to be proven.

NARR'FER NAMES

Male narr'fer names are unnecessarily long, multisyllabic, and intentionally difficult to pronounce. Female names reverse the male conventions, being simple and short, although many females claim their names are actually short for something. Narr'fer family names, which change every few generations, typically contain some Common words, as well as several syllables of gibberish.

Male Names: Abroshtor, Bastargre, Halungalom, Krolmnite, Poshment, Zarzuket...

Female Names: Besh, Fijit, Lini, Neji, Majet, Pai, Queck, Trig...

Family Names: Frothelthimble, Garishgnawing, Palepartlinger, Thicketbotter...

NARR'FER TRAITS

Your narr'fer has a number of traits that are common with their kind.

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

Age: Narr'Fer mature a few days after they are born and live as long as they keep inventing and experiencing new things.

Alignment: Narr'Fer are always chaotic due to their fey heritage. Apart from that they can be good as much as they can be evil but whatever they may be, they are always creative.

Size: Narr'Fer range from 2 to 2.5 feet and are mostly of slender builds. Your size is Small.

Speed: Your base walking speed is 25 feet.

Darkvision: Your fey eyes let you see more easily in dark places. 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.

Snitch Hair: Due to your hair always showing your emotions the narr'fer have a disadvantage on all deception checks.

The Red Rage: When narr'fer get angry their hair turns red. Once per long rest, when your hair turns red, for one round your speed doubles and the next time you damage someone it is an automatic critical hit.

Languages: Common and Sylvan.



NEZUMI

The ginger furred Nezumi paced around a scared tied up man in ragtag clothes. "You, you thief, you steal, steal, Dalins precious, yes, yes..." The man just sat there with eyes wide open in fear, he would have said something if his mouth wasn't gagged. "Dalins mother person gave him this toy, yes, yes... Made him sad, cry when it was lost... You did bad, bad, now you pay, yes, yes. Dalin protects Firefur yes, yes, no one hurts Dalin, Dalin is safety. That is why you must go bye, bye, Dalin would be angry at Firefur but Dalin will never know, no... Firefur keep Dalin happy, help Dalin be stronger so Dalin protect Firefur better. Now go, go bye, bye" The Nezumi said as she slit the mans throat. A few hours later Firefur came to her dwarf friend with wide puppy eyes and said "Look, look Dalin, Firefur found the toy, yes, yes, Dalin must have dropped it, yes, yes...", the dwarf embraced her saying "You are such a good friend" and she felt safe...

Nezumi have slightly hunched frames with rat like heads and a long tail. A noticeable difference between nezumi and humans are their legs, which in the case of nezumi are digitigrade, resting on their toes rather than the flats of their feet. Nezumi often to have slouched forms, though this is usually a result of habit, caused by constant crouching and hiding. Nezumi are covered in coarse fur, usually in shades of ginger, grey, brown, or black. Female nezumi can grow longer fur hair. The eyes of the nezumi are usually yellows, browns, blacks and dull reds. Nezumi are also more likely than other races to develop albinism, which results in white furred individuals with bright, blood red eyes. Like rats, their front teeth continue to grow and they often gnaw on various hard materials to wear down their teeth.

SURVIVAL BEFORE ANYTHING

Nezumi do not possess what others would consider culture, instead what they do share is a strong instinct for survival, allowing them to adapt easily to whatever environment they find themselves in. This



means that the nezumi have successfully adapted to all sorts of environments and can often be found in major cities as a part of any group where they feel safe or hiding in the underbelly of such cities. A Nezumi female can give birth to about 15 babies but there is no love amongst the siblings. From the moment of their birth they will fight and kill eachother for survival, untill one or two is left at the end. The rest of their relatively short lives is the same, they constantly search for a group, gang or a place where they will feel safe. That is why in places like Kara-Tur where Nezumi are common they end up un gangs led by the strongest amongst them. The gangs usually display the same personality as their leaders and because Nezumi as a race always feel threatened, the gangs are in constant state of fighting eachother. That being said if a Nezumi finds a group or a place where they feel safe they will protect it with fierce and unbreakable loyalty.

PRIMEVAL FEAR

As far as the nezumi are concerned, the only thing they truly have is their life and to lose one's life is the greatest misery. They are always jittery and twitchy even when they are in a good mood. Their speech pattern consists of jittered pronunciation and repetition of most words or just using synonyms of the same words next to each other like for example "Yes, yes, kill, kill" or "Dwarfy short person, good, nice!". Since they don't care for much except their own survival, the nezumi don't care much for money since their bodies are naturally immune to any disease they are quite happy to live off scraps. They care even less for trinkets but they value gifts they receive from others. For them when someone is selfless is almost as equal as giving their life for them, and they keep all the gifts they receive and show them off with great pride.

NEZUMI NAMES

Nezumi never receive a name at birth, as most are expected not to survive for long. As a result a nezumi's name is usually some type of descriptor for their physical or behavioral characteristics, given to them as they develop to identify them, like nicknames. As a result nezumi names are fairly fluid and distinguish little between gender. Some nezumi opt to continue using previous nicknames while others decide their own name. Also nezumi can often have names similar to other races if they live in regions dominated by those races.

Nicknames: Bog-Snout, Cackler, Rot-Tooth, Rust-Blade, Short-Tail, Six-Toes, Slender-Bones, Three-Paw...

NEZUMI TRAITS

Your nezumi has a number of traits that are common with their kind.

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

Age: Nezumi reach physical maturity by the end of their first decade. The lifespan of a nezumi can be as long as 150 years old, though nezumi over 50 are considered old as their lives tend to be short and violent.

Alignment: Nezumi tend to keep to themselves so Neutral alignment suits them best. Evil Nezumi are not a common sight since nezumi would stay away from such volatile plans that could endanger their lives. Altruistic nezumi are also rare, though this is not a result of innate leanings as much as a life of mistrust.

Size: Nezumi are as tall as humans but because their crouched legs and their tendency to slouch they range from 3 to 4 feet. Your size is Small.

Speed: Your base walking speed is 30.

Junk Food Gourmet: You are immune to any kind of disease and you can eat what most races would find not only bad tasting but deadly.

Hide, Hide, Safe, Safe: Nezumi gain proficiency in Dexterity (Stealth) skill.

Vermin Bite: Once per short or long rest a nezumi can attempt a melee bite attack, if it hits, the target takes 1d6 damage and must make a Constitution Saving Throw (DC equal to 8 + your proficiency bonus + your Constitution modifier), if they fail than they take an extra 1d4 necrotic damage for 1 minute each time they are successfully damaged, if they succeed there is no additional effect. Creatures immune to disease are immune to this ability.

Languages: Common.



SATYR

Most of the party was woken by a huge mammoth, the hairy beast towered in front of the party and took an aggressive stance. The elven wizard whispered to the halfling rogue "wake up Jegg, wake up Jegg now!". The halfling moved slowly to the sleeping satyr and kicked his horns, "Ah...? What? Why? I swear I'm gonna... Oh! Oh, I see..." he said as his eyes fell on the 40 foot large beast in front of them. Jegg was a deer satyre, which meant his legs were that of a deer, there were a pair of small deer horns protruding from his forehead and his face had deerlike features. As he stood in front of the mammoth all the party could hear were low throat grumbles between Jegg and the beast. After a while Jegg turned around and said "Ok guys pack up, we have to go" as he started to pack up his bedroll. "But why did he threaten us, should we attack?!" asked the elven wizard. "oh hell no!" replied Jegg, "We just took this mans shitting spot"...

Originally from the Feywild satyrs are true fey, they have animalistic features from the waist down, usually in form of deer or goat legs and sylvan features from the waist up, although their faces tend to have some animalistic features like elegant deer lines, goat or deer nose, some even have eyes of pure black. Satyrs also have horns protruding from their heads, and they can vary in shape and size from satyr to satys. The horns can protrude from the forehead, top of the head, off the sides or from the back of the head. Since they can reproduce only with one another, you can have a satyr that has deer legs and goat face features and horns. The males of the race tend to be smaller than the females and much more hairy. Female satyrs are always slender and elegant while obese males can be found though they are rare.

BEAST DIPLOMATS

Unlike most "strange", non-human/elf/dwarf, races satyrs are a very welcome sight in any village or town surrounded by wilderness. It is mostly because of their ability to talk with the animals, so a



town that welcomes a satyr can be sure that the wolves will stay away from their cattle, the local forests become safer for the children and farm animals will be more cooperative. Satyrs know this fact and exploit it to the fullest. There have been stories where a village chased away a satyr in need, the next morning they all found horse manure in front of their doors and all the farm animals gone.

LEGENDARY LIBIDO

Satyrs are driven by hedonism, primarily carnal pleasures, although their love of food, drink and music come at a close second place. It helps them a lot that the satyrs have mastered the art of smooth talking and flirting. Satyrs allow no opportunity for revelry to pass them by. They celebrate any holiday they have ever heard of—and are entirely cognizant that the civilizations of the world have enough festivals and holy days between them to justify celebrating on a nonstop basis.

However, despite their love of wine, song, dance, and stories, satyrs are rarely reckless in their hedonism although it can happen. Satyrs are omniseual beings, meaning if they find a woman, man or a beast of any race, for that matter, a satyr will do anything to seduce them. They will take rejections as personal insults but would never stoop so low as to force themselves upon someone or something, for them, seduction is a thing of art that they take great pride in, and take it as a stain on their satyr pride if they fail. It helps them a lot though, that satyrs are known as legendary lovers. Their fascination with a person or a beast is of short breath though as they will turn their attention to the next "beauty" as soon as the opportunity arrives.

SATYR NAMES

Satyr names vary greatly with one consistency, all male names end with an "-us" and all female names end with an "-a".

Male Names: Antius, Basus, Corbius, Eustus, Kostus, Lycius, Xarxus...

Female Names: Adrasia, Corba, Eleuthia, Pirra, Stergia, Thana, Yoria...

SATYR TRAITS

Your satyr has a number of traits that are common with their kind.

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

Age: Satyrs reach adulthood at around the same age as humans, but can live to be 200 years old or more.

Alignment: By the very nature of the fey, the satyrs are chaotic, not caring for the dull things like laws that keep other races feel safe. They are usually not malignant but there are rare cases of evil members of their race.

Size: Satyrs males tend to be around 5 foot tall and females are usually around 6 foot tall. Your size is Medium.

Speed: Your base walking speed is 35 feet.

Cloven Hooves: Because of the satyrs hooves, any non-magical difficult terrain has no effect on the satyrs movement and you roll with advantage against any magical effect that creates difficult terrain.

Sly Tongue: A satyr rolls all Charisma (Persuasion) checks, that involve seduction, with advantage.

Zoolingualists: Satyrs can speak with animals as if they constantly have the Speak with Animals spell active.

Languages: Common, Sylvan.



Shifter

As the mercenaries were locking up the last of the druids in their cart, they were packing up camp and getting ready to go. "The red wizards will pay handsomely for you tree huggers, that's what you get when you give Szass Tam too much grief!". Some of the mercenaries raised their heads, something was moving in the bushes. In a moments notice, before the mercenaries could even reach for their weapons, with tooth and claw, beast people, shifters were upon them, the shifters slaughtered the mercenaries to a man. With a wide grin of his jagged teeth one of the shifters came up to the cart to set the druids free. As the shifter unlocked their cage the druids just turned their heads like they where disgusted. "Even now you shun us, even now when we saved your lives you judge our very existence. FINE! GO! But know we are the true protectors of this place and no matter what you think of us, we care not how others like you judge us, we will fight for our right to exist! FOR OUR PEOPLE!". As the druids left, the shifters growled with pride in celebration of their victory atop of the slain.

In broad strokes, shifters resemble humans with animalistic features. Their bodies are lithe and strong. Their faces have a bestial cast with either wide, flat noses, large eyes and heavy eyebrows or pointed ears. The hair of their heads is thick and worn long. Shifter skin and hair are usually some shade of brown. Their forearms and lower legs also grow long hair.

Builders of their own Legacy

The first shifters where created by the ancient wizards of Netheril. The magic and knowledge on how they were created was lost together with the ancient Netherese. Many wizards and scholars today speculate how these magnificent beings came into existance, maybe through breeding werewolves with humans or by somehow infusing bestial blood in their test subjects, it remains a mystery. When the Netheril empire fell there were many shifters who weren't on the great floating



cities, without their masters they spread and sought to build their own destiny. Shifters have no land of their own, bigger tribes are trying to build their own place in the world, as protectors or mercenary bands. Individual shifters can be found in remote areas that can be found in all the nations. Many of the loner shifters earn their way as trappers, hunters, fishers, trackers, guides, and military scouts.

Fear of the Predator

Many races feel uncomfortable around shifters, the same way they feel around any large predator. Those that fear them call them "weretouched", "wildlings" and "fangfolk". Of course, some grow to appreciate individual shifters despite their natural aversion and halflings in general get along well with them. For their part, shifters are accustomed to distrust and don't expect better treatment from members of the other races, although some shifters try to earn respect and companionship through acts and deeds.

Shifter Names

Shifter names vary greatly, they have tossed aside names given to them by their former masters and taken up names that are close to nature and it's aspects.

Male Names: Ash, Brook, Cobalt, Dune, Surge, Talon, Wolf...

Female Names: Amber, Aurora, Birch, Dawn, Jade, Mist, Shade...

Shifter Traits

Your shifter has a number of traits that are common with their kind.

Ability Score Increase: Your Dexterity score increases by 2, your Wisdom score increases by 1 and your Charisma score is reduced by 1.

Age: Shifters mature at the same age the humans do but they tend to live a but longer, up to 125 years.

Alignment: Shifters have a strong and cruel sense of justice. Those that do wrong must be punished, circumstances are just excuses, for them there is no gray ground, justice must come on swift wings or it has failed. With this philosophy shifters mostly tend to be Lawful Neutral.

Size: Shifters tend to be slightly above 6 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Shifting: Shifters cannot fully change shape but can take on animalistic features—a state they call shifting. Once per short or long rest a shifter can shapeshift one of it's body parts to that of an animal (usually a predator) for 30 minutes:

Bear Hide: You shift your skin into a leathery hide with a thick fur. While in this form you gain +1 AC and a resistance to cold damage.

Canine Teeth: You shift your teeth to that of a wolf, they all become pointed and sharp. As a bonus action you may attempt a melee bite attack that does 1d4 piercing damage.

Feline Eyes: You shift your eyes to that of a cat. 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.

Gills: You shift the back of your ears into gills. You now stop breathing air and start breathing water.

Predator Leggs: You shift your legs and feet into those of a land predator. Your base walking speed is now 40 feet.

Simian Feet: You shift your feet into a shape of hands. Your climbing speed is equal to your walking speed and you have advantage to all Dexterity (Acrobatics) checks.

Wilderness Ancestors: Shifters gain a +1 on all Wisdom checks.

Languages: Common, Ancient Netherese.



Volodni

- I. Live life well and fully, and waste nothing.
- II. Do not fear difficulty. Hard ground makes stronger roots.
- III. The only lasting peace is the peace within your own soul.
- IV. All things have a right to grow. The blossom is brother to the weed.
- V. Never leave a wrong to ripen into evil or sorrow.
- VI. Act with wisdom, but act.
- VII. From the smallest blade of grass to the largest mountain, where life goes—so, too, should you."

Tenants of the volodni.

The volodni are humanoid plants. They have hard wood for bone structure, foliage and petals for hair, plant cortex for skin and golden sap moves through their veins instead of blood. They are much more slender than the average human and about a head shorter. The variations in volodni appearance vary as much as the variations of plantlife in the world. They tend to grow their own "clothes" that also resemble leaves, vines and bark.

The Grandfather Tree

In the years before remembering the Elves of Aryvandaar found the Hall of Mists deep within the High Forest and summoned an ancient treant to root itself on top of the halls to guard them. Centuries passed and the Aryvandaar empire fell and the ancient treant grew so old that he couldn't move his branches anymore, he could only communicate telepathically. The many travelers, cultists and wizards sought the halls for their knowledge and brought only destruction to the forest. In the centuries to come an Uthgard Tree Ghost tribe came to the High Forest to escape the genocide of their kind. Silvanus saw an opportunity in



them and offered them to serve and worship him in exchange for his protection. The Uthgard agreed but little did they know that the price was greater than they could imagine. When the deal was struck, the entirety of the tribe was sucked into the ancient treant that grows above the Hall of Mists now known as the Grandfather tree. After about five decades the first volodni emerged from the tree, the children of Silvanus and guardians of nature. They had no memory of their passed lives, they were born anew. The volodni emerge fully formed from golden fruit pods which grow on the branches of the Grandfather Tree. Until they emerge from these pods though, they are conscious the whole time in, what they call, the great dream. In this dream volodni will share consciousness with the Grandfather Tree and all other volodni yet to be born, there the tree teaches them how to speak, write and think. They live their childhood in this dream and it defines them and their life once they emerge into this world. All volodni reme-

Volodni Traits

mber their dream and all the volodni it met which is why some volodni can be close friends as soon as they are born. Volodni do have genders, even thou they have no reproduction organs, the tree determines what gender they will be assigned. This is because a volodni is very capable of falling in love and a love of a volodni transcends gender and race. They are thought that a volodni must always have two hearths, one as delicate and soft as a rose to share with loved ones and one gnarled and hard as bark to show their enemies. Woe is to those that they dedicate both. Most volodni hear the voice of the Granfather Tree and stay to protect it but those that choose to venture out of the high forest are not stopped for they believe that Silvanus has a plan for everyone and they value individuality. Those volodni will never again hear the Grandfather Tree in their mind and are called the Voiceless.

Unstable as the Seasons

Volodni appearance and attitude changes with the seasons. While a volodni won't change their personality completely the seasons will surely affect it. During all the seasons, except winter, the volodni will use photosynthesis and protein absorption from the land around it for sustenance. During spring their skin is yellowish/green, if they have any flower buds they start to blume. A volodni is most likely to fall in love within this season and will be of a more optimist and jovial nature. During summer, volodni are the strongest their skin turns dark green and they can grow new leaves and flowers the fastest. They grow more boastful and reckless during this season. When autumn comes the volodni take on shades of brown, red and yellow and their flowers fall off. They become wiser and more cautious during this season. In winter their color fades to shades of blue and gray. The volodni become bitter and pessimistic during this season and it is also the only season where they must eat to survive. Volodni only ever eat meat during this time since they view plant eating as cannibalism. The shifting nature of the volodni is the main reason they are distrusted by the other races.

Volodni Names

Volodni names tend to be melodic as nature itself.

Mlae Names: Eòghan, Niall, Pàra, Tiobaid, Uilleam...

Female Names: Barabla, Lili, Raodhailt, Sileas, Teàrlag...

Your volodni has a number of traits that are common with their kind.

Ability Score Increase: Your Wisdom score increases by 2 and your Constitution increases by 1.

Age: Volodni emerge fully grown from the great dream but their maximum age was never established. The first generation of volodni still live as leaders of their race.

Alignment: Volodnis are not actively malicious, but they are not benevolent, either. They believe in the individual's call that the great dream gave to them rather than laws and rules to guide their behavior and so favor a chaotic disposition.

Size: Volodni are the size of shorter humans, around 5 feet. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Gifts of Nature: Volodni grow their own "clothes" in a period of 24 hours. They also know the Thron Whip cantrip and can cast Barkskin, self only, once after a long rest.

Plant Body: As plants volodni have no vital organs. You are resistant to piercing damage and can regenerate any part of your body (except the head) in 24 hours as long as you have 3/4 of your body intact. You gain advantage of Dexterity (Stealth) checks near any larger plants (Shrubs and Trees). You have disadvantage on all saves against fire damage. Volodni don't wear metal armor.

Seasons Change: Volodnies shift through the seasons. During spring, summer and autumn a volodni doesn't require food or water, they will absorb the sunrays and proteins form the ground around them. The DC of all volodni abilities if any is 8 + their proficiency bonus + their Wisdom modifier.

Spring: Volodni gain the ability to once per long rest blow spores on a target that act like the Charm spell.

Summer: Volodni gain +1 damage with any weapon.

Autumn: Volodni gain advantage on all Wisdom saving throws.

Winter: During this season the volodni must hunt to eat. They gain advantage on all Wisdom (Survival) checks while tracking their prey. Volodni will eat beast and humanoid meat without discrimination.

Languages: Common, Sylvan.

Vryloka

A redheaded, young woman weeping in a dark ally of Waterdeep. A well dressed man approaches her, "What is the matter deary?" he asks with a smile on his face. Through tears she answers "I am lost and afraid, please kind sir help me...". The man comes closer and embraces her, it has been too long since last he fed, he could bairly contain him self. With every pulse the vein on her neck drew him closer to madness... He turns her towards him and opens his mouth, showing his fangs. Suddenly the woman starts laughing... He did not charm her... What is this? "Are you going mad from fear my dear? Don't worry, I'll make it quick.". The womans laugh turned into a flirty smile, "You are a hard man to find Count Demetrius...". As her eyes turned bright red, using the counts confusion, she swiftly took a white powder out of her poch and blew it into his face thus knocking him out. After bagging him in a bag of holding she disappeared into the night.

Vrylokas were originally human, though the bloodbond ritual subtly changes their appearance. Vrylokas have dark green or blue eyes that turn red when they are angered or excited. Their skin is uniformly pale, ranging from pinkish flesh to chalky white. Most vrylokas have hair in shades of red, from deep scarlet to strawberry blond. However, jet-black hair is found in rare individuals. A vryloka's upper canine teeth might appear slightly more pronounced than the human norm. However, unlike true vampires, vrylokas have no fangs. Vryloka garb is often subtly embroidered with bloodred roses and thorns, the symbols of the Red Witch.

Legacy of Blood

Centuries ago, a powerful family, by the name of Vryloka, made a deal with an entity now only known as the Red Witch. For a secret to eternal life they pledged their house to her. She taught them the ritual of mixing their blood with that of a vampire but without becoming vampires themselves, instead they became something new, a creature blessed with eternal life with only the faintest traces of weak-



nesses the vampirism curse implies. Vrylokas are now, intent on building a better world the long way around. Since the ritual leaves them sterile they will adopt those they see potential in and turn them into one of their own. To keep up appearances after some years old Vryloka family members will not show themselves in public as to not raise suspicion. It is their plan that when their family grows enough they will purge this world from all evils, the definition of "evil" being entirely left to them of course.

Hatred of the Undead

Despite them being technically partially undead, the Vryloka bare a deep hatred for all walks and forms of the undead blight. They will go out of their way to exterminate any undead in their vicinity even more so than other races. For them the undead are a plague on this world and must be exterminated if their perfect world is to ever exist. All, ofcourse, except vampires whom they hunt most of

all, but not to kill. The Vryloka family has developed a powder with silver and garlic essence that will knock out most vampires. Once they are captured, they are drained of their blood with the vrylokas need for their bloodbond ritual. The vampires are imprisoned with special enchanted chains so that when they finally die out of malnourishment they won't just turn to mist and regenerate in their coffins but turn to dust and die on the spot.

Vryloka Names

Vrylokas all share the same family name "Vryloka", they are given new names when they mature and go through the bloodbond ritual.

Male Names: Astrophel, Creighton, Isaiah, Lucien, Sandor...

Female Names: Bella, Nissa, Selena, Stefania, Zabrina...

Vryloka Traits

Your vryloka has a number of traits that are common with their kind.

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

Age: Vrylokas go through the bloodbond ritual at the age of 21, after that point they stop to age and are considered immortal, but they can be killed like any other creature.

Alignment: Most vrylokas are fiercely loyal to their family which makes them lean to the lawful side. Although renegades do exist that are exceptions, these individuals are always hunted.

Size: Vryloka are the same size as a human. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: The vampire genes in your blood give you sight in dark places. 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.

Bloodsight: Although a vryloka has no need to drink the blood of the living they can. Upon making a successful grapple check or by being presented by a willing subject a vryloka can drink the target's blood dealing 1d6 piercing damage. When they do the vryloka see into the past of the target through the target's eyes. (The scene is chosen by the DM).

Hatred for the Unliving: Vryloka despise all of undead kind. When attacking undead creatures you do so with advantage.

Inherited Weaknesses: The vryloka have inherited all the weaknesses of a vampire but to a lesser extent. If a vryloka ends its turn in running water it takes 2d8 points of acid damage. A vryloka cannot enter a place unless he/she is invited in. While in sunlight the vryloka make all Wisdom checks with a disadvantage.

Languages: Common and 2 more languages of your choice.



WEIRDLING

"I swear to forevermore walk in the mists of our Lady's web of lies. I acknowledge that truth is a worthless thing to know and worth even less to speak out loud. I shall never speak the truth where falsehood would suffice. I shall cherish and further illusions and rumors, for distortion and legend are what make folk happy and life alluring. To be hidden gives one value by the very act of cloaking so I shall walk the land as one of Her precious children, forever hidden in the majesty of her shroud, forever a living lie in Her name. I surrender myself to our lady Leira..." The weirdling now stood in his human form as the high mistwalker of Leira embraced him. "Welcome brother, from now on you shall be known as Elodin! Go into the world, our lady has freed you by shrouding you in her blessing, go and be the living embodiment of lies and illusions". As Elodin left the temple he thought to himself, "Wait for me Nava, wait for me brother, I will find you.."

In their true form Weirdlings are a swarm of worms who share a collective consciousness. Each swarm is an autonomous unit and they usually take on a humanoid shape with a head, body and arms in memory of what they once were. Because of that same longing, weirdlings will turn their "heads" to see and hold a book up to read even though they don't have to. While in their true forms they will wear multi-colored robes that signify their place in the community. That humanity is what keeps them sane and what freed them those centuries ago from their creator and they hold to it as a most precious thing. Weirdlings live in secret communities in secluded places of the world.

SAVIOURS OF THE WORLD

In ages long forgotten, a powerful necromancer and high priest of Orcus only known by the name of Kyuss, made his base on an island called Wormcall Isle off the coast of Meztica. He led his cult into raids of the main land, kidnapping poor souls he used as test subjects. His devotion was rewarded by Orcus, the demon lord gifted Kyuss with a worm from Than-



atos, his own realm. Kyuss experimented with the worm and developed a ritual to turn his test subjects into loyal servants in the form of a swarm of worms he named weirdlings. Once Kyuss had enough of an army he would conquer Meztica and then the world. But, somehow, a spark of humanity was left in these sentient swarms, a memory of their past selves, of values they had in life. In an epic turn of events the weirdlings rose against Kyuss and his cultists, many died but after a long battle the Wormcall Isle was left bare with only the weirdling people standing. Some of the survivors tried returning back to Meztica where they were killed on sight due to their monstrous appearance. Others realised that from now on they can only lean on each other for survival and formed secret, secluded communities all around the world. Unity and loyalty to the community became the epitome of weirdling society. In these secret communities they made their own culture clinging to every shred of humanity they had left.

CULT OF LEIRA

In time the Weirdlings in these secret communities learned to live with themselves and even fall in love with each other. All weirdlings are without real gender (they can only remember what they once were), but when two weirdling swarms merge they can, by combining their worms, produce a third smaller swarm that will grow in time, it will have a unique consciousness with values of both "parents". Many of these new weirdlings weren't content with living in isolated communities but were scared by the stories of their elders of their kind being killed on sight. Leira, the goddess of lies and illusions saw an opportunity in these young ones. She sent one of her servants to a weirdling colony, shrouded to look like one of them. This individual whispered about a chance of freedom into the ears of the young ones, about this goddess who, just for praising her name, will grant you power to change how one looks and grant freedom to roam the world. Thus the first of many secret cults of Leira in weirdling communities was born. Leira grants any weirdling that bows to her the power of illusion, they can take up one form they choose for life to roam the world. Just by their existence they are walking living lies and thus please and make Leira more powerful. If a cult or a worshiper of Leira is discovered within a weirdling community they are exiled immediately never to be welcomed by their people again.

WEIRDLING NAMES

Weirdlings use ancient Meztican names of their forefathers so that they never forget what they were. Weirdling names are also unisex even thou some sound more male or female.

Weirdling Names: Akashi, Amittai, Kochav, Mizmor, Nava, Shabtai, Tsedef, Yanina, Zoharit...

WEIRDLING TRAITS

Your weirdling has a number of traits that are common with their kind.

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

Age: A wierdling swarm grows to, what others would call, maturity when they are about 50 years old and can live as long as 900 years.

Alignment: Weirdlings in their own communities care only for that community and it's survival, even the ones that bow to Leira and go into the world do that for their own personal reasons and care little for anything else, so all weirdlings tend to lean towards a neutral disposition. Of course there are exceptions.

Size: Weirdlings usually tend to be the size of taller humans, around 6 feet. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Leiras Blessing: A weirdling can choose to look like any race in the world (althou they usually look like humans), once they choose their "alter ego" it is the one they will use forever. This illusion can be broken if the weirdling falls beneath 10% of their health, once that happens the illusion drops and every creature that can see the weirdling must make a Wisdom saving throw (DC 8 + weirdlings proficiency bonus + weirdlings Constitution modifier) if they fail they fall under the same effect as the Fear spell. They can repeat the save each round if they fail.

Weirdtongue: A weirdling can communicate with their own kind telepathically in their own language across 50 feet of distance.

Worm Climb: A weirdling can climb at the same speed as their base walking speed, but for that to take effect they need to dispell the illusion of their hands and feet. A creature with passive perception of 15 or higher can notice the worms where hands and feet are supposed to be.

Languages: Common and Weird (Weirdling language, to others it sounds like incomprehensible whispers).



XIRTI

"I must say I am honored to be in such high company Himurashi-san." said the woman with a thick veil over her face. Even thou one could barely see the contures of her face, it was more than apparent that a great beauty was beneath that shroud. The man across her wore a kimono so richly ornamented that it alone could feed a small vil-lage. "The honor is all mine, for I am bask-ing in the presence of one so beautiful as you, dear lady Tomoyo." he said as he poured a glass of umeshu for her and left the bottle for her to pour him as the custom demanded. Looking straight at his eyes lady Tomoyo reached for the bottle and acci-dentally cut the tip of her finger on a knife next to the bottle. "My dear are you al-right?" Himurashi asked grabing her hurt hand. "I will be if Himurashi-san kissed to make my poor finger feel better" she replied lovingly and so he did. "Ah much better, now tell me Himurashi-kun, how do you sleep these days?", Himurashi would yell at her for adressing him in a such disrespect-ful manner but he had trouble breathing. "I would have great problems getting myself to sleep after signing orders that would leave 3 villages starving to death" her voice became sharper as she took of her veil reveal-ing a bautiful raven-haired woman with eyes of pure white. "But I know your death will bring me, many, many, peaceful nights..." She walked out as gracefully as she entered leaving the twitching body of Himurashi on the floor...

Aesthetically xirti look almost indential to humans, they come in all shapes and sizes as humans do with one crucial exception, xirti eyes are pure white. Some would assume that the xirti people are blind but they are not, their pupils are just so pale that they blend completly with the rest of the eye. But, the defin-ing feature of the xirti race that sets them from all the other human-like races is that their blood is poisonous to all other races and creatures. Althou, apart from the eyes, they look almost indential to humans on the outside, on the inside xirti are different with organs completely alien to that of a human.



FALLEN LORDS

Xirti were the original rulers of the archi-pelago nation of Kozakura. It was a rule wrapped in tradition and a rigid caste system. When the first humans came to their lands xirti paid little heed to this weaker and inferior race. Little did they know that these humans wanted their lands, they came back in thousands. The battle was fought to a stalemate, althou the humans outnumbered the xirti 40 to 1, xirti proved a greater challenge than they imagined. It was, at that time, that the local tribe of nagas decided that this is the time to strike at their anciet foes and conquer the islands of Kozakura. The humans and xirti joined forces against this new threat. The battle was hard but in the end their alliance triumphed. Even thou they won the xirti were decimated and the human numbers still stood strong and the humans still wanted Kozakura as their land. The xirti had no choice but to

surrender. Even today the xirti will tell stories about their brave ancestors who charged into naga spells and of cowardly greedy humans who stayed in the backlines.

ASSASSINS AND ALCHEMISTS

Because of their poisonous blood the xirti people have turned to the art of subterfuge and assassination. It makes the job much easier when your blood is one of the tools of your trade. While the base of all organizations are located in Kozakura, they usually operate outside of the archipelago empire, since they are too well known in their own homeland. The secret to their organization is that everything that they do is to gain enough wealth and resources to one day overthrow the false human emperor and restore the true xirti rule. Other xirti that are not part of such organizations work as assassins for hire or, the more business minded of them work as alchemists, even selling antidotes for their own poisons. That being said, xirti alchemists and apothecaries are one of the most respected in the lands.

XIRTI NAMES

In the eyes of the xirti each and everyone of them is unique. No xirti has the same name and the parents go out of their way to give their children unique names. But as it happens, there are cases where two xirti have the same name. Should they meet or even hear of one another, they will duel each other for their name, the loser of such a duel would be stripped of its own name and forced to wear the name of his opponents choosing.

Male Names: Chumroshi, Gesetsu, Katsuno, Mimoto, Shinohita...

Female Names: Aideko, Kayano, Risuzu, Tamashino, Watako...

XIRTI TRAITS

Your xirti has a number of traits that are common with their kind.

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

Age: Xirti tend to live to about the same age as humans but they mature much earlier at the age of 14.

Alignment: Xirti are a race that cares little about matters that don't concern them personally, so they tend to be neutral. Apart from that they can be good and evil in equal measure.

Size: Xirti tend to range from 5 feet to well over 6 feet in size. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Bloody Blades: Once per short or long rest a xirti can, as a bonus action, damage themselves for 1d6 damage by a slashing or piercing weapons, the weapon deals bonus poison damage equal to the damage you've taken for 3 rounds. Xirti can't bottle their blood since it coagulates rapidly.

Venomous Blood: Xirti have resistance to poison and roll Constitution saving throws with advantage against being poisoned.

Vipers Kiss: Once per 24 hours, if a xirti kisses a willing victim they make a Constitution saving throw (DC 8 + xirtis proficiency bonus + xirtis Constitution modifier), if they fail they take 2d10 poison damage and are paralyzed for the next 1d4 hours, if they succeed they still take the damage but are not paralyzed.

Languages: Common and one more language of choice.





ZARASHRIN

In a secluded shack located within the dock district of the grand city of Neverwinter, the so called "Butcher" prepared to finish off his latest victim. He sat in front of the tied up woman, slowly sharpening his blade, enjoying every time she would twitch as he pulled the sharpening stone faster across the blade. There was no joy in the killing act itself but he reveled in the fear of his victims, the anticipation of what was certainly to come. The only thing that was disbalancing, otherwise a perfectly gruesome scene, was an insect buzzing around the shack. The loud noise it made annoyed the butcher, limiting his enjoyment. That would not stand, before anything he would squish this bug who dares ruin his only joy in this life. He chased this insect, unsuccessfully trying to end it's existance much to his frustration. As he was hitting the walls and knocking chairs down, a whole garrison of guards barged in. "Local folk complained about the noise, corporal here went to investigate and saw you through the cracks. It was you all the time... Lord Alagondar will see you now.". As they put the man in chains and freed the girl, the insect who vexed the butcher flew out the door and in a dark ally around the corner, where a robed, dark skinned man waited, "Good, you did good my firend, now rest." he said as the insect disappeared under his robes...

Zarashrin, the native people of the harsh desert wasteland called Raurin. By their build and skin they looked like dark skinned humans. The things that set them physically appart from humans were the eyes, that were always of green color and where humans eyes would be white zarashrin were a sickly yellow. They wore robes of different shapes and sizes, these robes were not a fashion statement nor a cultural thing, they served a practical purpose. Zarashrin robes covered up disfigured areas of their body, for these people lived in symbiosis with the insects of the desert and served as their hives.



WALKING HIVES

Life in the Raurin desert is harsh, the unforgiving heath, lack of a stable source of food and water, roaming raider tribes, not to mention the occasional efreet. To battle these difficult living conditions the ancestors of the zarashrin found the way to cooperate with the local insect life. They gave up their bodies so that the insects could make hives and have protection form the heath and predators and in return the insects brought nutrients zarashrin needed to survive directly into their bodies. As the years passed the zarashrin offered their children in rituals as futre hives and the bond between them and the insect species grew stronger. There was a down side to all this, a zarashrin must at all times keep the number of their colony under control or it will overflow their system and destroy them from the inside. The willing mutilation of their bodies, while it had its

merits, halved their lifespan. Every zarashrin would say that it was a worthy sacrifice for the survival of their race although not every other race would agree.

WANDERING MASTERS OF THE SWARM

As time passed the zarashrin people developed a slight telepathic bond with their symbiotic tenants. This gave them the abilities to control individual or a group of insects and even develop what someone would call a friendship bond with them. Out of fear of persecution, zarashrin that leave their communities are rare but not unheard of. Some of them refuse to spend their short lives in their desolate homeland and go out to see what the world holds. But before they leave they are sworn to secrecy by introducing a dormant spider which is implanted on their spinal cord, if a zarashrin was ever to reveal the location of their people the spider would wake and release a deadly venom that would destroy the zarashrin in question and their hive.

ZARASHRIN NAMES

Zarashrin names typically end in vowels. Since zarashrin religion revolves around spirits, one can find many people with the same name inside one family. This is because the zarashrin believe that, like this, they will confuse evil spirits if they come for them.

Male Names: Anias, Boaz, Damorea, Ndiaye, Omare, Sunja, Zomo...

Female Names: Aisha, Busi, Jada, Luliya, Masozi, Nyala, Surabi...

ZARASHRIN TRAITS

Your zarashrin has a number of traits that are common with their kind.

Ability Score Increase: Your Wisdom score increases by 2, your Constitution score increases by 1 and your Charisma score is reduced by 2.

Age: The zarashrin people payed a dear price for their symbiotic relationship with the insects. They mature at the same age the humans do but their life is halved which means the zarashrin usually perish in their 50s.



Alignment: Zarashrin are stoic people who usually don't indulge in humor and what others would call "fun activities". They concern them selves with survival but have a strong sense of justice and are almost never malicious. Zarashrin than tend to be Lawful Neutral.

Size: Zarashrin tend to be the same size as humans, from 5 to 6 feet. Your size is Medium.

Speed: Your base walking speed is 30.

Hive Care: If a zarashrin is ever totally submerged in any sort of liquid he will fall to 0 hit points as a result of the entirety of their swarm leaving them. They regain the same amount of health they had before submerging as soon as they are on dry again.

Tracker Bug: Once per short or long rest a zarashrin can, in a range of 30 feet, make a Dexterity (Stealth) check opposed to a targets passive perception. If they succeed, they can implant the target with a tracker bug. As long as the bug stays on the target the zarashrin knows their exact location within 500 feet of them.

Vengeful Swarm: When zarashrin fall unconscious by any other means except the effects of "Hive Care", a swarm of insects will exit and circle their body. The swarm will attack any enemy within 5 feet of the unconcios zarashrin untill they regain consciousness.

Languages: Common.

Swarm of Insects

Medium swarm of Tiny beasts

Armor Class 12

Hit Points 22

Speed 20 FT.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages ---

Challenge 1/2 (100 XP)

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Ettineed

"WHO SAY THAT?!"

"I did."

"WHO IS I?"

"Must we go through this every day?"

"WHO IS I?!"

"Your unfortunate co-owner of this sorry body.."

"HUH???"

"Turn to the left... NO! Turn your head to the left... OTHER LEFT! Hello."

"OH HI! BE CAREFULL I HEARD VOICES JUST NOW."

"F**k my life..."

-A usual argument between ettineed heads

Ettineeds are large humanoids, result of breeding ettins with any other race, usually the case of a female ettin and an orc mating. Their skin is usually a dark gray with tints of blue and purple. As ettins they have two heads, with usually dirty, messy or dreadlock hair. Most of the time they dress themselves in animal pelts and furs that they made themselves from the animals they hunted.

Never Alone

Like their ettin parents, ettineed twin heads are two individuals trapped in the same brutish body but unlike ettins, the intelligence of the heads can vary. One head can be as intelligent as an ettin (not much) and the other can be a genius (unlikely, but they can be). Each head has its own mind, personality, and name, and possesses unique preferences and quirks. Bound from birth, both minds only rarely experience privacy or solitude. This familiarity breeds contempt, and if one head is smarter than the other it might manipulate their "twin" into doing things their way, but usually most of the time they just argue. One more huge difference is while the heads of an ettin are always the same gender, the heads of an ettineed can be of different genders. The body of an ettineed is sterile and has no obvious gender specific body parts. In rare occasions when both heads are focused on one cause or, gods forbid, both are focused on destroying a



single target, they are a force to be feared. It's a good thing that 90% of the time the ettineed heads can't agree on anything.

Race for Two Players

THIS RACE IS MEANT TO BE PLAYED BY TWO PLAYERS. EACH PLAYER GETS CONTROL OVER ONE HEAD AND AN ARM ON THE SAME SIDE WHERE THEIR HEAD IS, THEY SHARE THE REST OF THE BODY. IF PLAYERS DISAGREE ON WHERE THEY SHOULD GO THEY SHOULD RESOLVE THE ARGUMENT BY THE ANCIENT GAME OF ROCK-PAPER-SCISSORS, THE WINNER GETS TO DECIDE WHERE THEY GO OR MAKES THE FINAL CALL IN A DECISION. EACH HEAD CAN BE OF A DIFFERENT CLASS.

Ettineed Names

Ettineeds like ettins usually merge the name of each head into one head, so if one head was called Grog and the other Lilly, the combination would be Groglilly.

Male Head Names: Gor, Kevdrah, Olbguh, Uhnosh, Zhar..

Female Head Names: Caala, Lilly, Nessa, Rea, Zeeka..

Ettineed Traits

Your ettineed has a number of traits that are common with their kind.

Ability Score Increase: Your Strength score increases by 2, your Constitution score increases by 2, your Intelligence score is decreased by 2 and your Charisma score is decreased by 1.

Age: Ettineeds mature fairly early at the age of 15 and live to be up to 80 years old.

Alignment: Ettineeds are always in two minds, since they have two heads, as a singular creature they are always chaotic.

Size: Ettineeds grow to be about 8.5 feet to 9 feet tall and weigh an average of 700 pounds. Your size is Large.

Speed: Your base walking speed is 35 feet.

Darkvision: Both heads 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 but they can't discern color in darkness, only shades of gray.

Make Due With What You Have: When casting a spell one hand is enough for any somatic components.

Never in Agreement: The two heads roll initiative separately and during their turn in combat take control over the rest of the body with the exception of the other head and arm.

Large Build: Because of your large size you take up a 10 by 10 foot area. You still have a 5-foot reach. You are able to grapple huge creatures. Your mount must be at least one size larger than you. You require double the food in comparison to humans. You can wield two-handed weapons as one-handed weapons (Each "head" can wield one two-handed weapon and attack on their turn but they can't use two weapon fighting since they control only one hand). If you use small weapons you do so with disadvantage.

One Body: When creating an ettineed race character, both players roll for Strength, Dexterity and Constitution, the larger score of each player is taken and those attribute stats are shared between both players as are their Health Points and Armor Class. When they fall unconscious, the players decide who will be the one who rolls for death saving throws. If one "head" uses the dash action on their turn the other one is unable to use the dash action on their turn.

Two Minds: Players roll individually for Intelligence, Wisdom and Charisma. Those three stats are separate for each head. Since the nature of an ettin is such, it is immune to charm or fear effects, since there will always be the other head to snap the first one out.

Two Heads are Better than One: Ettineeds have advantage on all Wisdom (Perception) checks and rolls against being blinded, deafened, stunned, and knocked unconscious.

Languages: Common, Orc and Jotun (Giant).



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