

MAGE HAND
PRESS



MONSTERS
AND MEN

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GOBLIN

"YAAAAHH!" CAME THE CRY FROM OUT OF THE CAVE. *Out of the door charged the horde of goblins. Yelling and shouting, we slashed and sliced at them. Their brown blood spilled out all over us, but even as the horde fell before us, more rushed forward to replace them. It was then we realized what a bad idea this had been.*

- Darkon Skram, human fighter, on his first near-death experience.

Goblins are a race of childlike creatures with a destructive and voracious nature that makes them almost universally despised. Weak and cowardly, goblins are frequently manipulated or enslaved by stronger creatures that need destructive, disposable foot soldiers.

VORACIOUS HUNGER

Given enough supplies, a goblin eats nearly a dozen meals a day. Most goblin tribes never have enough supplies to accommodate their ravenous appetites, which inevitably leads to raiding, one of the great goblin pastimes.

Collectively, an entire goblin tribe could, like a vast plague, strip the countryside of all its livestock and wildlife, along with anything that even remotely looks edible, but due to fear of leaving home and possibly losing their own territory to neighboring tribes, raiding parties tend to be small and mobile.

IMPULSIVE SCAVENGERS

Goblins are fundamentally impulsive, possessing little to no self-control.

Setting things on fire is another great goblin pastime. Although fairly careful about lighting fires within their own tribe's lairs, a goblin with a torch is a sign of terrible things to come. For this reason, alchemist's fire and flasks of oil rarely last more than a few minutes in a goblin's possession. Typically, fires begin just as soon as the goblin can determine what object within eyesight would look the most interesting ablaze.

This impulsiveness is a good candidate for explaining other odd goblin behaviors. For example, the fact that goblins think of things like ovens as good hiding places reveals much about their inability to think plans through to the most likely outcome. Moreover, they tend to be easily distracted, particularly by shiny things and animals smaller than them that might make a good meal.

GOBLIN SONGS

It's been widely rumored that goblins think writing and painting steals your soul, but the truth is, no one knows why goblins love to sing their songs. Around the campfire of a goblin lair, or in the midst of a raid on a human settlement, dozens of goblins chanting in unison can be a terrifying thing to hear. It's possible that this is how goblins best remember things; that they use songs to communicate what things to eat, and what things to avoid. It would go a long way to explain goblins' lack of common sense: some words are difficult to rhyme.

HORSE HATE, DOG HATE

Goblins have an immense, and well-founded, disdain for dogs and horses, the pets and steeds of man. Always the early-warning alarm of human settlements, dogs can always eek out the stench of goblins, even when they approach under cover of night. Of course, countless numbers of goblins have been torn to shreds by man's best friend; it's no wonder that the most common type of knife in the goblin language translates to 'dogslicer.' Horses are no better, able to stamp a goblin's skull in with an errant step, and always ridden by humans on the warpath. Therefore, dogs and horses are the first to be slain if a goblin raiding party can enter a village unannounced.

In spite of this fact, goblins train wolves and occasionally worgs to ride as steeds, but they are quick to point out that these are not dogs. Certainly, this is a special brand of goblin animosity, and no amount of hair-splitting can convince them that dogs and wolves are remotely similar.

GOBLIN NAMES

Goblins have a single given name, but the most accomplished, nearly always including chieftains, also have a simplistic title reflecting their deeds.

Male Names: Boorgub, Chuffy, Churkus, Drubbus, Gawg, Ghorg, Gogmurch, Irnk, Kavak, Lunthus, Mogmurch, Mogawg, Murch, Nurpus, Pogus, Poog, Ronk, Rotfoot, Unk, Vogun, Zobmaggie, Zord.

Female Names: Aka, Chee, Fevva, Geedra, Goomluga, Gretcha, Hoglob, Janka, Klongy, Luckums, Lupi, Medge, Namby, Olba, Rempy, Reta, Ruxi, Vruta, Yalla, Ziku.

Titles: Dogchewer, Firesinger, Gutwad, Hogparts, Horsebiter, Mancooker, Moonslaver, Pokestick, Ripnugget, Stabsnacker, Stumpbumper, Swampstomper, Toechopper.



GOBLIN TRAITS

Ability Score Increase. Your Constitution and Dexterity scores increase by 1.

Age. Goblins have a short lifespan, living only to about 60 years, but procreate rapidly. It is for this reason that goblin tribes tend to be so virulent.

Alignment. Goblins are most often chaotic, and sometimes are evil as well. With few exceptions, goblins are defined by their generally destructive tendencies.

Size. Goblins stand around 3 feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, 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.

Greenskin. Goblinoid creatures are adept at surviving in harsh conditions. You can go twice as long without food or water, or undergo a forced march for twice as long before suffering a level of exhaustion.

Nimble Retreat. As a bonus action on your turn, you can trade places with a willing creature within 10 feet without provoking Opportunity Attacks.

Languages. You can speak Common and Goblin. You can write notes comprehensible only to yourself, if need be, but cannot read or write in any conventional language. This does not hinder your ability to decipher arcane diagrams or divine symbols.

Subrace. There are two common goblin subraces: Cave Crawlers and Junk Scavengers. Choose one of these subraces.

CAVE CRAWLER

Most goblin tribes choose to make their home in sprawling underground complexes, riddled with tunnels and passageways large enough only for them, though it's not uncommon to find them inhabiting structures built for much larger creatures. The underground is an ideal goblin home, as it provides a defensible location from which to raid the surrounding settlements, and it limits the strength of larger creatures who intrude into their territory. For example, on normal ground, an ogre could crush dozens of goblins with ease, but it wouldn't last long surrounded by goblins in a tight corridor.

Ability Score Increase. Your Constitution score increases by 1.

Spelunker. You are exceptional at squeezing through narrow passages and other tight spaces. You suffer no movement penalty from crawling, and, if you were standing when you began your turn, standing back up costs no movement.

Superior Darkvision. Your darkvision has a range of 120 feet.

JUNK SCAVENGER

Some goblin tribes survive without the protection of a lair. Instead, these goblins exist in smaller groups, constantly raiding and scavenging through the refuse of other creature to find the useful things necessary to survive. They display a type of mad ingenuity, daily constructing insane contraptions from junk they find to accomplish a task, often hunting or defending themselves from larger predators, in the meanwhile collecting useful garbage from the waste. On any other creature, this ability to see usefulness in junk would look like genius; on a goblin, it almost always means inventive types of havoc is sure to follow.

Ability Score Increase. Your Dexterity score increases by 1.

Creative Intuition. You have advantage on Intelligence checks to determine new uses for an object, or to determine an item's use.

Hasty Improvisation. With 1 minute of concentration, you can cobble together a makeshift version of a simple melee weapon. This is a normal weapon of its type, but breaks suddenly when you roll a 1 on an attack roll with it.

KENKU

A CLOAKED HUMANOID CLINGS TO THE SHADOWS. IT HAS *birdlike talons instead of hands and feet, and beneath the cowl of its robe you can discern avian features -- beady black eyes, a black beak, and russet-brown feathers. I nervously glance about, searching the shadows for the rest of his Flock waiting in ambush.*

- The Duke Arston encounters a kenku Flock

Kenku are feathered humanoids that wander the world as vagabonds, driven by greed. They can perfectly imitate any sound they hear.

SPEECH IN PANTOMIME

Kenku can mimic the sound of anything they hear. A kenku asking for money might make the sound of coins clinking together, and a kenku referring to a busy marketplace can reproduce the cacophony of hawking vendors, barking dogs, bleating sheep, and the cries of street urchins. When mimicking voices, they can only repeat words and phrases they have heard, not create new sentences.

To converse with a kenku is to witness a performance of imitated sounds and almost nonsensical verse.

Their talent for mimicry extends to handwriting, and criminal organizations often employ kenku to forge documents. When a kenku commits a crime, it might forge evidence to implicate another creature.

SHINY, SHINY

Kenku are generally enamored with shiny things, and have little qualms with stealing from others and hoarding shiny baubles they find. It is common to find wandering kenku with small bags of shiny things they have acquired: glass beads, polished coins, pieces of brass, and the odd gemstone in the otherwise valueless mix.

WINGLESS VAGABONDS

Kenku conceal their sleek, dark feathers with ill-fitted cloaks, robes, and rags, which are a mark of their shame. Kenku are flightless, but legend holds that this was not always the case: they once had magnificent wings and spoke the beautiful language of birds, but both of these were stripped away from them as punishment for their greed. Now kenku jealously hold all birds in contempt and shamefully hide their avian forms.

In lieu of the ability to fly, kenku wander listlessly, collecting things of little value that appeal to them nonetheless. It is this lifestyle, perhaps, which spurs so many kenku toward being thieves.

KENKU NAMES

Because kenku have no formal language, and borrow words and sounds to form the concepts they wish to communicate, naming conventions are extremely loose. A kenku's name is as likely to be a nonsense word from Dwarven as it is the exact sound of a dog barking, as it is to be the word 'Scarce' as spoken by a dragonborn with an exotic accent decades ago. Very few rules apply, provided creatures with other languages can approximate it.

Kenku Names: *Two heavy knocks on wood*, *Oil being poured from a flask with a bloop*, *The jingle of coins in a coinpurse*, *A baby's cry*, "Aay you!", "Leeeroooy!", "Pretty little birdie", "Uncouth", "Prim'anti"

KENKU TRAITS

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

Age. Kenku can live to about 80 years old, and mature around age 10.

Alignment. Their disposition toward greed means kenku are prone to chaotic alignments.

Size. Kenku are thin and light, standing no more than 5 feet high and weighing around 130 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Ambusher. You have advantage on attack rolls against any creature you have surprised.

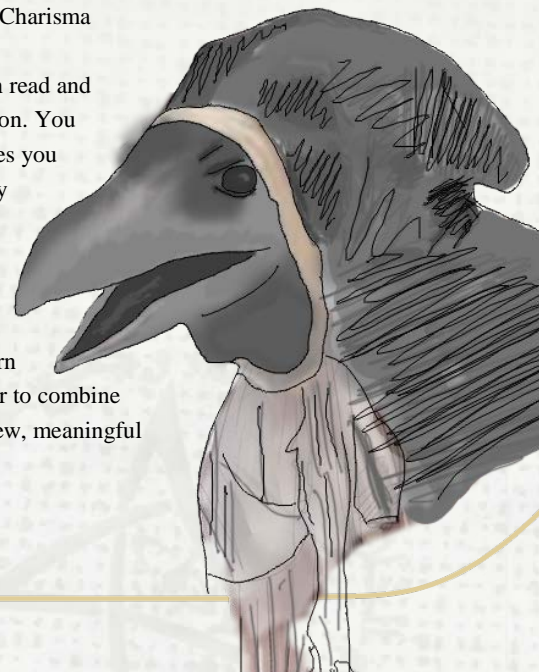
Flocking. You gain a +1 bonus to AC if at least one of your allies is within 5 feet of you and the ally isn't incapacitated.

Forgery. You also have advantage on checks made to forge a document or mimic a signature.

Light Footed. You gain proficiency in the Stealth skill.

Mimicry. You can mimic any sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages. You can read and write Auran and Common. You can only speak languages you know using the Mimicry feature. You also know a smattering of words and phrases from other languages you have mimicked, but must learn a language fully in order to combine mimicked words into new, meaningful sentences.



KOBOLD

"WE ABANDONED MOST OF OUR CARRIED ITEMS AND donkeys to speed our flight toward the elevators, but we were cut off by kobold snipers who split-moved and fired, ducking back behind stones and corners after launching steel-tipped bolts and arrows, javelins, hand axes, and more flaming oil bottles. We ran into an unexplored section of Level One, taking damage all the time. It was then we discovered that these kobolds had honeycombed the first level with small tunnels to speed their movements. Kobold commandos were everywhere. All of our hirelings died. Most of our henchmen followed. We were next."

- Tucker, human warrior

Kobolds are craven reptilian humanoids that worship evil dragons as demigods and serve them as minions and toadies. Kobolds inhabit dragons' lairs when they can but more commonly infest dungeons, gathering treasures and trinkets to add to their own tiny hoards.

STRENGTH IN NUMBERS

Kobolds are egg-laying creatures which breed prodigiously, laying eggs quickly which rapidly mature. While some grow long enough to be "great wyrms" over a century old, most perish before their first decade. Physically weak, they are easy prey for predators. This vulnerability forces them to band together. Their superior numbers can win battles against powerful adversaries, but often with massive casualties on the kobold side.

DRAGON WORSHIPPERS

Kobolds venerate dragons, to which they believe they are kin. The origin of this connection is unclear, based heavily on folklore and myth, but the relationship is undeniable and shapes every aspect of kobold religion.

In addition to the dragons they revere, kobolds worship a lesser god, one closely connected to the God of Dragons. Often, stories paint this lesser god as a vassal to the God of Dragons, little more than a slave, but the kobolds believe that their god's fealty to the dragons, and hence their own, shall reward them in the afterlife with invitation to the draconic realms.

TUNNELERS AND TRAPMAKERS

Kobolds make up for their physical ineptitude with a cleverness for trap making and tunneling. Kobolds take great pride in constructing their elaborate warrens and

defending them with nefarious traps. Designed with low tunnels, kobolds can move easily through their lairs which hinder larger humanoids. The most insidious kobold traps make use of natural hazards and other creatures, and are thoroughly ruthless against invaders. A trip wire might connect to a spring-loaded trap that hurls clay pots of flesheating green slime or flings crates of venomous giant centipedes at intruders.

KOBOLD NAMES

Kobold names are short and guttural, formed from thickly accented syllables from draconic, often repeated in pairs.

Male Names: Draahzin, Ed-Ed, Ipmeerck, Jik-Jik, Kip-Kip, Makroo, Olp, Pun-Pun, Yaar-Yaar.

Female Names: Araak, Kail-Kail, Neeral, Oza-Oza, PorPor, Saassraa, Tarka.

KOBOLD TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Kobolds have a rather long lifespan, becoming adults at 12 years of age. No one really knows how long lived a Kobold can be, with the recorded lifespan of about two centuries.

Alignment. Most Kobolds are Lawful, though they have a slight inclination to either good or evil based on which type of dragon they worship. Chromatic Kobolds are usually evil, while Metallic Kobolds are the opposite.

Size. Kobolds stand 4 feet tall at adulthood, and weigh about 40 pounds. Your size is Small.

Speed. Kobolds have a base walking speed is 30 feet. They are known to be quick and agile.

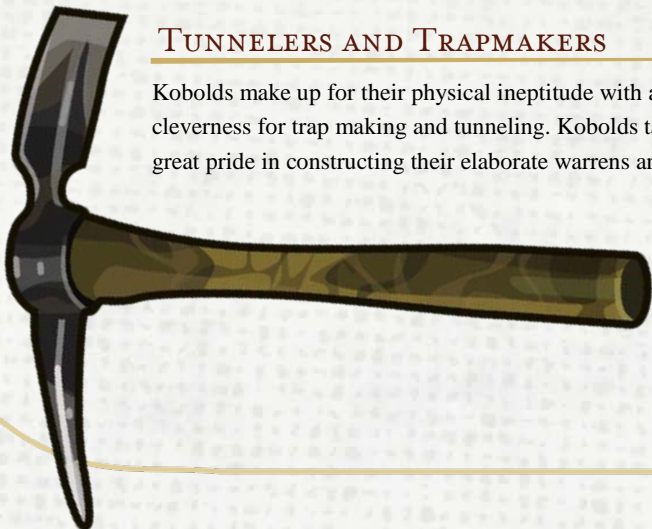
Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it was bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Trap Affinity. You are proficient with Traps and the Trapmaking Kit. In addition, you have advantage on all saving throws made against traps.

Shifty. If a melee attack misses you, you can immediately move 5 feet in any direction that isn't blocked as a reaction. This movement does not provoke opportunity attacks.

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

Subraces. Kobolds have three main subraces: Deep Kobolds, Dragon-Wrought, and Winged Kobolds, known as the Urd. Choose one subrace.



DEEP KOBOLD

Your tribe of Kobolds live within the Underdark and work together as survivors to live within the gruesome underground catacombs.

Ability Score Increase. Your Wisdom score increases by 1.

Superior Darkvision. Your Darkvision's radius increases to 120 feet.

Light Sensitivity. You have disadvantage on attack rolls and 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.

Pack Tactics. Like a wolf, you work better in groups. You can choose to gain advantage on melee attacks against one enemy until the end of your next turn if you have an ally adjacent to you. After using this ability, you cannot use it again until you complete a short rest.

DRAGON-WROUGHT KOBOLD

You have a touch of strong draconic heritage in your blood, and when you focus, you can feel the might of ancient wurm's arcane magic.

Ability Score Increase. Your Charisma score increases by 1.

Dragon's Knowledge. You are proficient in the Arcana skill.

Draconic Magic. You know the *prestidigitation* cantrip. When you reach 3rd level, you can cast the spell *burning hands*. When you reach 5th level, you can cast the spell *Melf's acid arrow*. Charisma is the casting ability for these spells. After casting a spell with this trait, you must finish a long rest to cast the spell again.

WINGED KOBOLD

You were born with leathery wings and can fly. Many like you, known as the urds, like to lurk on high ledges and drop rocks on passersby.

Ability Score Increase. Your Constitution score increases by 1.

Little Wings. You gain the ability to glide 20 feet for every 5 feet of falling, taking 1/2 damage from any distance fallen. At 5th level, those wings are more sturdy, allowing for a softer landing and taking no damage from any distance fallen. At 10th level, those wings grant the ability to fly at a base speed of 25 feet, though you need to fly at least 10 feet or make a DC 16 Strength save to not fall. At 15th level, the fly speed increases to 40 feet.



LIZARDFOLK

"DOZENS OF 'EM CAME OUTTA THE WOODWORK. Dropped from trees, jumped outta bushes... We were surrounded before we even saw 'em."

- Finnaeus Oakfingers, Halfling Bard, after an encounter with a tribe of lizardfolk.

Lizardfolk are primitive reptilian humanoids that lurk in the swamps and jungles of the world. Their hut villages thrive in forbidding grottoes, half-sunken ruins, and watery caverns.

TERRITORIAL HUNTERS

Lizardfolk view the world with a fiercely tribal mindset, classifying all creatures into groups in opposition to one another. Because this territorialism borders on paranoia, they rarely trade with outside groups, or even with other tribes of lizardfolk, preferring instead to carve out the perimeter of a well-marked domain and live inside these boundaries. Often these borders are wrought with dangerous traps and groups of patrolling lizardfolk warriors prepared to ambush any hapless intruder into their territory. These terrifying displays of sudden lethality has earned the lizardfolk a reputation for being talented killers, in spite of the fact that they are rarely recruited into formal warbands, like hobgoblins or orcs.

As a point of fact, lizardfolk have few traditional ideas of good and evil, preferring instead to honor ancient tribal traditions and pay homage to the evil god of dragons. They make no distinction between humanoids, beasts, and monsters that enter their territory, ceremonially hunting and eating any creature they encounter. To a lizardfolk, everyone is either a member of their tribe, or food to be consumed.

SCOUTS IN FOREIGN LANDS

Sometimes a single lizardfolk, or a pair of them, will be sent from the territory as advance scouts to preform reconnaissance on parties that pose a threat to the tribe. Most of the time, this mission is accomplished in a few months, as the lizardfolk in question will only need to investigate the readiness of other nearby tribes, but other times the scout can be pulled into massive conflicts as they infiltrate and investigate entire nations or empires preparing to invade tribal territory. During these infiltrations, lizardfolk scouts often become the hunted, rather than the hunter, and must forge alliances with other creatures to

DRAGON WORSHIPPERS

Though lizardfolk entertain no notion of being intrinsically related to dragonkin, they do pay homage to the same gods by ancient tradition. Lizardfolk speak Draconic and tribes even gather hoards, much like the dragons they revere, except that their hoards are composed of bones and trinkets taken from the creatures they have hunted and slain, in contrast to the immense value of gold and silver and in draconic hoards. Sometimes something of value is hidden away in these piles, but often it is merely junk, collected for sentiment and ritual significance.

LIZARDFOLK NAMES

Lizardfolk names are typically very harsh and sibilant, like the Draconic language from which they are derived. They are also given a nickname that reflects some unique trait they have. The nicknames are given in Draconic, but can be easily translated to Common. Lizardfolk do not have surnames.

Male Names: Arashk, Braza, Drazzat, Grauk, Guhet, Kaszuk, Kiuz, Rashaz, Traz, Varak, Yizzik.

Female Names: Crae, Drazda, Hara, Hesk, Jazaka, Kroga, Riza, Saraza, Saress, Zara, Yikuz.

Nicknames: Snapjaw, Glimmerscale, Sharpclaw, Strongtail, Swifhunter, Brighteyes.

LIZARDFOLK TRAITS

Ability Score Increase. Your Constitution score increases by 2.

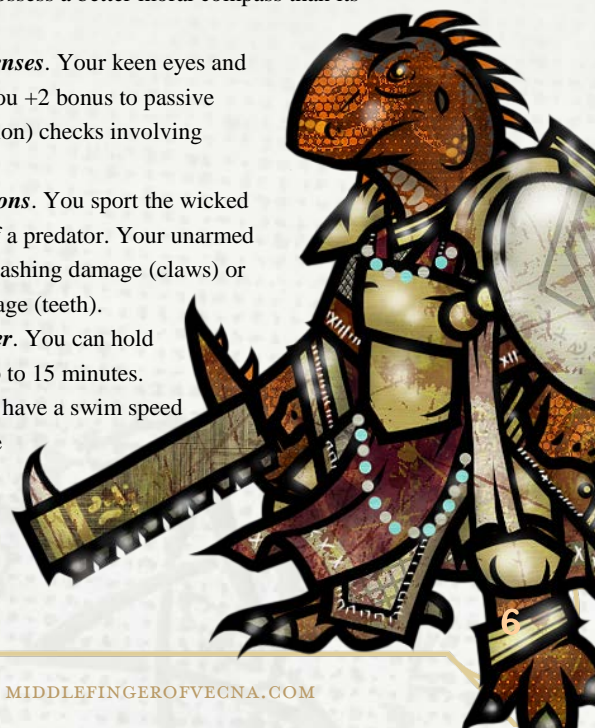
Age. Lizardfolk reach adulthood around 10 years of age. On average, they live about 110 years.

Alignment. As most lizardfolk tribes worship black or green dragons, many lizardfolk tend to be as chaotic and evil as their draconic patrons. However, a lizardfolk adventurer may possess a better moral compass than its tribal kin.

Heightened Senses. Your keen eyes and nose make give you +2 bonus to passive Wisdom (Perception) checks involving sight or smell.

Natural Weapons. You sport the wicked teeth and claws of a predator. Your unarmed strikes deal 1d4 slashing damage (claws) or 1d4 piercing damage (teeth).

Swamp Dweller. You can hold your breath for up to 15 minutes. Additionally, you have a swim speed equal to your base walking speed.



Tribal Hunter. You are proficient with clubs, daggers, spears, javelins, and slings.

Languages. You can speak pidgin Common and you can speak, read, and write Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Subrace. Lizardfolk are some of the most racially diverse creatures in many D&D settings. Each tribe has its own unique set of traits. Three subraces are shown here, each from a different tribe. Choose one of these subraces.

GREENSCALE TRIBE

Nimble, and with a natural affinity for devastating ambush tactics, greenscale lizardfolk are infamous for ruthlessly defending their territory from invaders. Uninvited travelers into swamps and jungles occupied by the greenscales return with stories of scaled terrors plunging from the treetops, or do not return at all.

Ability Score Increase. Your Wisdom score increases by 1.

Size. Greenscale lizardfolk grow to between 6 and 7 feet tall, and weigh between 200 and 250 pounds. Their thickly muscled tails run from 3 to 4 feet long. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Ambusher. You have advantage on attack rolls against any creature that is surprised.

Treetop Hunter. You have advantage on Athletics and Acrobatics checks made to climb and move about in trees. Additionally, you can plunge from heights of over 10 feet to attack a creature from above, gaining advantage on the attack, and dealing an additional 1d6 damage for each 10 feet fallen. This damage does not stack with other sources of extra damage on this attack, such as a rogue's Sneak Attack.

Tribal Combat Training. You are proficient with shortbows.

BLACKSCALE TRIBE

More powerfully built than their other lizardfolk kin, the blackscales are alarmingly violent. The blackscale chieftain of a given swamp is undoubtedly the strongest member of the tribe; were he not, he would swiftly be deposed by a mightier successor and killed. This cycle of savage domination of weaker creatures has earned all lizardfolk a reputation for barbarity.

Ability Score Increase. Your Strength score increases by 1.

Size. Blackscale lizardfolk grow to be around 7 feet tall, and weigh between 220 and 300 pounds. Their thickly muscled tails run from 4 to 5 feet long. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Brute. Once per turn when you make a melee weapon attack using Strength, you may add half your proficiency bonus, rounded down, as a bonus to the damage roll. This stacks with other sources of extra damage, such as the barbarian's rage damage.

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

Tribal Combat Training. You are proficient with greatclubs.

POISON DUSK TRIBE

While smaller than other lizardfolk, the poison dusk lizardfolk are just as dangerous when provoked. A poison dusk lizardfolk's scales shift color to match its surroundings, making it a naturally stealthy hunter. Combined with their affinity for making poisons, this makes poison dusk lizardfolk the most dangerous when you can't see them.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Poison Dusk lizardfolk grow to be between 3 to 4 feet tall, weighing between 50 and 60 pounds. Their tails run from 2 to 3 feet long. Your size is Small.

Speed. Your base walking speed is 25 feet.

Chameleon Skin. You can change the color of your scales to match the color and texture of your natural surroundings as a bonus action. While camouflaged, you have advantage on Dexterity (Stealth) checks made to hide in the matched terrain. Moving out of the matched terrain, such as by moving indoors or by moving to an area with different vegetation or rocks (usually any area over 100 feet from where you first camouflaged), causes you to lose this advantage. Once changed, you must complete a short or long rest before you may use this feature again. When not camouflaged, your scales shift color based on your mood.

Poison Use. You are proficient with the Poisoner's kit. During a short or long rest, you can create up to 3 doses of basic poison, which can be applied to weapons. This hastily-made poison loses potency after 24 hours. The rules for basic poison can be found in the Player's Handbook. The save DC for your poison is equal to 8 + your Wisdom modifier + your proficiency bonus.

Tribal Combat Training. You are proficient with nets.



MYCONID

"I DONE SEEN SOME THINGS DOWN THERE" THE ELDERLY dwarf gestured downward with his thumb to a rapt gathering of dwarven children.

"There be cities grander than any of dwarf's make, holdin' creatures more evil than th' Pit itself. There be ungodly abominations that weren't never meant to see the light o' day. And there be..." his voice trailed off while his hand continued to stroke his ivory beard.

The old dwarf's voice left a lull of quiet in anticipation, broken by the youngest in the audience, who exclaimed, "Whatja see gampa? Whatja see?"

Suddenly cogent, the old dwarf resumed, "Mushrooms! An entire city of mushrooms!"

- Blim Stronghelm recounts his first myconid encounter
Myconids are intelligent, ambulatory fungi that live in the Underdark, seek enlightenment, and deplore violence. If approached peacefully, myconids gladly provide shelter or allow safe passage through their colonies.

CIRCLES AND MELDS

The largest myconid in a colony is its sovereign, which presides over one or more social groups called circles. A circle consists of twenty or more myconids that work, live, and meld together.

A meld is a form of communal meditation that allows myconids to transcend their dull subterranean existence. The myconids' rapport spores bind the participants into a group consciousness. Hallucination spores then induce a shared dream that provides entertainment and social interaction. Myconids consider melding to be the purpose of their existence. They use it in the pursuit of higher consciousness, collective union, and spiritual apotheosis. Myconids also use their rapport spores to communicate telepathically with other sentient creatures.

CULTURAL PACIFISM

From a very early age, myconids are taught the virtues of empathy and pacifism. Material and worldly possessions are not chiefly important to myconids, so there is very little motivation for violence.

MYCONID REPRODUCTION

Like other fungi, myconids reproduce by mundane sporing. They carefully control their spores' release to avoid overpopulation. Unlike most other humanoids, myconids take no pleasure from reproduction and feel very little connection to their offspring. Child rearing is a responsibility shared by the entire circle, and it is rare if young myconids can even identify their parents.

MYCONID NAMES

Due to the fact that myconids have no verbal language, their names are most appropriately translated as physical descriptors of a particular individual.

Myconid Names: Bolete, Brownback, Buttonhead, Greenfoot, Morel, Mossy, Portabelt, Puffball, Redstem, Soft-Step, Stinkhorn, Toad.



MYCONID TRAITS

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

Size. Myconids grow to a wide variety of heights and builds, with the most common being stocky and around 6 feet tall, weighing 125 pounds. Your size is Medium.

Speed. Your speed is 30 feet.

Age. Like other fungi, myconids reproduce by mundane sporing. They carefully control their spores' release to avoid overpopulation. Individual myconids can live to well over a century. After this time, the most elder myconids can live even longer, becoming a Sovereign of one or more circles and living up to a century longer.

Alignment. Most often, myconids believe strongly in society and law. It is extremely uncommon for a myconid to directly harm any creature that does not mean it, or its circle, harm.

Sun Sickness. You become poisoned if you spend more than 1 minute in direct sunlight. This condition ends when you spend 1 minute in dim or dark conditions.

Nonverbal Magic. Though you have no conventional language, you may still cast spells that require verbal components.

Rapport Spores. All creatures within 15 feet of you with an Intelligence of 2 or higher that aren't undead, constructs, or elementals can communicate telepathically with you and with each other. You can suppress this ability at will.

Pacifying Spores. As an action, you can eject spores at one creature you can see within 5 feet of you. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. Undead, constructs, and elementals automatically succeed this save. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After using this trait, you cannot do so again until you finish a long rest.

Hallucination Spores. As an action, you can produce spores that effect all creatures within 30 feet of you that aren't undead, constructs, or elementals. These creatures are all affected as per the cantrip *minor illusion* while you concentrate on the effect. The spell save DC for this effect is 8 + your Intelligence modifier + your proficiency bonus.

Meld. When you take a long rest in the presence of two or more other myconids, you can meld with them. After melding, you regain all expended Hit Dice and gain one of the following benefits:

- You can end one disease or one condition effecting you from among: blinded, deafened, paralyzed, or poisoned.
- You gain one inspiration point.



ORC

HE WORKED HIS SERRATED LONG KNIFE SAVAGELY, tearing out the king's throat to the howls of approval from his legions. The ferocious orca didn't stop there, digging and ripping the blade back and forth unrelentingly until he took the head off the dwarf king's shoulders.

- An account of War Chief Hartusk's brutality in the aftermath of the Battle of the Cold Vale

Orcs are savage raiders and pillagers with stooped postures, low foreheads and bestial faces with prominent lower canines that resemble tusks.

MIGHT AND BRUTALITY

Strength and power are the greatest of orcish virtues. Their immense tribes are segregated by the strength of their members, and the Warchief is the most powerful, and often the most cunning, among them. The reign of a war chief lasts only as long as it commands the fear and respect of other tribe members, whose bloodlust must be regularly satisfied lest the chief appear weak.

As a constant show of their strength, orc tribes fight an endless war on humans, elves, dwarves, and other folk. Tribes exert their dominance and satisfy their bloodlust by plundering villages, devouring or driving off roaming hers and slaying all who would stand against them. After savaging a settlement, orcs pick it clean of wealth and items usable in their own lands. They set the remains of villages and camps ablaze then retreat to whence they came, their bloodlust satisfied.

RANGING SCAVENGERS

Their lust for slaughter demands that orcs dwell always within striking distance of new targets. As such they seldom settle permanently, instead choosing to convert ruins, cavern complexes and defeated foes' villages into fortified camps and strongholds. Orcs build only for defense, making no innovation or improvement to their lairs beyond mounting severed body parts of slain victims all about - on spiked stockade walls, pikes jutting from moats and trenches or dangling them gruesomely from bits of string by the hair.

When an existing territory is depleted of food, an orc tribe divides into roving bands that scout for choice hunting grounds. When each party returns, it brings back trophies and news of targets ripe for attack the richest among which is chosen. The tribe then sets off *en masse* to carve a bloody path to its new territory or die in the attempt.

On rare occasions a tribe's leader chooses to hold onto a particularly defensible lair for decades. The orcs of such a tribe must range far across the countryside to satiate their appetites.

ORC NAMES

The orc language, and hence their names, is harsh and guttural, favoring simple words and syllables. An orc that has achieved some great work, proving his strength and worth to the tribe, is bestowed a vivid or grotesque title.

Orc Names: Brogg, Fûlgum, Gorgûm, Horhog, Lûga, Malmûg, Muzglob, Olgoth, Prák, Ratlûg, Thrak, Ûkrom, Zog

Orc Titles: Beast-Render, Bone-Licker, Corpse-Eater, Deathbringer, Flame-Brander, Gorger, Heart-Eater, Man-Eater, Plaugebringer, Skullcrusher, Spiderkin, Vile-Spear

ORC TRAITS

As a powerful and savage raider of primitive but brutal origins your orc character has the following traits.

Ability Score Increase. Your Strength score increases by 2.

Age. Orcs mature much faster than humans, they are considered to be full adult members of the tribe by age 14. Additionally their age tells more rapidly as they lead short, brutal and nasty lives full of combat and strife. Orcs rarely live beyond 50 years through natural means and they rarely die of natural causes. However since orcs consider a sword to the ribs or an axe to the skull to be the most natural thing in the world some argue that the vast majority of orcs do in fact die of natural causes.

Alignment. For the most part orcs are chaotic and savage brutes. They tend not only toward evil but also toward chaos. Those who rise to positions of martial leadership and authority though may be of a lawful evil bent while the shamans and others tend to temper their evil with a broad avoidance of law or chaos being instead neutral evil. Such individuals are exceedingly rare among most tribes however. Those orcs who belong to tribes which have remained settled in a particular area for years or decades however may occasionally harbor representatives of a goodly alignment.

Size. Orcs are larger and bulkier than most other humanoids, generally standing between 6 and 7 feet in height despite their stooped, apelike stances. Rarely, even among females do Orcs weigh less than 180 pounds, averaging between 225 and 275 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet 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.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest. Orcs live a brutal lifestyle and become as familiar with suffering violence as they are with inflicting it.

Languages. Orcs can speak, read and understand Orc, many can understand common as well, particularly veteran raiders.





Subrace. Ancient divides among the Orcs have resulted in three distinct subraces: Gray Orcs, Mountain Orcs and Deep Orcs - more commonly known as Orog. In some worlds of course these subraces are further divided or may be non-existent. Choose a subrace.

GRAY ORC

Gray orcs dwell on the plains in more migratory or nomadic tribal groups. Unlike their more common and disruptive cousins gray orcs are somewhat more thoughtful and are typically conciliatory toward other races.

Unlike their kin, gray orcs typically strive for a more balanced and sustainable lifestyle, living off of the land, raiding only when it is convenient to do so without leaving direct evidence and rarely sacking or destroying other humanoid settlements, instead choosing to extort them through mild sieges during times of need. As a result, gray orc numbers are generally fewer than others, but in turn they are much more widely tolerated. A city is much more likely to placate a gray orc tribe with ransom or "gifts" than it is to resist these tribes through force of arms. Of course they still often undertake smaller scale, stealthier raids to secure treasure, slaves or "brides" to bolster the tribes' numbers when they feel the urge. They simply leave behind a noticeably smaller amount of destruction in their wake.

Ability Score Increase. Your Wisdom score increases by 1.

Wanderer's Wisdom. You gain proficiency in the Survival skill.

Nomadic Warriors. You are proficient with handaxes, spears, and shortbows. So long as you are unarmored or wearing only light armor, your base walking speed is 35 feet, rather than 30 feet.

MOUNTAIN ORC

Mountain orcs are the standard by which other orcs are judged in the minds of more civilized races. They are the embodiment of the stereotype, embracing it and doing all in their power to enhance it where the Gray orcs attempt to marginalize their heritage to better prey on the societies which host them. Mountain orcs further these opinions.

Like other orcs the mountain orcs are large, their skin runs more toward green with dark black, yellow or red eyes. They have little ambition beyond looting and plunder.

Ability Score Increase. Your Constitution score increases by 1.

Boundless Aggression. As a bonus action when you reduce a hostile creature to 0 hit points, you may immediately move up to half your speed toward a hostile creature that you can see.

OROG

Orog are orcs blessed with surprisingly keen intellect and forceful personality which ordinary orcs believe is a gift from the highest orc goddess, whose domain is underneath the earth. Like their goddess, orogs prefer to live their lives underground, feeling most at home in the underdark to which they have become adapted.

Scarcity of food often brings them to the surface to hunt. Orcs respect an orog's strength and cunning, a lone orog might command an entire warband. Orog tend to stand closer to 7 feet than 6, often being taller and seeming slimmer than their fellow orcs. In spite of their seemingly more slender builds they are often just as powerful if not more so than their kin. Orog typically have gray-green skin.

Ability Score Increase. Your Charisma score increases by 1. What orcs view as "intellect" is not necessarily the same as what other races know it to be. Orog have forceful personalities and make excellent sorcerers and warlocks.

Superior Darkvision. Your darkvision has a radius of 120 feet.

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.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag or lift. Orog are simply more powerfully built than other orcs of similar proportions.

THRI-KREEN

*"DRIK, NICTCK-CHITAL. PRICT CHIK-TIC-TIC, PRACT
nictck-ch bract ick-click. Pree nack chik-tick"*

- Clicky, Thri-Kreen ranger

"I have no idea what he's saying half the time."

- Hassleus Meddlit, Gnome wizard

Thri-kreen are an unusual race of insectoid creatures. These mantis-like humanoids have exoskeletons that range in color from a sand-like tan to a dry grassy green. They possess four arms ending in clawed hands; two ordinary ones and two minor ones, the latter of which they use almost exclusively for fine manipulation of objects. They also have large, compound eyes and sharp mandibles. Thri-kreen wear little clothing and use their own hand-carved weapons.



MANTIS WARRIORS

Thri-kreen are unique warriors and deadly combatants with six limbs: four arms capable of holding weapons, and two powerful jumping legs which allow them to navigate any terrain with ease. Moreover, thri-kreen hunters can excrete a resin-like saliva called dasl, from which they fashion and repair unique racial weapons, the gythka, a two-handed polearm, and the chatkcha, a three-pointed throwing star.

CLUTCHES

Thri-kreen roam the jungles, deserts, and savannas of the world in small, nomadic tribes, called clutches, defending each other with their lives. They are expert hunters and trackers with an innate sense of direction, never losing tracks of their quarry or getting lost themselves, no matter how harsh the wilderness.

Thri-kreen which venture far from their clutch feel a deep longing to belong to a similar of hunters, and often fall in with adventurers or mercenaries with which they feel some comradery. They build deep attachments to such groups, and identify their fellow warriors as hunters, no matter what role they actually occupy.

WORDLESS LANGUAGE

Thri-kreen speak a wordless language consisting of a combination of clicks and four-handed sign language. Most other creatures find learning such a language supremely difficult, making communication with a thri-kreen a tricky endeavor. More civilized and intelligent thri-kreen take to learning Common, but cannot speak it properly due to their mandible structure.

LIMITED EMOTIONS

Though thri-kreen do experience the full range of emotions, their representation of them is often foreign to other humanoids, as their chitinous carapace makes some nonverbal communication impossible. An agitated thri-kreen might twitch his antennae nervously, or ring one pair of its hands, for example, but can't show a look of genuine worry on his face. Thri-kreen psions often have more tools at their disposal for expression than their more common hunter counterparts, but they are often equally difficult to emotionally understand.

THRI-KREEN NAMES

Thri-kreen make no distinction between male and female names, and they do not use a surname.

Thri-Kreen Names: Chak-tha, Drik-chkit, Kacht-ta, Kat'chka, Pak'cha, Pik-ik-cha, Ptekwe, Tak-tha, Tik-tik.

THRI-KREEN TRAITS

Your thri-kreen character has a number of abilities unique to the thri-kreen race.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Thri-kreen have relatively short lifespans, reaching maturity after only 2 years. On average, thri-kreen live about 30 to 35 years, though there are Thri-kreen legends about one of their number who lived almost 4 times as long as normal.

Alignment. Thri-kreen have virtually no social structure other than the clutches they form with their closest allies. The notion of sophisticated rules for social behavior is foreign to them. They are almost always chaotic in alignment, and often neutral with respect to good and evil.

Size. Thri-kreen tend to hunch when walking around, appearing to be as tall as a human. When fully upright, a thri-kreen stands between 6 and 7 feet tall. They weigh about 150 pounds on average. Your size is Medium.

Speed. Your base speed is 30 feet.

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

Natural Jumper. Thri-Kreen have powerful legs, allowing for jumps that many other humanoids consider impossible. You have advantage on Strength (Athletics) checks made when jumping. You do not need a running start to perform a long jump or high jump.

Four Arms. You have four arms with which to hold things. Two of them are smaller minor arms, and cannot hold shields or attack with weapons. The minor arms may manipulate objects and perform the somatic components of spells. These extra arms do not grant extra attacks beyond those which you are normally granted. Finally, you may interact with an additional object (like drawing or stowing something) each turn.

Sleepless. You don't require sleep to function. As such, magic can't put you to sleep. You still must take long rests and can perform nothing more than a light task during said rest.

Languages. You can comprehend, read, and write Common, and can speak Thri-Kreen. Thri-Kreen is a language that is seemingly wordless, where thoughts and ideas are conveyed through specific clacking of mandibles, waving of antennae, and gesturing of hands. Only thri-kreen have the physical features necessary to speak the language properly.

Thri-Kreen Weapon Training. You are proficient with both the Gythka and Chatkcha. They are Martial weapons, and you may take them as starting equipment if your class allows you to take a martial weapon normally.

Subraces. Thri-Kreen society is broken up into two subraces, the Psions, those endowed with psionic powers, and the Hunters, who patrol the savannas. Choose one of these subraces.

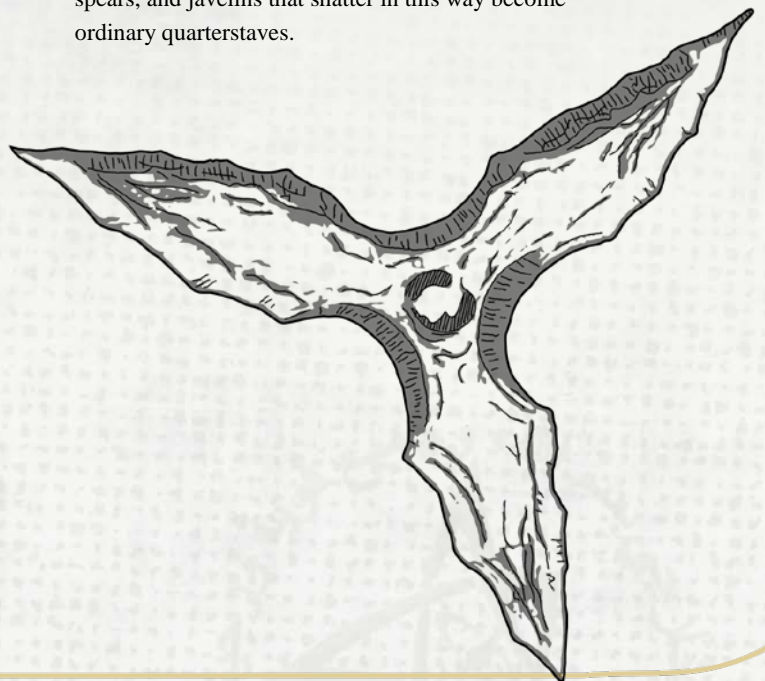
HUNTER

Thri-kreen of this subrace are stronger and tougher than other thri-kreen. They possess a potent venom used to subdue their prey, as well as a hardened exoskeleton. Thri-kreen hunters generally have a very simplistic view of the world and little to no empathy toward others. These thri-kreen are well-suited to the roles of fighters, rangers, or barbarians.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Chitinous Carapace. Your carapace is thicker and more resilient than that of other thri-kreen. When you aren't wearing armor, your armor class equals 12 + your Dexterity modifier. You cannot wear heavy armor due to your unusual anatomy.

Dasl Weapons. You secrete a resin-like saliva called dasl. This saliva can be used to create a variety of slashing and piercing weapons. During a long rest, you may use your dasl to create one gythka, spear, or javelin from an existing quarterstaff, as well as maximum of 5 chatkchas or daggers. Dasl weapons are very fragile, and must be remade every 24 hours to maintain effectiveness. A non thri-kreen character is not proficient with dasl weapons. When you roll a 1 on an attack made with a dasl weapon, the weapon shatters and becomes unusable. dasl gythkas, spears, and javelins that shatter in this way become ordinary quarterstaves.



PSION

Thri-kreen of this subrace possess greater power of the mind than their kin, but are slightly weaker than their hunter counterparts. They develop limited psionic abilities and a natural camouflage ability. Thri-kreen psions tend to have a greater emotional and intellectual range than other thri-kreen, which allows them a more sophisticated view of their world. These thri-kreen make excellent scouts, assassins, and spellblades.

Ability Score Increase. Your Wisdom or Intelligence score increases by 1.

Chameleon Carapace. You can change the color of your carapace to match the color and texture of your natural surroundings as a bonus action. Once changed, your camouflage lasts until your next short or long rest and grants you advantage on Dexterity (Stealth) checks made to hide in the matched terrain. Moving out of the matched terrain, such as by moving indoors or by moving to an area with different vegetation or rocks (usually any area over 100 feet from where you first camouflaged), you lose this advantage.

Innate Psionics. You know the *mage hand* cantrip. Once you reach 3rd level, you can cast *blur* (targeting only yourself) once per day with this ability. When you reach 5th level, you may also cast *magic weapon* once per day.

THRI-KREEN WEAPONS

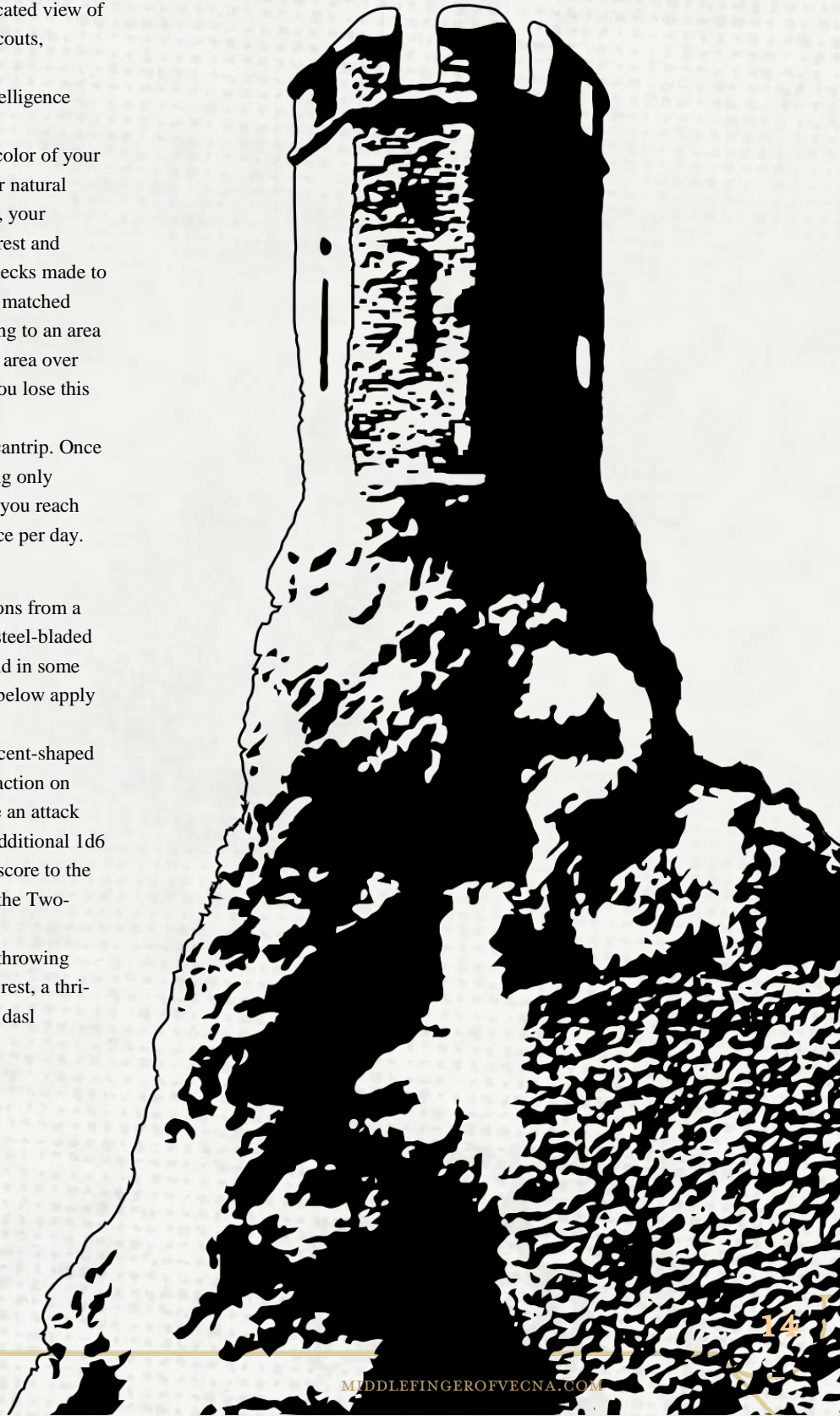
In the wilderness, thri-kreen create their weapons from a resin-like saliva they produce called *dasl*, but steel-bladed *gythkas* and *chatkchas*, while rare, can be found in some weaponsmiths' inventories. The prices shown below apply to steel weapons.

Gythka. The *gythka* is a polearm with a crescent-shaped blade on each end. When you take the Attack action on your turn, you may use a bonus action to make an attack with the other end of the weapon, dealing an additional 1d6 slashing damage. You do not add your ability score to the damage of this second attack unless you have the Two-Weapon Fighting fighting style.

Chatkcha. The *chatkcha* is a flat, triangular throwing blade with three serrated edges. During a long rest, a thri-kreen may create or maintain a maximum of 5 *dasl* *chatkchas* at one time.

THRI-KREEN WEAPONS

Weapon	Cost	Damage	Weight	Properties
Gythka	40 gp	1d6 slashing	6 lb.	Finesse, heavy, special, two-handed
Chatkcha	3 gp	1d6 slashing	1 lb.	Finesse, light, thrown (range 20/60)



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