

VOLO'S COMPLETE SUBRACE HANDBOOK



Uncover new subraces and feats discovered by the explorer
and loremaster Volothamp Geddarm in this supplement
for Fifth Edition Dungeons and Dragons



V 1.0

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Books:

Complete Psionic
Dragon Magazine
Player's Handbook (3.5e) (4e) (5e)
Manual of the Planes
Races of Ansalon
Races of Faerun
Races of Stone
Races of the Dragon
Races of the Wild
Monster Manual 2 (4e)
The Complete Book of Humanoids
Unapproachable East
Underdark
Volo's Guide to Monsters

Sources:

Eiji-kun's 3.5e Goblin Subraces
Half-Giant Races by Unknown
Kenku Subraces by Willy DeWulfe & Parker Martin
Expanded Subraces by Mjdoiron24
Expanded Racial Feats by Anathemys
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Harrows Concept by Robert Evans

Disclaimer: Simply because these races are catalogued together does not imply they will get along, nor make appropriate party members. Nonetheless, in the likely occurrence that the strangest members of each race all happen to meet in the same bar out in the wilderness, Volo and the Clan Crafter Hralding have no responsibility to cover the resulting damages to the bar, nor damage inflicted to other patrons.

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DWARF SUBRACES

Three new subraces of dwarf populate the worlds of D&D. Azerblood, Urdunnir and Wild Dwarf. In addition to the options presented in the PHB, you can choose one of these subraces.

AZERBLOOD

Azerblood dwarves are a rare sight, having been born from an azer, slaves of the efreet and natives of the Elemental Plane of fire. Legends say that long ago dwarves and azer were once the same race, but today's dwarves escaped their giant masters, while the azer were corrupted into beings of fire. Because the azer and dwarves share this ancient ancestry, there have been groups of escaped azer who found dwarven mates on the material plane, and these gave rise to the first Azerblood dwarves. These dwarves have deep red hair, eyes that burn like a yellow or orange flame, and an innate magic that allows them to channel heat into material around them.

Ability Score Increase. Your Wisdom score increases by 1.

Fire Resistance. You have resistance to fire damage.

Inner Fire. Once you reach 5th level, you can cast the *heat metal* spell once per day as a 2nd-level spell. Wisdom is your spellcasting ability for this spell.

To make an Inugaakalikurit, Arctic Dwarf, or Glacier Dwarf, replace the Azerblood's resistance to fire damage with resistance to cold damage, and replace the *heat metal* spell with a 2nd-level *ice knife* spell.

Also, since these dwarves reside in glaciers, rather than underground, they can use their **Stonecunning** trait on ice, but not stone.

DREAM DWARF

Dream dwarves are an ordinary looking, but mystically gifted subset of the stout-folk who possess ethereal sight. They share a profound connection with the earth around them, and are able to enter a trance they call the earth dream, which allows them to learn through the earth by accessing a sort of collective consciousness. Dream dwarves are a rare sight, and most can't tell them apart from a hill dwarf.

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

Ethereal Sight. You can use your bonus action to enter a state that allows you to see into the Ethereal plane for 30 feet around you. You can easily differentiate the Ethereal and Material

planes, as objects and creatures on the ethereal plane appear translucent. This benefit lasts until you end the effect as a bonus action, or until you are incapacitated.

Earth Dream. Once per day, when you take a long rest in a natural environment, you can enter a trance-like state where the earth speaks to you through your dreams. This feature doesn't function where nature has been replaced by construction, such as in dungeons and towns.

At the end of your rest, you instantly gain knowledge of one fact of your choice about one of the following subjects as it relates to the area within 500 feet of you:

- Terrain and bodies of water
- Prevalent plants, minerals, animals, or peoples
- Buildings

URDUNNIR

Urdunnirs are a long forgotten offshoot of dwarves who have become one with the earth thanks to the blessings of Dumathoin. Urdunnirs use this blessing walk through earth and stone as if it were air and shape metal and stone with their hands. Urdunnirs see the world as a work



of living beauty, journeying through stone and earth much as a diver might explore the wonders of the ocean depths. The skin of an urdunnir is light gray, and their eyes are always silver. Both genders wear their hair long, and males have long, carefully groomed beards and mustaches. Hair color is uniformly gray, with varying degrees of silver and black highlights.

Ability Score Increase. Your Charisma score increases by 1.

One with Stone. Urdunnirs have been blessed to move through the earth. You may use your bonus action to channel Dumathoin's power to walk through through unworked stone and earth as though it were air until the end of your next turn. You can carry up to twice your body weight with you in this manner. Urdunnirs (and anyone carried with them) cannot breathe while within stone or earth and must hold their breath while traveling in this manner. Once you use this trait, you can't use it again until you complete a short or long rest.

Handcrafter. Dumathoin's blessings allow Urdunnir the strength to shape stone and metal with their bare hands. You may use your hands as a set of smith's tools and mason's supplies, with which you are proficient.

In addition, starting at 5th level, once per day you may spend 4 hours actively molding stone with your hands to cast the *stone shape* spell on that stone. When you reach 11th level you may also shape metal this way.

WILD DWARF

Wild dwarves, who call themselves "dur Authalar" (the People), are primitive inhabitants of Chult and the deep jungles of the realms. They have largely rejected the culture of their cousins, choosing instead to live in hunting bands with ever-shifting memberships. Dur Authalar have more in common with the beasts of the jungle than they do with their dwarven kin, viewing life as an endless hunt and each day a struggle to kill or be killed. Wild dwarves are dark-skinned, short, and stout, with dark brown eyes. Their heavily tattooed bodies are covered with grease to ward off insects and make them hard to hold. Wild dwarves wear little except their long, woven hair, which serves as adequate clothing.

Altered Base Statistics. Wild Dwarves do not gain the **Stonecunning** or **Tool Proficiency** traits. They have left the crafting and smithing aspects of dwarven life behind.

Ability Score Increase. Your Strength and Wisdom scores each increase by 1.

Wild Training. You are proficient with the poison kit, nature skill, and blowgun.

Slick Skin. If you are wearing a salve for insect repellent (ToA p. 32) or at least 1/10 of a flask of oil, and you are not wearing armor, you have advantage on attempts to escape a grapple.

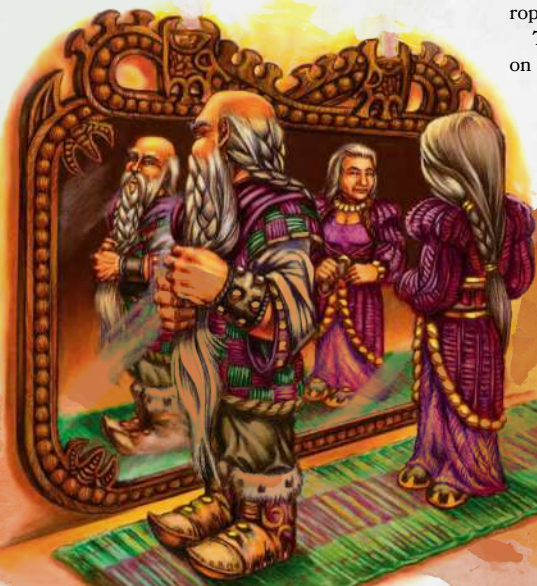
In addition, you can use your action to make a DC 15 sleight of hand check to escape from nonmagical restraints, such as manacles or a rope bound around your limbs.

Toughened Resilience. You have advantage on saving throws against disease.

The Urdunnir may be secluded folk, but once my companion brought me within their underground cities the Urdunnir showed me much kindness, in feasts, in songs, and in journeys alike.

Their cities glitter like the night sky— thousands of jewels lining the ceiling, shining with a brilliant magic that illuminates the cavernous structures below.

—Volo



ELF SUBRACES

Five more elf subraces populate the worlds of D&D, Avariel, Celadrin, Grugach, Lythari and Sea Elf. In addition to the options presented in the PHB you can choose one of these subraces.

AVARIEL (REVISED)

The avariel are winged elves. These rare creatures were more common when the worlds of the multiverse were young, but frequent conflicts with dragons much reduced the winged elves' number. Still, a few colonies persist in the Material Plane and on the Plane of Air.

Ability Score Increase. Your Wisdom score increases by 1.

Avariel Weapon Training. You are proficient with the javelin, spear, shortbow, and longbow.

Flight. You have a flying speed of 30 feet. You can fly only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. To use this speed, you can't be wearing medium or heavy armor.

Languages. You can speak, read, and write Auran.

CELADRIN

Celadrins are a subrace of elf related to eladrin, and touched by the plane of fire. Celadrin are gifted with a beautiful voice, and filled with a natural warmth and wanderlust. They are rarer than other elves, and are typically found in communities of high elves. Free-spirited like the flame, they are more chaotic than most other elves, and value their freedom more than most. Celadrins mostly resemble high elves, but with flame-red hair, bronze skin, and gold eyes that glimmer and glow with an unstable inner fire.

Ability Score Increase. Your Charisma score increases by 1.

Melodious Voice. You are proficient in the performance skill.

Elven Weapon Training. You are proficient with the longsword, shortsword, shortbow and longbow.

Fiery Gaze. Once you reach 5th level, you can cast the *scorching ray* spell as a 2nd-level spell once per day. You do not require somatic components when casting the spell in this way, and the spell emerges from your eyes. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Ignan.



No matter how far I've wandered, there always seems to be a local subtype of elf with some degree of unique characteristics. I remain amazed at the incredible ability of the elves to propagate even in the farthest reaches of the realms.

—Volo

GRUGACH (REVISED)

The grugach of the world of Greyhawk shun contact with other folk, preferring the solace of the deepest forests and the companionship of wild animals. Even other elves draw their suspicion. The grugach tend toward chaos and neutrality. They feel no special duty to anyone beyond their own folk and the forest that is their home. Troubles beyond their borders are best kept there. At the same time, they harbor little ambition beyond a peaceful coexistence with nature.

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

Grugach Weapon Training. You are proficient with the spear, shortbow, longbow, and net.

Druidic Talent. You know the *druidcraft* cantrip. Once you reach 3rd level, you can cast the *entangle* spell once per day as a 1st-level spell using this trait. Wisdom is your spellcasting ability for this spell.

Languages. You can speak, read, and write Sylvan. In addition, you can choose not to speak, read, or write Common and instead speak, read, and write one additional language of your choice.

LYTHARI

Lythari are true lycanthropes, elves given the ancient curse of the werewolf through a ritual of transformation, or a birth to lycanthropic parents. Unlike their parents, Lythari do not transform into a hybrid of humanoid and wolf, instead possessing a true wolf form. Lythari are almost exclusively found in wood elf lands roaming in packs. Lythari have shaggier hair,

sharper teeth, and more pointed ears, making them more animalistic looking than their wood-elf cousins. Though they may share in the curse of lycanthropy, unlike a werewolf or similar creature, the bite of the lythari does not spread their curse.

Elven Weapon Training. You are proficient with the longsword, shortsword, shortbow and longbow.

Wolf Shape. You can use your action to polymorph into a medium wolf, or back into your true form. Your statistics are the same in each form, except your wolf form's AC is equal to 10 + your Dexterity modifier. Any equipment you are wearing or carrying transforms with you, becoming part of your wolf form, and your corpse transforms back into your true form if you die while in your wolf shape. You cannot speak or cast spells while transformed.

While transformed, your sharp teeth become a natural weapon, which you can use to make unarmed strikes. If you hit with your bite you deal 2d4 piercing damage and if the target is large or smaller you can use your bonus action to force the creature to make a Dexterity saving throw or fall prone. The DC for this saving throw equals 8 + your Strength modifier + your proficiency bonus. The damage of your bite increases to 2d6 at 11th level.

Languages. You can speak, read, and write Gnoll.

VARIANT SEA ELF

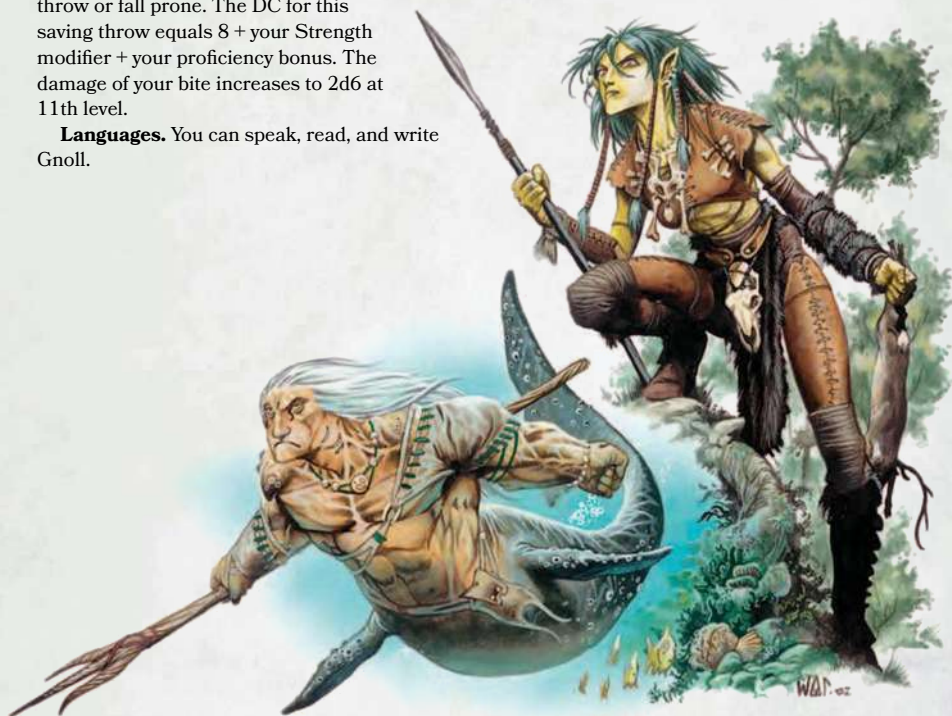
These elves long ago became enamored with and explored the many deep oceans of the realms. The millenia have transformed them into mysterious creatures of the deep. They spend their time in the shallow waters building intricate structures out of rock, sand, and coral.

Subrace Variant—When you choose the Sea Elf subrace, you can choose to take this trait in place of the **Child of the Sea** trait presented in Mordenkainen's Tome of Foes.

Child of the Sea. You can breathe air and water. In addition, as an action you can transform your lower half into a tail with fins like a fish, whale, or another aquatic creature. While transformed your walking speed becomes 5 feet and you gain a swimming speed of 40 feet. You can end this transformation as a bonus action.

A triton can also take the **Child of the Sea** trait presented here by replacing your **Amphibious** trait and amending your **Speed** trait as follows:

You do not have a swimming speed of 30 feet.



GENASI SUBRACES

Genasi Base Statistics (Same as EE)

Ability Score Increase. Your Constitution score increases by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Five main subraces of Genasi populate the worlds of D&D: Air, Earth, Fire, Storm and Water. Choose one of these subraces.

AIR GENASI (REVISED)

Quick of speech and of gait, Air Genasi are prone to flights of fancy and rapid changes in mood. They drift from one emotion to the next, though most have an ever-present air of carelessness about them. Air Genasi don't form strong attachments, at least not without great reason, and as a result they are seen as loners and drifters. Likewise, Air Genasi are among the most adaptive, and they can take whatever comes their way with aplomb.

Ability Score Increase. Your Dexterity score increases by 1.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind. You know the *gust* cantrip and can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Wind Strike. Whenever you make a melee attack, as a bonus action you can use the *gust* cantrip against the target of your melee attack, sending out a wave of magical wind with your strike.

Airborne Leap. Your long jump is up to 30 feet and your high jump is up to 10 feet, with or without a running start. In addition, you may fall from heights of up to 50 feet without taking damage.

EARTH GENASI (REVISED)

Earth Genasi are stubborn and immovable, proud and confident, and sometimes this spills over into vanity. They are strong like mountains and they know it. Of all the genasi elemental manifestations, Earth Genasi come the closest to possessing patience and engaging in true contemplation. However, the true strength of all

Earth Genasi becomes clear when anyone tries to push them in a direction they do not want to go. When this happens, Earth Genasi resist with the might of the stone and the earth, and they knock down anyone that stands in the way.

Ability Score Increase. Your Strength score increases by 1.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Stone Skin. Your stone exterior lends you rock-hard natural armor. Your AC can't be less than 12 + your Constitution modifier, regardless of what kind of armor you are wearing

Earthbreaker. You know the *mold earth* cantrip and can have up to three of its non-instantaneous effects active instead of two.

When you reach at 3rd level you may cast the *earth tremor* spell centered on yourself once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

FIRE GENASI (REVISED)

Of all the genasi manifestations, Fire Genasi are the most aggressive, most impulsive, and the easiest to anger. They are also the most in tune with the raw power of their elemental heritage. Fire genasi feel the raw energy at their fingertips and are among the most eager to use it. The tempers of firesoul genasi burn hot, but also burn out quickly, and once the heat of the moment has passed, they are just as likely to jump from rage to elation in a matter of seconds.

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. You have darkvision to a range of 60 feet. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red.

Fire Resistance. You have resistance to fire damage.

Reach to the Blaze. You know the *produce flame* cantrip. You also know the *control flames* cantrip and can have up to four of its non-instantaneous effects active instead of three.

Once you reach 3rd level, you can cast the *burning hands* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

STORM GENASI

Wild and powerful as a sudden thunderstorm, Storm Genasi can be a terrible sight to behold, lashing out at those that trouble them, like a lightning strike that is accompanied by a roar of thunder. Storm Genasi in the grip of their own emotions can be extremely unpredictable, since once they reach the point of unleashing their rage, they will do so until their wrath has run its course.

Ability Score Increase. Your Charisma score increases by 1.

Lightning Resistance. Electric energy flows through your body without you being shocked. You have resistance to lightning damage.

Predict Weather. Once per day you can create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. This effect persists for 1 round.

Lightning's Swiftess. Your base walking speed increases by 5 feet. Whenever you use your action to take the Dash action, this bonus increases to 15 feet until the end of your turn.

Fury of the Storm. You know the *thunderclap* cantrip. Once you reach 3rd level, you can cast the *witch bolt* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

WATER GENASI (REVISED)

Water Genasi are strongly independent and determined to make their way on their own. Feeling close ties to rivers and oceans, they see themselves as possessing the same deep strength as those great bodies of water. Since they can live both on land and beneath the sea, unlike any of their kin, they feel empowered by the ability to determine their own path in life.

Ability Score Increase. Your Wisdom score increases by 1.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

Swim. You have a swimming speed of 30 feet.

Call to the Wave. You know the *shape water* cantrip, and you can have up to four of its non-instantaneous effects active instead of three.

When you reach 3rd level, you can cast the *create or destroy water* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

I find when dealing with genasi, their emotions are easy to excite, but they fade just as quickly back into a state of stability.

—Volo



GNOME SUBRACES

Four main subraces of gnomes are found among the worlds of D&D: deep gnomes, forest gnomes, Imago, and rock gnomes. Choose one of these subraces.

DEEP GNOME (REVISED)

Deep gnomes survive in domains that are populated by dangerous foes. The two most hated by the deep gnomes are the kuo-toa and the dark elves, who continually seek to drive these gnomes from territory they consider rightfully theirs. To escape from the threats of the underdark, Deep gnomes have developed many ways to stay hidden in the cavernous darkness. Their skin is rock-colored, most often brown or gray. Their eye color is always a shade of gray, sometimes so dark as to be almost black.

Ability Score Increase. Your Dexterity score increases by 1.

Superior Darkvision. Your darkvision increases to 120 feet.

Stone Camouflage. (SCAG)

Mask of the Deep. You can cast the *disguise self* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a short or long rest. If you are in direct sunlight, enemies have advantage on rolls made to see through your disguise. Intelligence is your spellcasting ability for this spell.

Extra Language. You can speak, read, and write Undercommon.

FOREST GNOME (REVISED)

Forest gnomes are creatures of nature far more than any of their cousins, and to those rare folks who meet them they can prove to be steadfast allies and delightful companions. They are the one of few gnomes inclined to wear beards and hair very long, and an older male is likely to have a beard that extends to within a few inches of the ground.

Ability Score Increase. Your Dexterity score increases by 1.

Natural Illusionist. (PHB)

Speak with Small Beasts. (PHB)

Wilderness Tracker. Forest gnomes are protective of the places they live, and can tell when even a twig is out of place. You gain proficiency in the Nature and Survival skills. You have advantage on Wisdom (Survival) checks made to track a creature in forest, grassland, hill or jungle terrain.

IMAGO (CHAOS GNOME)

Infused with the spirit of chaos, these gnomes are energetic, flamboyant, and charismatic, having bright, or white hair and beards. They also wear bright colors and are especially fond of bright red and pink hats. They possess an uncanny luck and have great talent as sorcerers. Colorful cousins of gnomes, they are adventurous; even the most staid among them is prone to wander. Although commonly referred to as chaos gnomes, they call themselves “Imago” (singular and plural).

Ability Score Increase. Your Charisma score increases by 1.

Luck of Chaos. Once per day when you make a die roll, you can choose to reroll one die. You can choose to do so after you roll the die, but before the DM tells you whether you succeed or fail. You must take the result of the reroll, even if it's worse than the original roll.

In addition, once per day when an attack hits you, you may force an enemy to roll the attack again. The enemy must take the result of the reroll, even if it's worse than the original roll.

Chaos Magic. You learn the *prestidigitation* cantrip. When you reach 3rd level, you can cast the *chaos bolt* spell as a 1st-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

Also, if you score a critical hit while casting the *chaos bolt* spell using this feature, the bolt deals damage as though it were cast as a 2nd-level spell.



RIVER GNOME

River gnomes are cousins of forest gnomes who reside in the fresh waters of the realms. Singing behind a waterfall, or drifting lazily downriver, these gnomes can be seen from a distance laughing and being merry, but when approached by an outsider these gnomes are quick to jump into the river and swim swiftly away. These gnomes form a close bond with animals and wildlife that live in their river. They are defenders of the waters, and will show bravery and ferocity far beyond their size when the river they call their home is threatened.

Ability Score Increase. Your Dexterity score increases by 1.

Speak with River Beasts. Through sounds, simple gestures, and patterns of bubbles, you can communicate simple ideas with medium or smaller beasts that naturally have a swimming speed.

Swift Swimmer. You gain a swimming speed of 25 feet. In addition, you can hold your breath for a number of minutes equal to twice your Constitution score.

Aquabatics. You have advantage on acrobatics and stealth checks made while submerged.

ROCK GNOME (REVISED)

Rock Gnomes are said to be the most adept at gemcutting of any gnomish race. The industry is pursued with good humor, songs, and bawdy stories to lighten the load, but the humor rarely interferes with the work. Rock Gnomes are also exceptional jewelers, producing fine works of

intricate metal to decorate their clothes. Their skin ranges from tan to woody brown, their hair is fair, and their eyes can be nearly any shade. Male Rock Gnomes prefer short, carefully trimmed beards.

Ability Score Increase. Your Constitution score increases by 1.

Artificer's Lore. (PHB)

Tinker. (PHB)

Whatever's at Hand. You have Proficiency with improvised weapons, and your damage die when striking with an improvised weapon becomes a d6, instead of a d4.

WHISPER GNOME

Whisper gnomes may look much like common gnomes, but these gnomes are quiet, suspicious sorts who have a limited control over sound and silence, using it mostly to communicate.

Wherever they are found, whisper gnomes are seen by others as spies, informants and recluses. Whisper gnomes are skinny, almost gaunt creatures, and their skin ranges in color from light gray to light green, with dark brown or black hair.

Ability Score Increase. Your Dexterity or Charisma score increases by 1.

Gnomish Whisper. Your mastery of gnomish whispering makes you able to silently communicate. You know the *message* cantrip, and you can cast it as a bonus action.

Whisper Magic. Once you reach 3rd level, you can cast the *silence* spell centered on yourself once per day as a 2nd-level spell. Wisdom is your spellcasting ability for this spell.



In my travels through gnomish lands I endured an astounding number pranks, gags, and jokes from the little folks.

I don't think I'll be going back that way any time soon.

—Volo

GOBLIN SUBRACES

Goblin Base Statistics

(As in Volo's Guide to Monsters, except -1 Constitution and **Fury of the Small** has been moved to Wolfraid)

Ability Score Increase. Your Dexterity score increases by 2.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Nimble Escape. (VGM)

Five main subraces of Goblin populate the worlds of D&D: Forest Kith, Hoardshine, Indigo, Mountain, and Wolfraid. Choose one of these subraces.

HOARDSHINE GOBLIN

Having emerged less than two centuries from a portal to the Feywild, Hoardshine Goblins greatly resemble other goblins, with yellow, red-brown or green skin and similarly colored eyes. Their behaviour is their greatest difference, as they are more talkative, inventive, and more interested in barter than conquest. A proper market of the Hordeshine Goblin is a sight to behold, rivaling the greatest bazaars of mortal cities for the variety of exotic goods available.

Ability Score Increase. Your Charisma score increases by 1.

Golden Bribe. When you are bartering, bargaining, or dealing with currency and you fail a persuasion roll you may spend a number of gold coins equal to two times the number you failed by to instead succeed on the persuasion roll. If the failed roll had disadvantage, you must spend a number of gold coins equal to five times the number you failed by.

Feywild Token. Hoardshine goblins are capable of enchanting currency with fey charms. Once per day, you may take one coin and rub it between your hands, charming the coin for 10 minutes. Whenever a creature holds the coin or has it on their person, that creature must make a Charisma saving throw. (DC equals 8 + your Charisma modifier + your Proficiency bonus) On a failed save, you have advantage on any ability check to interact socially with the creature until the charm on the coin ends. A creature that is immune to the charmed condition automatically succeeds the saving throw.

INDIGO GOBLIN

Also called "Blues", these goblins are born different, with strange psychic abilities unlike their kin. Blues support other normal goblins in combat and often are called upon to lead a gang of goblins from the rear into battle. It is not uncommon for Blues to be killed by their own kin out of fear of their powers. As such, Blues are often extremely paranoid.

Ability Score Increase. Your Intelligence score increases by 1.

Mind Shield. Your psionic capabilities give you resistance to psychic damage.

Contact Telepathy. Blues huddle with their goblin gang to coordinate attack plans. You can communicate telepathically with any creature you are touching that you share a language with.

Psionic Talent. Objects around you tend to move and fly about. You know the *mage hand* cantrip.

MONKEY GOBLIN (FOREST KITH)

Though they can stand upright, the jungle dwelling Forest Kith tend to run and walk on all fours in a manner like primates, perhaps because their arms are longer than their legs. Unlike most goblins, Forest Kith also have an ape-like tail for climbing trees. Forest Kith hunt most creatures that travel through their forest territories. In lean times, they often plan and execute raids on humanoid frontier communities for food, preferring snatch-and-run tactics.

Ability Score Increase. Your Constitution score increases by 1.

Perehensile Tail. You have a tail that allows you to grab and manipulate objects, as well as assist you in climbing and swinging. You have a climbing speed of 20 feet. You can also use your tail to interact with items up to 5 lbs as though it were a third hand. You cannot attack with the tail.

Tree Shape. You can use your action to change form into a small tree, or shrub with 1 HP and 14 AC. While transformed you do not need to eat, sleep or breathe, you cannot see, speak, or perform any actions, and your speed becomes 0. You can still hear while transformed. You can dismiss this effect as an action, and it ends automatically at sunset or if you take damage.

Brush Break. If you use your **Nimble Escape** trait to use the Hide action while you are hiding in a tree or bush, you have advantage on that roll.

MOUNTAIN GOBLIN

Small, mischievous, and tinkers by nature, the goblins that live in the mountain ranges of the realms are grey or green-skinned creatures who take glee in pulling tricks on travelers. Unfortunately for the travellers, these tricks generally involve the launching of explosives, avalanches, fire traps, or other tools of mischief. They are smarter and crafter than the average goblin, but no wiser in their use and almost constantly end up within the blast radius of their own explosive devices.

Ability Score Increase. Your Constitution score increases by 1.

Duck! You have resistance to all damage that originates from Tiny devices you have constructed.

Firestick. You may use torches as clubs that deal an additional 1 fire damage on hit while they are lit. Torches you wield gain the light, finesse, and thrown (15/25) properties. You can add your proficiency bonus to your attack and damage rolls when wielding torches in this way.

Tick, Tick, Boom! You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of scrap metal to construct a Tiny device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it.), when it explodes, or when you use your action to dismantle it; at that time, you can reclaim 1d10 gold worth of scrap. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Goblin. This device is a clockwork goblin soldier with an explosive attached. You may use an action to wind it up and place it on the ground. When placed, the toy moves 5 feet across the ground on each of your turns in the direction it is facing. It makes a shrill laughing noise as it moves. If the toy goblin impacts a creature or object, is destroyed, or walks for 5 turns, it stops, clicks, and explodes in a 5 foot sphere dealing 1d6 fire damage to creatures and objects within the sphere.

Inferno Kindler. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. You may also overload the device, causing the fire to grow in intensity for one minute. The device can be used as a torch while overloaded, after which it is burnt out and unusable. If you roll a 1 on an attack while wielding the device as a torch, it explodes, dealing 1d8 fire damage in a 10 foot sphere. Using the device requires your action.

Scrap Grenade. The device is a ball of explosives and scrap metal with a wind up key. You may use an action to wind it up and throw it into an open space up to 30 feet away. Once wound, the ball begins ticking. At the end of your next turn, the device explodes in a 10 foot sphere dealing 1d4 fire damage and 1d4 piercing damage to anything within the sphere. If the device is destroyed, the ticking stops and the ball does not explode.



“Gnomes may be mischievous, but one tinkering goblin can turn a whole darned mountain sideways.”

—Gimble Bumblebean,
Gnomish Tinker

WOLFRaid GOBLIN

How such a pathetic race such as the goblins were able to tame the wild and ferocious nature of the worg is beyond any scholars guess, but the goblins who have achieved this feat are known as wolfraid goblins. They are amongst the most feared goblin warriors to ever plague the open plains of the realms. Their marauding nature is the bane of civilised humanoid towns. They have green skin and often wear trophies or headdresses to represent their affinity with the wolf.

Ability Score Increase. Your Constitution score increases by 1.

Wolf Raider. These marauding goblins are known for riding their wolves and worgs into battle. You gain proficiency in the animal handling skill.

Wolf Tamer. If you are within 1 mile of an arctic, forest, grassland, hill, or mountain environment, you can spend 8 hours to cast *find steed* using this trait with 1 lb of fresh meat as a material component. Your steed can take no other form than a wolf (MM), and it remains a beast instead of a celestial, fey or fiend. Only you can ride the wolf steed. Once you use this trait, you cannot use it again until you have finished a long rest.

Wild Command. You can use your action to command your wolf steed to take the Attack action. Your wolf steed will not attack otherwise.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

GOLIATH SUBRACES

Goliath Base Statistics (Same as in Volo's Guide to Monsters, except for **Stone's Endurance**, which has been moved to Stoneborn)

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Athlete. (VGM)

Powerful Build. (VGM)

Mountain Born. (VGM)

CLOUDBORN GOLIATH

Descended from the cloud giants, cloudborn goliaths feel most comfortable in the highest reaches of the tallest mountains, where the cold and thin air would make it impossible for most creatures to survive. Few cloudborn goliaths ever leave their mountain homes, but those that are struck with wanderlust have been known to become captains of renown, or warriors of great strength. Cloudborn have pale tones of grey or blue skin, vibrant blue eyes and walk with a light, almost regal step, compared to the heavy footsteps of most goliaths.

Ancestral Mist. By focusing yourself, you can make the air near you fill with clouds. You can cast the *fog cloud* spell once with this trait, requiring no material components. You regain the ability to cast it this way when you finish a short or long rest.

Unclothed Vision. Living in the highest peaks has trained your eyes to see beyond the fog that would mar other's sight. You can see through an area covered in fog or mist as though it were only lightly obscured, provided that the mist is natural or originates from a spell you are casting.

Softened Descent. As you fall, you may use your reaction to make clouds materialize beneath you, slowing your descent. You fall at a rate of 120 feet per round and have resistance to falling damage for 1 minute.

Nimbus Resistant. Cloudborn Goliaths can withstand a thunderstorm while inside the cloud itself. You have resistance to thunder damage.

Rumors of giant-born goliaths led me up harsh slopes in the northlands where I found tribes that previously laid undiscovered. The stoneborn are but one among many here!

—Volo



FIREBORN GOLIATH

Owing their fiery hair and skin markings to fire giant ancestors, Fireborn Goliaths are often militaristic and wild, forging tools of war and battling for the right to be the most respected warrior in the clan. Fireborn are at home in both warm and cold climates through a kind of internal heat that sustains them. Most Fireborn have grey, brown, or reddish skin, burning orange or red eyes and feel warm to the touch.

Heatforged Talent. You gain proficiency in smith's tools and either longswords or greatswords.

Return Fire. When you take fire damage you may use your reaction to absorb some of its elemental essence and use it to incinerate an enemy. You gain resistance to fire damage until the end of your next turn. Also, your next melee weapon attack deals 1d6 additional fire damage on hit. You can use this trait a number of times equal to your Constitution modifier (minimum of 1) per long rest.

Counterflare. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 1st-level spell once with this trait, and you regain the ability to cast it this way when you finish a short or long rest. Constitution is your spellcasting ability for this spell.

FROSTBORN GOLIATH

Born in the coldest highlands, the progeny of frost giants, Frostborn Goliaths are even among goliaths particularly well suited to extreme cold. The icy, thick white hair and blue-white skin of the Frostborn lends them great resilience to the chill winds of the northlands, and too the beasts and warrior clans that patrol it. When a Frostborn Goliath focuses their energy, their cold skin rapidly hardens up and creates a sharp chill that surrounds its body.

Cold Resistance. Your frost giant ancestry and life in the frigid highlands has given you resistance to cold damage.

Icewalker. You can move across difficult terrain made of ice or snow without expending extra movement.

Glacial Durability. If an enemy within 5 feet of you hits you with a melee attack and you take damage, you can use your reaction to reduce the damage by a number equal to your Constitution Modifier and reduce the enemy's movement speed by half until the end of their next turn. You can use this trait a number of times equal to your Constitution modifier (minimum 1) per long rest.

HILLBORN GOLIATH

Standing with a gaping, dripping mouth, and often eating anything that will come close enough, Hillborn Goliaths are the least trusted of goliaths, and are the most common type to leave the tribes, whether by choice or by force. Hillborn Goliaths often find their way to the city to enjoy good food, good company, and a good fight. They have tan or brown skin, dark brown eyes and hair and are known to devour creatures and objects alike.

Universal Digestion. Your hill giant heritage gives you advantage on saving throws against poison and disease. You may also consume most items as though they were food. You can eat 11b of items per round. For every 4lbs of items you eat, you gain the effects of having eaten 11b of food and must make a DC 10 Constitution saving throw to not become poisoned until you finish a long rest. You cannot digest magic items.

Dripping Maw. Your ancestry manifests as an unhinged jaw that can open wide and bite deep into your enemy. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it you deal 1d4 piercing damage and



deal additional acid damage equal to your Constitution modifier (minimum 1) instead of the bludgeoning damage normal for an unarmed strike.

Hungry Jaws. In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your Dripping Maw. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

STONEBORN GOLIATH

Sturdy, unwavering, and nigh immovable, stoneborn are a force to be reckoned with on their homeland in the mountains or any battlefield littered with stones. Their rough, deep gray skin is the sturdiest of all goliaths, and their empty gray-white eyes leave many haunted. Tossing stones at a distance, then rolling large boulders down a mountainside to crush a foe is their favored tactic.

Stonebound Footing. While standing, if you would be pushed or pulled, you may instead move 10 fewer feet in the direction you were being moved.

In addition, while standing you have advantage on saving throws against being knocked prone, pushed, or pulled.

Stone's Endurance. (VGM)

Boulder Toss. If you make an improvised ranged weapon attack with a stone you can lift, you may add your proficiency bonus to that attack. Use your Strength modifier instead of Dexterity for ranged attacks and damage when attacking with a stone. Use the following table to determine how far you can throw a stone, and the damage it deals. You can wield stones up to 50 lbs. with one hand— this increases to 150 lbs. at 8th level.

RADIUS IN INCHES	APPROX WEIGHT (lbs)	THROW DISTANCE	DAMAGE
20	600	0/10	2d6+2
18	500	5/10	1d12
15	300	10/20	1d10
10	150	15/30	1d8
5	50	25/50	1d6
SMALLER	15-45	40/80	1d4



STORMBORN GOLIATH

Raised in the chill waters of the northern seas, stormborn, with their green-tinged hair and solid green eyes often rise quickly through the clan's leadership, and most think themselves superior to all other goliaths. Their bravery in combat is nearly unmatched and stormborn chieftains will fight alongside their brothers and sisters in battle, leading the charge with speed, and a sword of lightning.

Lightning Quickness. Your base walking speed increases by 5 feet.

Storm's Fury. If a creature within 30 feet of you hits you with an attack, you can use your reaction to strike at them with a bolt of lightning. The creature must make a Dexterity saving throw. On a failed save the creature takes damage equal to 1d6 + your Wisdom modifier, or half as much on a successful save. The creature has disadvantage on the save if it is wearing metal armor. You can use this trait a number of times equal to 1 + your Wisdom modifier (minimum 1) per long rest.

Storming Weapon. If at least one of your hands is free you can use your action to create a weapon made of wind or lightning, it lasts 1 minute or until you dismiss it as a bonus action. You are proficient when using these weapons. You may use your Wisdom modifier for your

attacks with these weapons. These weapons do not count as magic weapons for purposes of overcoming resistance. A weapon created using this feature cannot be wielded by another creature and dissipates into mist when a creature tries to do so.

Once you create a weapon with this feature, you cannot do so again until you finish a short or long rest.

Lightning Sword - Versatile, deals 1d8 / 1d10 + your Wisdom modifier lightning damage on hit.

Wind Javelin - Light, thrown (60/120), deals 1d6 + your Wisdom modifier thunder damage on hit.

Halflings are a perennial favorite to visit, but I recommend taking your meals outdoors instead of cramping yourself into a tiny home every few hours. It's really not good on one's knees and back.

—Volo



HALFLING SUBRACES

Four main subraces of Halfling populate the worlds of D&D: Ghostwise, Lightfoot, Stout, and Tallfellow. Choose one of these subraces.

GHOSTWISE HALFLING (REVISED)

These wild, and seemingly feral halflings have no name for their own group, but are known as Ghostwise Halflings by outsiders. Most live in areas almost completely cut off from the outside world, forming close knit communities with their kinfolk, due to their strange talents and their uncomforthableness with strangers. The rare few who left these communities often carried a token of some important natural feature in their clan's territory, such as a stone or a vial of water from a stream. Losing one's token was considered a sin and required an act of atonement assigned by the clan leader.

Ability Score Increase. Your Wisdom score increases by 1.

Silent Speech. (SCAG)

Ghostly Visions. The ghosts and monsters of another realm are visible to you. You have vision of the Ethereal plane, Feywild, or Shadowfell for 30 feet around you. You can easily differentiate the different planes, as objects and creatures on other planes appear translucent. Choose which plane you can see at the time of character creation. In addition, once per day, as an action, you may interact with an object or creature of your choice that is in the plane you can see for 1 minute. This trait does not allow you to shift planes or remove objects from a plane.

LIGHTFOOT HALFLING (REVISED)

The most common halfling type, the Lightfoot Halfling is found throughout lands that have been settled by humans. They live much as humans do but prefer rural settings and villages to towns and cities. Their crafts tend toward the ordinary and practical. Their complexions run the gamut from pale to very dark, with hair color correspondingly blond to black and eyes that are green, brown or hazel.

Ability Score Increase. Your Charisma score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Weightless Step. While you are hidden your footsteps make no noise. In addition traps whose triggers are pressure or weight activated do not activate if you cross them at half your base speed or slower.

STOUT HALFLING (REVISED)

Stout Halflings are not as common as their cousins, the Lightfoot, but they are nonetheless a populous and widespread subrace. Preferring underground homes more than other halflings, a Stout will typically live in a fully excavated burrow. Stout burrows typically have round windows and doors, and are somewhat damp. Stouts have sandy red or dirty blonde hair, a ruddy complexion, and are more muscular than any other halfling, with a stockier build. They are the most fond of food of all halflings, and are known to eat seven small meals a day.

Ability Score Increase. Your Constitution score increases by 1.

Stout Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Hearty Supper. You gain proficiency with cook's utensils. During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, cook's utensils, and other supplies on hand. The meal serves up to six people, and each person who eats it gains 2 temporary hit points at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

TALLFELLOW HALFLING

Tallfellow Halflings are the descendants of a mixed-elf bloodline. They are slightly taller than their cousins, averaging a little over 4' in height. Tallfellows are even more slender and light-boned however, weighing little more than the average Lightfoot. They enjoy the company of elves, and most Tallfellow villages will be found nearby populations of sylvan folk, with a flourishing trade between the two peoples.

Ability Score Increase. Your Intelligence score increases by 1.

Schooled Language. Tallfellows spend years studying their elven heritage and reading old works. You can speak, read, and write Elvish.

Honed Shooter. You gain proficiency in slings and spears. When using a sling or spear, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Keen Senses. You have proficiency in the Perception skill.

HOBGOBLIN SUBRACES

Revised Hobgoblin Base Statistics (Same as Volo's Guide to Monsters except -1 Intelligence.)

Ability Score Increase. Your Constitution score increases by 2.

Size. Your size is Medium.

Darkvision. 60 feet.

Martial Training. You are proficient with two martial weapons of your choice and with light armor.

Saving Face. (VGM)

Three major subraces of Hobgoblin populate the worlds of D&D: Brightnose, Koalinth and Sunscorch.

Choose one of these subraces.

BRIGHTNOSE HOBGOBLIN

Hobgoblins are sometimes born with bright red or blue noses. This attribute is thought to be a sign of potency and potential. Blue- and red-nosed hobgoblins receive preferential treatment, and as a result they occupy most of the leadership positions in hobgoblin society.

Ability Score Increase. Your Charisma score increases by 1.

Last-Ditch Effort. A Brightnose has to defend its rank against many competitors, and this constant duelling has honed your reflexes to sharpen when the end of the fight draws close. When you are reduced below half your maximum hit points, you gain +1 AC and have advantage on Dexterity saving throws for 1 minute. Once you use this trait, you cannot use it again until you have finished a long rest.

SUNSCORCH HOBGOBLIN

Ancient priests of the Sunscorch tribe of hobgoblins developed divine rituals that allowed them to take on draconic characteristics. The original tribe has long since disappeared, but the traits created by these rituals linger in the hobgoblin race. Sunscorch Hobgoblins appear much like their fellows, except for their brilliant azure eyes. The birth of a sunscorch hobgoblin is considered a powerful omen. When a sunscorch hobgoblin isn't leading a warband or tribe, it is likely the voice of wisdom behind its leader.

Ability Score Increase. Your Intelligence score increases by 1.

Dragon's Adaptations. You have resistance to fire damage.

Wyvern's Tongue. You can speak, read, and write Draconic.

KOALINTH (SEA HOBGOBLIN)

Sleeker than their ground-dwelling cousins, Koalinths have webbed fingers and toes, and they have gill slits in their necks. Their skin is light green and covered with patches of dark green, aqua, or blue hair. Their faces have been compared to seals', and large male koalinths have enlarged noses like elephant seals. Male koalinths also share the aggressive behavior and loud bellow of elephant seals.

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

Water Adapted. You can breathe air and water, and have a swimming speed of 30 feet.

Underwater Wrestler. You have advantage on Athletics checks while you are submerged.

Hobgoblins are not only stronger and smarter than goblins, they are also even more mean-spirited and resentful, being known to hold grudges for generations. If one is to attack a hobgoblin encampment, be sure to watch for a counter attack from the remaining goblinoid warriors.

—Valric Ellwain, Elven Strategist



KENKU SUBRACES

Revised Kenku Base Statistics (Same as in Volo's Guide to Monsters except for **Kenku Training** and **Expert Forgery**, which have been moved to Snatchbeak.)

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

Size. Your size is Medium.

Speed. Your base speed is 30 feet.

Mimicry. (VGM)

Three subraces of Kenku populate the worlds of D&D: Harrowfeather, Shroudeye, and Snatchbeak.

Choose one of these subraces.

HARROWFEATHER KENKU

Those who know of them call them Harrows. The Harrowfeather scour the battlefield for a greater purpose. No one knows who or what drives them to the grisly life of a reaper, but all who are born of the Harrowfeather commit themselves to the mirthless duty of ensuring that those who die stay that way. They see their duty as most honorable and tenaciously hunt the undead. They rely on their medical expertise to save the living from disease as they believe that those who die of disease will carry their illness into the afterlife. Most Harrowfeathers wield a sickle or scythe, and some say a Harrowfeather's scythe can steal the essence of a creature's soul.

Plague Doctor. You are proficient in the History and Medicine skills. You also have advantage on saving throws against diseases.

Reaper of the Crop. You are proficient with sickles. You may also use sickles as a spellcasting focus for any class that uses one.

Final Words. You can mimic the words of the dead much like you can the living. Once per day, you can use an action to touch a corpse that is not undead and speak the last sentence they spoke in a perfect imitation.

Marked for Death. Once per long rest, when you are within 15 feet of a creature that is below half its maximum hit points, you may use your bonus action to mark it for death, surrounding it with an aura of dark energy. Any healing the creature receives from spells or magical effects is reduced by half for 1 minute or until you and the creature are separated by more than 30 feet. Constructs are unaffected by this trait.

SHROUDEYE KENKU

Shroudeyes are wanderers, rarely staying in one city for more than a few days, collecting trinkets from the far off lands they visit. They fortell ill-omens in the hope that some may avoid their grim fates. Because of this, they are often associated with that which they predict, and called “Harbingers of Disaster”. Likewise, many are afraid to associate with them for fear they may discover something they do not wish to know. They pay close attention to actions others take, as if studying every person they meet. One can be sure these feathered gypsies learn more of someone than their fortunes reveal.

Oracle. You are proficient in the Arcana and Religion skills.

Eye of Omens. You know the *guidance* cantrip. Once you reach 3rd level, you can cast the *animal messenger* spell on a bird once with this trait as a 2nd-level spell. Once you reach 5th level, you can cast the *augury* spell once with this trait as a 2nd-level spell, and you regain the ability to cast these spells this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Bird's Eye View. Through sounds and gestures, you can communicate simple ideas with Small or smaller birds.

In addition, when you are within 25 feet of a non-hostile Small or smaller bird you can see, you may use your action to point at it and see through that bird's vision, blinded to your own. The effect ends if the bird flies more than 50 feet away from you, and you may end the effect by using your bonus action.

SNATCHBEAK KENKU

Snatchbeak, the most common type of kenku, are often seen living in large cities acting as vagabonds and petty criminals, this is in part due to their namesake, their beaks, which allow them to swiftly snatch away most items in an instant. As such, Snatchbeak Kenku are occasionally turned away from wealthy establishments where thievery is a rampant problem. Many Snatchbeaks make an easy living serving as messengers, spies, and lookouts for thieves' guilds, bandits, and other criminal cartels.

Kenku Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.

Expert Forgery. (VGM)

Snatchbeak. You may use your beak to make Dexterity (Sleight of Hand) checks.

Dark Feathers. You can take the Hide action as a bonus action whenever you are in dim light or darkness.



KOBOLD SUBRACES

Revised Kobold Base Statistics (Same as in Volo's Guide to Monsters, except **Grovel**, **Cower** and **Beg**, which has been moved to Lickspittle Kobold.)

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score is reduced by 2.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

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

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.

DRAGONWROUGHT KOBOLD

You were born a Dragonwrought kobold, proof of your race's innate connection to dragons, and through a gruelling rite of passage awoke your powers. A kobold who undergoes this rite must first endure nine days of fasting. Immediately thereafter, they must enter a deep trance that lasts for 24 hours. When the rite is complete, their scales harden, wings sprout from its back and a sorcerous talent is awoken deep within.

Ability Score Increase. Your Constitution score increases by 1. Alternatively, you can choose to have altered base statistics; if you do so, your Strength score does not decrease by 2.

Hardened Scales. You have tough, dragon-like scales that reflect the light around you. While you are not wearing any armor, your Armor Class equals 12 + your Dexterity modifier. You can use a shield and still gain this benefit.

Dragon's Blast. Different colors of Urd find a different sorcerous talent is awoken through the rite. You know one of the following cantrips: *produce flame*, *acid splash*, or *frostbite*. Intelligence is your spellcasting ability for this spell. Choose which cantrip you know at the time of character creation

Wrought Wings. You gain a flying speed of 30ft. You can fly only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. You cannot fly if you are encumbered, wearing medium or heavy armor, or a backpack not specially tailored to your wings.

LICKSPITTLE KOBOLD

Being consistently underestimated is seen as a gift for the Lickspittle—one they have taken advantage of for generations. Kobolds are intimately aware of both their shortcomings and their strengths. If the biggest hurdle a kobold faces is their lack of strength, then that's no obstacle at all. The moment a kobold accepts its physical weakness, the more powerful it can become through means other than brute force. In the world they occupy, kobolds are often bullied and enslaved by larger creatures. Lickspittle Kobolds tend to take to this role, starting at the bottom rung of society and climbing up slowly and carefully, making the most out of what little they are given.

Ability Score Increase. Your Charisma score increases by 1.

Grovel, Cower, and Beg. (VGM)

Little Jester. You have learned to swallow your pride and survive by groveling, placating, and amusing the powerful. You gain proficiency in the performance and deception skills.

In addition, you can also use your **Grovel, Cower, and Beg** trait when dealing with important individuals. For one minute you and any allies that can see and hear you gain advantage on performance, persuasion, and deception rolls against non-hostile creatures of a higher status than the members your party.

Emergency Retreat. Whenever you are below your maximum hit points and you take damage or an opponent's attack misses you, you can use your reaction to move up a number of feet up to your walking speed away from the attacker or source of the damage. This movement doesn't provoke opportunity attacks. You can use this feature twice, and you regain any expended uses when you finish a short or long rest.

"The dragon scale toughens
our skin.
The dragon bone adorns our
skull.
The dragon heart flames
our sorcery."

—Ancient Urd
Saying



PITSTALKER KOBOLD

Among Pitstalkers, traps are an art form. Few artisans are as obsessed with the minute details of their work as a master kobold trapmaker. Kobolds rarely indulge in creativity over function, but exceptions are made for a cunning trap. They find ingenious ways to incorporate bizarre spells, technological advances, and unexpected twists into their traps. They are also known to carve complex tunnels in caves they inhabit, becoming gauntlets of ever more intricate and elaborate traps.

Ability Score Increase. Your Intelligence score increases by 1.

Expert Tunneler. As a Pitstalker, you are naturally suited to digging. You gain a burrow speed of 5. The holes you normally dig are about three feet in diameter. Burrowing through solid rock or most buildings instead takes 10 minutes per 5 feet and requires a pickaxe or similar tool.

Naturally Stealthy. Kobolds often try to hide behind their larger allies for survival. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Trapcrafting. You have advantage on rolls made to detect, create, or disarm traps. In addition, when a trap you have built is activated, add +3 to the DC of any saving throw to avoid or resist its effects.

ORC SUBRACES

Revised Orc Base Statistics (Same as in Volo's Guide to Monsters, except -1 Strength)

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Aggressive. (VGM)

Menacing. (VGM)

Powerful Build. (VGM)

Four main subraces of Orc populate the worlds of D&D: Grey Orc, Mountain Orc, Orog, and Thayan Red Orc.

Choose one of these subraces.

The weak, tiny Kobold is actually quite deadly in numbers, and I'll often see packs cooperating to hunt larger prey. They are untrustworthy and cruel creatures, however, and these hunts can devolve into the kobolds fighting each other for the meat of the kill.

— Valric Ellwain,
Elven Strategist



GRAY ORC

Gray Orcs are nomads. They are less bestial looking than their mountain dwelling cousins, and have gray skin. They dwell in remote, desolate corners of the realms and eke out a meager existence, traveling routes between campsites and caves as the seasons change. Although gray orcs are comfortable with the savage life of the barbarian, they tend to be more calm and collected than northern orcs, focusing their rage and hatred inward. This allows them to excel as clerics of the warlike orc deities. Gray Orcs are zealots, and the word of their tribal clerics is law. Clerics from other tribes are usually viewed as heretics, despite the fact that both tribes likely worship the same deity.

Ability Score Increase. Your Wisdom Score increases by 1. Alternatively, you may choose to have altered base statistics; if you do so, your Intelligence score does not decrease by 2.

Pious. You gain proficiency in the Religion skill.

Bloodfury. The scent of your blood in the heat of a battle enrages you. While you are below half your maximum hit points you may use your action make a special melee attack against one creature within your reach, striking with vicious ferocity. If your attack hits, you gain a number of temporary hit points equal to your Constitution modifier, and the target must make a Wisdom saving throw (DC equals 8 + your Proficiency bonus + your Constitution modifier) or be frightened of you until the end of its next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

Horde Vengeance. You can use your action to make a special melee attack against a creature who reduced an allied humanoid to 0 hit points during their last turn, using your **Bloodfury** trait regardless of your hitpoint total and without expending your single use of **Bloodfury**.

Since the grey orcs emerged during the Spellplague, they have tried to distance themselves from their more savage kin.

Unfortunately, their tendency to create exclusive religious sects and enact violence upon any they view as heretics has left them no better off in the opinion of most civilized folk.

—Volo



MOUNTAIN ORC

A Mountain Orc is quite obviously a monstrous creature to most of the civilized folk of the realms. Standing at seven or more feet in height, they have stocky, powerful necks, and their bestial heads seem to sit directly on their massive shoulders. Their eyes are always a deep shade of red or green, and their faces are dominated by porcine snouts and large tusks. Mountain orcs often weave braids and tiny bones into their thick matted hair, which is usually black. They are far from the cleanest race on Faerûn and delight in decorating their bodies with scars and warpaint.

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

Musclebound. You gain proficiency in the Athletics Skill. Your proficiency bonus is doubled for any Strength (Athletics) ability check you make to initiate, maintain, or break free of a grapple.

Charging Pin. When you use your bonus action to move as a part of the Aggressive trait, as a part of that bonus action you may try to grapple a creature that is large or smaller in your path. Make an Athletics contest with the creature. If you succeed, you crash into the creature. Both you and the creature are knocked prone. The creature is also grappled and takes bludgeoning damage equal to half your level + your Strength modifier. On a failed contest you miss and land prone 10 feet past the creature.

OROG (UNDERDARK ORC)

Having emerged from the depths of the underdark, Orog are disciplined, straightforward, and almost entirely unafraid of danger. They are also known to be talented smiths. Over the centuries, orogs have mastered the art of forging armor and weapons from the strange ores found in the Underdark. They favor half-plate and full plate armor, which are typically adorned with armor spikes. Orog weapons are covered with a multitude of hooks, spines, and redundant cutting edges. Their armor and weapons rival the power and effectiveness, if not the grace and finesse of the great dwarf and elf smiths.

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

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

Deep Denizen. Orog have seen true fear in the depths, and chose to charge into it, not away. You may choose to instead succeed on one failed saving throw against being frightened. Once you use this trait, you can't do so again until you finish a long rest.

Darkforged. Orog train from an early age at their tribal forges. You are proficient in smith's tools. In addition, when using your smith's tools to craft a weapon or piece of armor you may increase the cost of the item by 25 gp to add hooks, sharp edges and spikes to the crafted item. Creatures that are not Orog are not proficient in using this equipment. You may craft the following equipment.

Serrated Armor. While wearing serrated armor that you are proficient with, when you use the Attack action to grapple a creature, or when a creature attempts to escape your grapple, the creature takes piercing damage equal to half your proficiency bonus if you win the Athletics contest.

Rending Weapon. If you have advantage on an attack roll with a rending weapon you are proficient with, you may choose to forgo the benefit of the advantage to attempt to rend a creature with the jagged edges of your weapon. If you hit, the target's walking speed is reduced by half.

In addition, when a rended creature walks, they take 1 piercing damage for every 5 feet they move. Other forms of movement (fly, burrow, swim, etc.) aren't affected. The speed reduction ends when the target receives a DC 12 Medicine check, receives healing, or after 24 hours, whatever comes first. A rending attack does not slow creatures that are immune to piercing or slashing damage.

NEO-OROG (THAYAN RED ORC)

A few demented wizards tried to create their own race of orcs, as violent but loyal slaves. Unnaturally splicing Orog, Orcs, and Ogres, they created a creature unlike any natural born orc. They emerge from a sac fully grown and are always sterile. Neo-Orog are living weapons bred as elite shock troops. They are stronger than almost any other orc, and their skin is dark, mottled red, and eyes a deep yellow. Very few independent groups of them exist, and most who do escape their masters become chaotic mercenaries, or hired muscle.

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

War Caller. If an ally within 30 feet of you reduces an enemy creature's hit points to 0, you may use your reaction to shout, invigorating your nearby allies. Up to six allies you choose within 30 feet of you have advantage on all Strength, Dexterity, and Constitution saving throws, as well as saving throws against Death until the end of your next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

Crush the Weak. You are a weapon of war, knocking back lesser foes with incredible power. Whenever you make a melee attack against a medium or smaller creature while wielding a heavy weapon, you can choose to take disadvantage on the attack roll to gain an additional 1d6 weapon damage on hit and you can push the creature up to 10 feet away from you. If you already have disadvantage on an attack, you may not use this trait.

Topple the Mighty. When you score a critical hit with a heavy melee weapon against a huge or smaller creature, you may choose to strike the creature to the ground. The creature must make a Dexterity saving throw equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone.



YUAN-TI SUBRACES

Yuan-ti Base Statistics

Ability Score Increase. Your Charisma score increases by 2.

Age. Yuan-ti hatch from eggs and reach adulthood by age 12. Most yuan-ti live about 80 years, but some live up to 120 years.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Poison Immunity. You are immune to poison damage and the poisoned condition.

Innate Spellcasting. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Charisma is your spellcasting ability for this spell.

Languages. You can speak read and write common, abyssal and draconic.

Subrace. Several subraces of Yuan-ti populate the worlds of D&D, the two most similar to humans, Malison and Pureblood are presented here. Choose one of the following.

YUAN-TI MALISON

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

Shapeshifter. You can use your action to polymorph into a medium snake, or back into your true form. Your statistics are the same in each form, except your snake form's AC is equal to 13 + your Dexterity modifier. Any equipment you are wearing or carrying isn't transformed. While transformed, your fanged mouth is a natural weapon, which you can use to make unarmed strikes. If you hit with it you deal 1d4 piercing damage and the creature must make a Constitution saving throw or take 2d4 poison damage. The damage increases to 3d4 at 6th level, 4d4 at 11th level, and 5d4 at 16th level. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. You cannot speak or cast spells while transformed.

Serpentine Feature. You are a humanoid snake hybrid, and it is immediately clear to anyone who sees you. Each feature grants you a different bonus. Your snake-like feature is one of the following types:

Type 1: Human body with snake head. You do not have to be transformed to use your natural weapon, but if you are not transformed the poison deals half damage.

Type 2: Human head and upper body with a serpentine lower body instead of legs. Your walking speed increases by 5 feet. You may use your tail to grapple a creature without requiring a free hand.

Type 3: Human head and body with snakes for arms. You do not have to be transformed to make unarmed strikes with your natural weapons, but if you are not transformed the unarmed strikes do not apply poison. If you are grappling a creature you may use your bonus action to make an attack using your natural weapon against that creature. Your snake arms impose disadvantage on your sleight of hand checks.

YUAN-TI PUREBLOOD (REVISED)

Ability Score Increase. Your Intelligence score increases by 1.

Pureblood Spellcasting. You know the *poison spray* cantrip. Starting at 3rd level, you can also cast *suggestion* with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Adaptive Resistance. When you are targeted by a spell or caught within the area of effect of a spell, as a reaction you may toughen yourself to magical energy. You have advantage on the next saving throw you make against a spell or other magical effect. You can use this feature a number of times equal to your Charisma modifier, and you regain any expended uses when you finish a long rest.



GRUNG (REVISED)

The revised grung are the same as those presented in One Grung Above, with the exception of **Poisonous Skin**, which is replaced with the following traits.

Poisonous Skin (Revised). Whenever a creature grapples you or otherwise comes into direct contact with your skin you can use your reaction to force that creature to make a Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, once per round, you can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a Constitution saving throw or take 2d4 poison damage.

The DC for your poison equals 7 + your Constitution modifier + your proficiency bonus.

Toxic Coloration. Your contact poison has an additional effect that differs based upon your subrace. The effect lasts until the creature is no longer poisoned.

Six subraces of grung populate the worlds of D&D, split heirarchically by the coloration of their skin: Blue, Gold, Green, Orange, Purple and Red. Choose one of these subraces.

BLUE SKIN

Blue grungs are artisans, craftsmen, and serve in other domestic roles in the tribe.

Blue Poison. The poisoned creature must shout loudly or otherwise make a loud noise at the start and end of its turn.

GOLD SKIN

Gold grungs hold the highest leadership positions. A tribe's sovereign is always a gold grung.

Gold Poison. The poisoned creature is charmed and can speak Grung.

GREEN SKIN

Green grungs are the tribe's warriors, hunters, and laborers.

Green Poison. The poisoned creature's walking speed is reduced by 5, and it must jump during its turn.

ORANGE SKIN

Orange grungs, are elite warriors that have authority over all lesser grungs.

Orange Poison. The poisoned creature is frightened of its allies unless it can also see an opponent.

PURPLE SKIN

Supervising and guiding are the purple grungs, which serve as administrators and commanders.

Purple Poison. The poisoned creature feels a desperate need to soak itself in liquid or mud. Any movement, except towards a body of liquid or mud, if one is in sight, counts as difficult terrain.

RED SKIN

Red grungs are the tribe's scholars and magic users. They are superior to purple, blue, and green grungs and given proper respect even by grungs of higher status.

Red Poison. The poisoned creature must eat if food, or what it deems to be food, is within reach.

Green grungs make talented ambushers, as their skin allows them to blend in with their jungle environments. Some also take up primitive camouflage, like leaves, to better hide among the foliage.

—Volo

VARIANT AASIMAR

Aasimar Base Statistics

Ability Score Increase. Your Charisma score increases by 2.

Size. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Celestial Resistance. (VGM)

Healing Hands. (VGM)

Light Bearer. (VGM)

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

ANGELIC HERITAGE

Variant Base Statistics. At the time of character creation, you can choose to not gain the **Celestial Resistance**, **Healing Hands**, and **Light Bearer** traits. Instead, roll 3 times on the Angelic Heritage Traits table, and you gain those traits. Charisma is your spellcasting ability for any spells granted by these traits.

Reroll the result if you get the same result twice, or if you would gain a third resistance, a second cantrip, or a third spell in this manner.

This is not a subrace, and you can still select a subrace normally when you choose this option.

ANGELIC HERITAGE TRAITS

d100	Trait
1-10	You have resistance to Cold damage.
11-20	You have resistance to Lightning damage.
21-30	You have resistance to Necrotic damage.
31-40	You have resistance to Radiant damage.
41-44	You know the <i>dancing lights</i> cantrip.
45-48	You know the <i>light</i> cantrip.
49-52	You know the <i>spare the dying</i> cantrip.
53-56	You know the <i>thaumaturgy</i> cantrip.
57-60	You can cast <i>alter self</i> once per day.
61-64	You can cast <i>augury</i> once per day.
65-68	You can cast <i>charm person</i> once per day.
69-72	You can cast <i>detect evil and good</i> once per day.
73-76	You can cast <i>detect magic</i> once per day.
77-80	You can cast <i>enthrall</i> once per day.
81-84	You can cast <i>feather fall</i> once per day.
85-88	You can cast <i>purify food and drink</i> once per day.
89-92	As an action, you can make a melee spell attack against a creature within your reach, causing it to take necrotic damage equal to 1d6 + your level on hit. Once you use this trait, you can't use it again until you finish a long rest.
93-100	As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Alternate Appearance. Optionally, an aasimar can also roll twice on the Angelic Heritage Appearance table. You do not need to be a variant aasimar to roll on the appearance table.

If you get an appearance that would override or cancel another, such as bald and golden hair, you can choose to reroll either result.

ANGELIC HERITAGE APPEARANCE

d100	Appearance
1-4	Metallic-looking skin
5-7	Blue-tinted skin with strange markings
8-11	Skin that looks like smooth stone.
12-14	Golden skin with a radiant glow
15-17	Green-tinted skin
18-20	Glowing blue eyes
21-23	Glowing green eyes
24-26	Glowing gold eyes
27-29	Glowing silver eyes
31-35	Large, distinguished nose
36-40	Animal horns on head
41-45	Bald and hairless
45-50	Golden hair and fingernails
51-55	Silver hair and fingernails
56-60	Red hair that dances like fire
61-65	Hair and teeth that shimmer in light
66-70	Vestigial wingbones on your shoulders
71-75	Feathers over most of your body
76-80	Six fingers on each hand
81-85	Your shadow seems to move on its own
86-89	You are surrounded by a sweet scent
90-93	Choirs occasionally sound around you
94-96	You have a halo that shines in sunlight
97-100	Roll twice, rerolling results above 97



VARIANT BUGBEAR

Bugbear Base Statistics

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

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

Long Limbed. (VGM)

Sneaky. (VGM)

Surprise Attack. (VGM)

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

CHAMELEON BUGBEAR

Replaces your **Powerful Build** and **Long Limbed** traits.

Through an evolutionary anomaly, magical crossbreeding experiment, or the curse of some god, some bugbears are somewhat reptilian, and can change their color like a chameleon. A chameleon bugbear looks much like a normal bugbear, except for its long, prehensile tongue and its color changing hair and skin.

Color Shift. If you have moved 0 feet this turn, as a bonus action you may alter your colors to blend in to your surroundings. As long as you remain in place, or move slower than half your walking speed on each of your turns, you have advantage on Dexterity (Stealth) checks to hide in terrain that matches your color.

Chameleon Tongue. You have a long reptilian tongue that allows you to grab and manipulate objects. You can use your tongue to interact with items up to 5 lbs as though it were a third hand. You cannot attack with the tongue.

STRANGLECLAW BUGBEAR

Replaces your **Long Limbed** trait.

Bugbears that lack the long arms of their brethren are often born with powerful claws. These are the deadly Strangleclaw bugbears, barbaric and broad chested, with more beastly looking features than most of their kin. Their claws are able to hold creatures by digging deep into their flesh. Strangleclaws are respected among their brethren, and often rise to the top to become the leaders of goblin and bugbear raiding parties.

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

Grasping Claw. While you are grappling a creature, you can use your bonus action to make a single unarmed strike with your claws against the grappled creature.

Additionally, if you surprise a creature and deal extra damage with your **Surprise Attack** trait, you can use your bonus action to make a special melee attack, a grapple, against that creature. If you succeed the grapple check, the grappled creature has disadvantage on attempts made to escape your grapple.



WORGHEST

Replaces your **Powerful Build** and **Long Limbed** traits.

Descended from a barghest and a bugbear, worghests are extraordinarily rare, and are regarded with fear and respect in the goblinoid tribes where they dwell. They possess the ability to change shape into a wild beast resembling a wild barghest or a wolf. These bugbears also retain their barghest parent's glowing eyes and ability to devour the life energy of slain foes.

Wolf Shape. You can use your action to polymorph into a medium wolf, or back into your true form. Your statistics are the same in each form, except your wolf form's AC is equal to 10 + your Dexterity modifier. Any equipment you are wearing or carrying transforms with you, becoming part of your wolf form. Your corpse transforms back into your true form if you die while in your wolf shape.

While transformed, your sharp teeth become a natural weapon, which you can use to make unarmed strikes. If you hit with your bite you deal 2d4 piercing damage and if the target is large or smaller you can use your bonus action to force the creature to make a Dexterity saving throw or fall prone. The DC for this saving throw equals 8 + your Strength modifier + your proficiency bonus. You cannot speak or cast spells while transformed. The damage of your bite increases to 2d6 at 11th level.

Devour Essence. Once per day, when you are within 5 feet of a slain humanoid that has been dead for less than 1 minute, you can use your bonus action to feed upon the flesh and life essence of the creature. When you feed in this way you gain a number of temporary hit points equal to twice the creature's CR (minimum 1).

VARIANT DRAGONBORN

You can choose one of the following Breath Weapon effects. Alternatively, at the time of character creation you can choose to keep the ordinary Breath Weapon effect; if you do so, you can activate your breath weapon bonus action instead of as an action.

BLACK/COPPER BREATH

Your breath weapon is a 5 by 30 ft. line (Dex. save) which deals Acid damage. If a creature fails its saving throw by 5, it also is corroded by your acid. At the end of each of its turns, the target repeats the saving throw. It takes 1d4 acid damage on a failed save, and the effect ends on a successful one. If the creature fails 3 saves consecutively, it is also blinded until it succeeds a saving throw.

BLUE/BRONZE BREATH

Your breath weapon is a 5 by 30 ft. line (Dex. save) which deals Lightning damage. If a creature fails its saving throw, it can't take reactions until the start of its next turn. If there is only a single creature in your line, and that creature fails its saving throw by 5, it is also stunned until the start of its next turn.

BRASS/GOLD/RED BREATH

Your breath weapon is a 15 ft. cone (Dex. save) which deals Fire damage. If a creature fails its saving throw by 5, the creature (or a part of it) also lights aflame. A burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 1d6 fire damage on a failed save, and the effect ends on a successful one.

GREEN BREATH

Your breath weapon is a 15 ft. cone (Con. save) which deals Poison damage. If a creature fails its saving throw by 5, it is also poisoned. At the end of each of its turns, the target repeats the saving throw. The effect ends on a successful one.

SILVER/WHITE BREATH

Your breath weapon is a 15 ft. cone (Con. save) which deals Cold damage. If a creature fails its saving throw by 5, the creature is covered in a frost, and their movement speed is reduced by half. At the end of each of its turns, the target repeats the saving throw. The effect ends on a successful one.



VARIANT FIRBOLG

Firbolg Base Statistics

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Speech of Beast and Leaf. (VGM)

Firbolg Magic. (VGM)

Hidden Step. (VGM)

Powerful Build. (VGM)

Languages. You can speak, read, and write Common, Elvish, and Giant.



Firbolg clans organize themselves by their natural affinity with certain animal spirits. You may replace your **Firbolg Magic** and **Hidden Step** traits with any of the following.

BLOODBEAR

Firbolgs who have an affinity with the spirit of the bloodbear have longer, shaggier hair than other firbolgs, and have somewhat sharper teeth. They are known for using their ability to transform into the shape of a fearsome beast to protect their clans and withstand savage battles. These brutal, and reckless firbolgs are the first in any clan to run into the fray.

Bloodbear Transformation. Once per long rest, when you are reduced below half your maximum hit points, you regain a number of hit points equal to half your level. You also gain the features of a humanoid-bear hybrid for 10 minutes. Your hair thickens into dark fur, your teeth sharpen and your nails shift into powerful claws. You gain two natural weapons for the duration, your bite, which deals 1d8 piercing damage on hit, and your claws, which deal 1d6 piercing damage on hit. Your claws count as finesse weapons. You also gain a climb speed of 30 for the duration.

Scent of Prey. Bloodbear firbolgs can smell blood in the air like a wild beast. You may use your action to learn the direction of any beast or humanoid below half of its maximum HP within 5 miles. You have advantage on Survival checks made to track creatures whose direction you know. You can track a scent for one hour, or until

a wind of a moderate speed disperses the trail.

Once you use this trait, you cannot do so again until you finish a short or long rest.

GHOSTRAVEN

Gliding in from the darkness on spectral wings, firbolg ghostravens call down dark fates through their affinity with the raven spirits of the Shadowfell. While a firbolg ghostraven can fly in the darkness and it does so mostly to avoid dangerous enemies, terrain, and hazards. They are the informants, and wise sages of the clans.

Ghostraven Transformation. Once per long or short rest, while you are in dim light or darkness, as an action you may briefly become ghost-like until the end of your next turn, gaining a flying speed of 30 feet, and the ability to move through any creatures space. While in this form, your movement does not provoke attacks of opportunity. Attacking or casting a spell ends this effect early.

Curse of the Raven. Once per long rest, as an action you summon raven spirits to distract one creature you can see within 30 feet, who must make a Wisdom saving throw. On a failed save, the creature is cursed; weapon attacks against the target can score critical hits on rolls of 19–20, and the target takes an additional 1d6 necrotic damage from a critical hit. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself, and dissipating the spirits on a success. The save DC is equal to 8 + your Wisdom Modifier.

PRIMALSTAG

Primalstag firbolgs are proud warriors, leaders and hunters who respect strength, endurance, forthrightness, and skill. They take part in, and allow others to join in Wild Hunts, which often include the entire clan and a group of animals trained to defend the warriors of the clan. They are often seen wearing a headdress or helmet decorated with antlers to signify their affinity with the primal stag spirits.

Stag's Leap. You may use your bonus action to make a 10-foot standing long jump. Your movement doesn't provoke attacks of opportunity while jumping in this way.

You can use this feature up to three times, and you regain any expended uses when you finish a long rest.

Primal Reflex. Your senses are sharp and your reflexes quick, allowing you to turn your opponent's strikes into glancing blows. Whenever you take the dodge action on your turn and you are hit by a weapon attack, you can use your reaction to reduce the damage you take from the Attack by a number equal to 1d6 + your Dexterity modifier + your proficiency bonus.

Once you use this feature you cannot do so again until you finish a short or long rest.

VARIANT HUMAN 2

Instead of the PHB variant human traits, you may replace the standard human's **Ability Score Increase** with all of these traits.

Ability Score Increase. One ability score of your choice increases by 2, and two other ability scores of your choice increase by 1 each.

Human Versatility. You gain proficiency with one set of tools, one melee weapon, and one simple or special ranged weapon. You can speak, read, and write one extra language of your choice.

Inborn Prowess. Many humans are trained to excel in one role. Choose one of your skill proficiencies and one of your proficiencies with a set of tools or an instrument. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. The skill or tool you choose must be one that is not already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

The following are Variant Human 2 templates based upon the ethnic groups listed in the PHB.

HUMAN ETHNICITIES

CALISHITE

Descended from the slaves of genies, these desert folk inhabit the sands of Calimshan.

Tool & Expertise. Potter's tools, Perception

Weapons. Scimitar, Shortbow

Language. Elven

CHONDATHAN

A very common ethnicity, who traveled the land and sea in early days to settle across the world.

Tool & Expertise. Navigator's tools, Intimidation

Weapons. Longsword, Net

Language. Dwarven, Goblin or Orc

DAMARAN

Damarans have endured hardships and ancient terrors, and they lean towards moral absolutes.

Tool & Expertise. Cartographer's tools, Religion

Weapons. Spear, Light Crossbow

Language. Dwarven

ILLUSKAN

The raiders of the north seas, Illuskan culture is home to sailors, skalds, and runic magic.

Tool & Expertise. Navigator's Tools, Survival

Weapons. Battleaxe, Light Crossbow

Language. Dwarven or Giant

MULAN

The Mulan have dominated the eastern shores with their affinity for spellcasting.

Tool & Expertise. Alchemist's tools, Arcana

Weapons. Quarterstaff, Shortbow

Language. Elven or Sylvan

RASHEMI

Rashemi are tough, sturdy, northlanders who pride themselves on martial ability.

Tool & Expertise. Leatherworker's tools, History

Weapons. War Pick, Net

Language. Primordial

SHOU

The Shou have passed down ancient eastern traditions that govern much of their culture.

Tool & Expertise. Calligrapher's tools, Insight

Weapons. Shortsword, Shortbow

Language. Elven

TETHYRIAN

Tethyrian culture tends to be a melting pot of other cultural ideas that have been assimilated.

Tool & Expertise. Smith's tools, Athletics

Weapons. Longsword, Shortbow

Language. Draconic, Dwarven, or Elven

VARIANT LIZARDFOLK

Lizardfolk Base Statistics

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

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Bite. Your fanged maw is a natural weapon, which deals piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cunning Artisan. (VGM)

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Hunter's Lore. (VGM)

Natural Armor. When you aren't wearing armor, your AC is $13 +$ your Dexterity modifier. A shield's benefits apply as normal while you use your natural armor.

Hungry Jaws. (VGM)

BLACKSCALE

Replaces your **Ability Score Increase**, **Cunning Artisan**, and **Hold Breath** traits. **Ravenous Maw** amends, but does not replace your **Bite** trait.

Altered Base Statistics. You do not gain a swimming speed.

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

Ravenous Maw. Your bite instead deals piercing damage equal to $1d8 +$ your Strength

modifier. If you hit a medium or smaller creature with your bite attack on your turn, you can use your bonus action to attempt to grapple the target. Grappling in this way does not require a free hand.

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

POISON DUSK

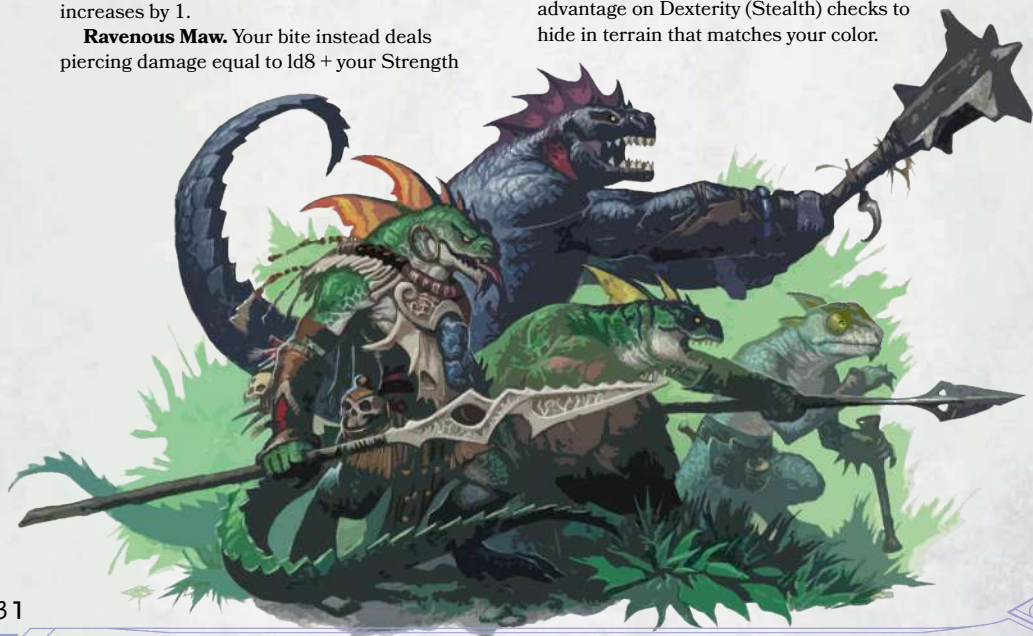
Replaces your **Ability Score Increase** and **Hungry Jaws** traits. **Poisonous Maw** amends, but does not replace your **Bite** trait.

Altered Base Statistics. Your size is small.

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

Poisonous Maw. Your bite instead deals piercing damage equal to $1d4 +$ your Dexterity modifier, and the creature must make a Constitution saving throw or take $2d4$ poison damage. The damage increases to $3d4$ at 6th level, $4d4$ at 11th level, and $5d4$ at 16th level. The DC for this saving throw equals $8 +$ your Constitution modifier + your proficiency bonus.

Color Shift. If you have moved 0 feet this turn, as a bonus action you may alter your colors to blend in to your surroundings. As long as you remain in place, or move slower than half your walking speed on each of your turns, you have advantage on Dexterity (Stealth) checks to hide in terrain that matches your color.



VARIANT TABAXI

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

Size. Your size is Medium

Speed. Your base walking speed is 30 feet.

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

Darkvision. 60 feet.

Feline Agility. (VGM)

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

You can replace your **Ability Score Increase**, **Feline Agility**, and **Cat's Talent** traits with any of the following.

TABAXI PRIDEHEAD

With a flowing mane, strong face, and a powerful roar, pridehead tabaxi are similar to lions both in appearance and temperament. These fearsome tabaxi are rumored to be descended from tabaxi lords, tabaxi who were given power by demonic magic. None of the demons' evil magic remains in their descendants, but the signs of their heritage remain. Prideheads are often the leaders of tabaxi clans, as growing a large mane is often seen as a sign of great potential.

Ability Score Increase. Your Constitution, Charisma, and Strength scores each increase by 1.

Lion's Roar. As an action you can unleash a terrifying roar that can shake the confidence of your foes. Each creature of your choice within 30 feet that can hear you must make a Charisma saving throw or be frightened of you until the end of your next turn. The DC for the save equals 8 + your Charisma modifier + your Proficiency bonus.

Once you use this trait you cannot do so again until you finish a short or long rest.

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

Pride's Talent. You have proficiency in the Athletics and Intimidation skills.



TABAXI STRIPEBACK

With stripes and coloration like a tiger, these tabaxi are natural hunters who use their muscular legs and sharp claws to pounce on foes. Orange stripebacks are most commonly seen slinking through the shadows of the jungle, while white stripebacks reside in arctic environments at high elevations.

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

Tiger's Claws. Your claws are longer and sharper than other tabaxi. Your natural weapons deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hunter's Grace. You can use your hind legs to make incredible leaps, and unerringly land on your feet. Your jump distance is doubled unless it was already increased by a magical effect.

Pouncing Strike. If you have at least one hand free, as an action you can use your movement to make a ferocious leap towards a creature you can see, making a single unarmed strike against that creature. If the attack hits and the creature is large or smaller, it must make a Strength saving throw or be knocked prone. The DC for the save equals 8 + your Dexterity modifier + your Proficiency bonus.

You can use this feature twice and you regain any expended uses when you finish a short or long rest.

VARIANT TIEFLING

Tiefling Base Statistics

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

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 60 feet.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. (PHB)

Some tieflings can trace their heritage back to a specific demon lord. You can replace your **Infernal Legacy** trait with any of the following.

LEGACY OF DAGON

From dark depths your bloodline rose and in the minds of the surface-dwellers, madness came in like a storm on the waves. You have sharp teeth, and your horns are small tentacles.

Deep One's Legacy. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *fog cloud* spell once per day. Once you reach 5th level, you can also cast the *crown of madness* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF GRAZ'ZT

You are a result of the demon prince's penchant for taking many lovers. You can force the minds and senses of the creatures around you to break to your seductive appearance and will.

Prince's Legacy. You know the *friends* cantrip. Once you reach 3rd level, you can cast the *charm person* spell once per day. Once you reach 5th level, you can also cast the *enthrall* or *suggestion* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF LOLTH

The drow and driders are not the only progeny of the dark queen. You are the dark proof. You have two spider-like legs sprouting from your back and may have additional round, black eyes, or other spider-like features.

Spider Queen's Legacy. You can move as if you are always under the effects of the *spider climb* spell. Once you reach 3rd level, you can also cast the *web* spell once per day. Charisma is your spellcasting ability for this spell.



LEGACY OF ORCUS

With a somewhat more bestial look than an average tiefling, and a power that arises from the abyss itself, you can usher creatures towards their demise swiftly.

Abyssal Legacy. You know the *toll the dead* cantrip. Once you reach 3rd level, you can cast the *inflict wounds* spell once per day. Once you reach 5th level, you can also cast the *speak with dead* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF PALE NIGHT

The mother of demons has spawned many underlings, minions, and children from her tower in the abyss. Some of her blood is within your veins, giving you otherworldly power, and making your body partially translucent.

Night Mother's Legacy. You know the *chill touch* cantrip. Once you reach 3rd level, you can cast the *silence* spell once per day. Once you reach 5th level, you can also cast the *gaseous form* spell once per day. Charisma is your spellcasting ability for these spells.

LEGACY OF ZUGGTMOY

Fungi sprout from your skin that would harm or kill outright any other creature, and you can control them like a part of your body.

Fungal Legacy. You know the *infestation* cantrip. Once you reach 3rd level, you can cast the *ray of sickness* spell once per day. Once you reach 5th level, you can also cast the *barkskin* or *ray of enfeeblement* spell once per day. Charisma is your spellcasting ability for these spells.

RACIAL FEATS

Feats are an optional rule. If your Dungeon Master has allowed feats, you can forgo taking the Ability Score Improvement feature at any of the levels your class grants it to take a feat of your choice instead.

ASCENDING CLAWS

Prerequisite: Aarakocra

While you are flying, you can use your lower talons to grapple creatures without requiring a free hand. You have disadvantage on rolls made to maintain a grapple with your talons.

Additionally, if a creature grappled in this manner is at least one size category smaller than you, you can lift that creature into the air with your movement.

BIRD OF PREY

Prerequisite: Aarakocra

You have advantage on Wisdom (Perception) rolls involving sight while you are flying at least 100 feet above the ground.

In addition, while you are flying at least 100 feet above the ground, you can use your action to dive at a foe you can see up to 100 feet away from you, making a special melee weapon attack or unarmed strike that deals an additional 1d6 weapon damage on hit. The extra damage increases to 2d6 at 9th level, and 3d6 at 16th level.

WINDCALLER

Prerequisite: Aarakocra

The winds move with the beat of your feathery wings.

Your Wisdom score increases by 1. You learn the *gust* cantrip. You also learn the *gust of wind* and *warding wind* spells and may cast each spell once as a 2nd level spell without expending a spell slot. You regain the ability to cast them in this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

FIEND HUNTER

Prerequisite: Aasimar

You are a warrior in the endless war between angels and fiends.

You gain the effects of the *protection from evil and good* and the *detect evil and good* spells, but their effects do not detect or protect you from creatures other than fiends.

Despite being identical twins, the aarakokra I met had developed remarkably different specializations later in their lives. I surmise that these “feats” arise independently of racial characteristics, but more research is still needed.

—Volo

BURSTING BREATH

Prerequisite: Dragonborn

You can use your breath weapon to shoot a ball of energy from your mouth that explodes in an area of effect blast. It has a range of 60 feet and the explosion has a radius of 10 feet.

RENEWED BREATH

Prerequisite: Dragonborn

Your breath weapon gains the Recharge 6 feature. After you use your breath weapon, at the start of each of your turns, roll a d6. If the roll is a 6, you regain the use of your breath weapon. Once you regain the use of your breath weapon in this manner, you can't do so again until you finish a short or long rest.

PIERCING HORNS

Prerequisite: Dragonborn or Tiefling

Your Strength score increases by 1. Your horns grow longer and sharper as your power grows, becoming natural weapons that deal 1d6 piercing damage, increasing to 1d8 at 8th level and 1d10 at 11th level.

If you are a Tiefling with the Legacy of Dagon variant, your horns instead become tentacles that can manipulate small objects. You can use these to interact with items up to 5 lbs as though they were a third and fourth hand. You cannot attack with the tentacles.

MASTER OF THE FORGE

Prerequisite: Dwarf

You can create masterwork weapons and armor when forging an item. A masterwork item costs five times as much as an ordinary item of its type and has the following properties, unless it is a magical item.

Masterwork Weapon. You have +1 on attack rolls made with a masterwork weapon.

Masterwork Armor. Light masterwork armor is hardened and gains +1 AC. Medium masterwork armor does not produce as much noise, its wearer does not have disadvantage on Stealth rolls. Heavy masterwork armor is properly weighted, and grants advantage to its wearer on checks and saves made to avoid being knocked prone, or to resist being pushed.

DUMATHOIN'S BLESSED

Prerequisite: Dwarf (*Urdunnir*)

The devoted followers of Dumathoin are rewarded with a further affinity with the earth.

You learn the *mending* cantrip. You can use your **One with Stone** trait up to three times, and you regain any expended uses when you finish a short or long rest. In addition, it only takes you 2 hours to cast *stone shape* with your **Handcrafter** trait.

LEADER OF THE PACK

Prerequisite: Elf (*Lythari*) or Bugbear (*Worghest*)

Whenever you are in your wolf shape, you gain an additional 10 feet of walking speed, an additional 3 AC, and the **Pack Tactics** trait.

POISED STEPS

Prerequisite: Elf, Half-elf, or Halfling

You can use your bonus action to walk with a serene grace. Until the end of your turn, you can move across non-magical difficult terrain without expending extra movement.

GIANTKIN BLOOD

Prerequisite: Firbolg or Goliath

Once per long rest you can increase your size gaining the "enlarge" effect of the *enlarge/reduce* spell (no concentration) until the end of your next turn. During this time, you have advantage on Strength Checks and Strength saving throws. Your Weapons also grow to match your new size. While your Weapons are enlarged, your Attacks with them deal 1d4 extra damage.

ONE WITH THE ELEMENTS

Prerequisite: Genasi

Once per short or long rest, as an action you can transform your body and any items you are wearing into a pure elemental form until the end of your turn. While in this form, you can move through the space of any creature, and gain additional benefits, depending upon your elemental manifestation. While in this form, your movement does not provoke opportunity attacks.

Air. Your body becomes a gust of wind, flying along the breeze. You gain a flying speed of 50 feet. If you pass through a creature's space, the creature must make a Dexterity saving throw or be pushed 10 feet in the direction you were moving.

Earth. Your body becomes a pile of loose rubble rolling underfoot. If you pass through a creature's space, the creature must make a Dexterity saving throw or fall prone and take 1d6 bludgeoning damage.

Fire. Your body becomes a blazing fire, running across the ground. If you pass through a creature's space, the creature must make a Dexterity saving throw or take 2d8 fire damage, or half as much on a successful saving throw.

Storm. Your body becomes a ball of energy crashing through the air. You gain a flying speed of 25 feet. If you pass through a creature's space, the creature must make a Dexterity saving throw or take 1d10 lightning damage and it can't take reactions until the start of its next turn.

Water. Your body becomes a puddle of blue liquid seeping across the floor. You gain a swim speed of 50, resistance to bludgeoning, slashing and piercing damage, and vulnerability to fire damage. You gain a +10 bonus to hide checks made to hide in a body of water. In addition, you can pass through any space small enough for a Miniscule creature, such as a bug. You can use your bonus action on each of your turns to maintain this form for up to 1 minute. You may not attack or cast spells in this form.

PSIONICS UNBOUND

Prerequisite: Gith or Goblin (*Indígo*), 8th level

Your mind becomes empowered with psychic energy that expands your natural psionic talents. You can cast *catapult*, *levitate*, or *hold person* as a 2nd-level spell by using this trait. You can cast a spell with this trait up to three times, and you regain any expended uses when you finish a long rest.

In addition, the weight you can lift with your mage hand increases to 10 lbs, which increases to 25 lbs at 11th level, and 50 lbs at 16th level.

GNOMISH TRANSFORMATION

Prerequisite: Gnome

You may use your action to transform into the shape of a mushroom, a small shrub or a bright wooden figurine of a gnome. While in this form you cannot speak or perform any actions, and your speed becomes 0. You gain advantage on stealth checks made to hide in natural terrain while in this form. You can end this effect as a reaction.

TREE HOPPER

Prerequisite: Gnome (Forest)

You may use your action to enter a tree and move from inside it to inside another tree within 50 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree.

You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability twice, regaining expended uses on a short or long rest.

JEWELCRAFT

Prerequisite: Gnome (Rock)

You gain proficiency in jeweler's tools. When you are working with jeweler's tools you can work twice as quickly on nonmagical items.

In addition, you are able to craft common and uncommon magic items that are amulets, beads, eyes, gems, rings, or necklaces. Common magic items require 50 gp of raw materials, 1 exotic material, and take 8 hours to craft. Uncommon magic items require 200 gp of raw materials, 2 exotic materials and 2 workweeks to craft.

You may have up to three magic items you have crafted using this trait at one time. You can disassemble a magic item you have crafted using this trait to salvage raw materials worth half its crafting price. Disassembling a magic item you have crafted in this way takes 8 hours.

SPELL TINKER

Prerequisite: Gnome (Rock), a spell slot

Once per day when you construct a tiny clockwork device, you can expend a 1st-level spell slot to choose a 1st-level spell you know that requires a saving throw and imbue the device with that spell. Until the device casts the spell, you may not use that spell slot. The spell only remains potent until you finish a long rest. If the device is destroyed, the spell dissipates and you regain use of your spell slot.

When the spell activates depends upon which device you build. The spell is always cast immediately in front of the device and targets the closest creature, if the spell requires a target.

Clockwork Toy: Activates five turns after it is placed down. If the toy is destroyed before then, the spell dissipates.

Fire Starter: Activates when the flame is lit.

Music Box: Activates at the end of the song.



GOBLIN CONTRACT

Prerequisite: Goblin (Hoardshine)

Hoardshine goblins have been known to make terrible binding deals with creatures through enchanted contracts. By using an ink and parchment and spending 1 hour, you can produce a magical document with simple terms and conditions for one good or service in exchange for another, such as 1 week of hard work in exchange for a firstborn son, or the casting of a spell in exchange for their voice. A willing creature that is not compelled by magic may sign the deal and form a contract with you. From that point the deal must be fulfilled. If the deal is broken by either side, a pack of goblins whose number is equal to 2d6 multiplied by your level will descend upon the deal breaker to force the terms of the deal or met out justice as appropriate. The pack of goblins will use whatever means it has to do this task, including getting aid from others. If the goblin pack is defeated, the subject is off the hook. You may only have one contract active at a time.

You can steal away immaterial things through your contract, such as a voice, someone's soul, or a person's lifespan. When they do so the concept materializes as a small jewel worth 2 GP the hoard goblin keeps around. If the jewel is broken, the stolen goods are returned to its owner. Hoard Goblin lairs are filled with countless jewels with countless lost things.

BOMBER GOBLIN

Prerequisite: Goblin (Mountain), 8th level

By spending 1 hour using a small container (like a jug or flask), 50 GP worth of gemstones, and alchemists tools, you can create a powerful, volatile explosive. As an action you can shake the container, and throw it up to 30 feet. At the end of your next turn, or when the container is destroyed, the contents explode in a 15 foot sphere, dealing 3d8 fire damage to any creatures caught in the blast.

SCRAPYARD MAYHEM

Prerequisite: *Goblin (Mountain)*

By spending 2 work days and 100 gold worth of raw materials, you can create land and sea vehicles out of scrap. Your land vehicle acts as a mount or a cart, and you choose which at the time you build it. A vehicle has a move speed of 30, it has HP equal to 25 + your level, and its AC is equal to 8 + half your level. Starting at 11th level you can build a flying vehicle with 2 work days and 250 gold. You can have up to three vehicles built at one time, but only one of each type. When a vehicle is destroyed or scrapped, you can recover 4d20+10 gold worth of usable raw materials.

GOBLIN WORGLORD

Prerequisite: *Goblin (Wolfraid), 8th level*

Your strength attracts a more powerful beast for you to ride. When you use your **Wolf Tamer** trait, the mount can take the form of a worg (MM).

Starting at 16th level it can also take the form of a giant bat (MM). Giant bats can be ridden with traditional saddles, as well as special harnesses that allows you to hang below it with both hands free. Getting into or out of a harness requires your action.

HORDE COMMANDER

Prerequisite: *Goblin, Half-orc, Hobgoblin, or Orc*

You gain the service of three goblins loyal to you. They will fight for you, but will run away if they are below half HP. They also will not travel alone into obviously dangerous areas (such as dungeons). If you lose a goblin, you must spend 8 hours within 1 mile of a goblin encampment, or a city or town to try to replace them. At 8th, 11th, and 16th level you gain 1 additional goblin. The goblins attack and roll initiative as a group.

OVERSIZED GRIP

Prerequisite: *Goliath, Orc (Mountain), or any Small race*

Your Strength score increases by 1. You can grapple creatures up to 2 size categories higher than you, but you must use both hands to do so. A small creature with this feat can wield heavy weapons normally.

WEAPONIZED SKIN

Prerequisite: *Grung*

As an action, you can coat your weapon with a special poison that also applies your **Toxic Coloration** effect and the poisoned condition.

In addition, your normal weapon poison becomes more effective, increasing to 3d4 at 8th level, 4d4 at 11th level, and 5d4 at 16th level.

COMMANDER'S SHOUT

Prerequisite: *Hobgoblin or Human*

Your Charisma score increases by 1. As an action you may shout a command at a creature within 30 feet of you that you can see. Your command works like the help action.

FURY FROM BEYOND

Prerequisite: *Half-orc or Orc*

Once per long rest, when you drop to 0 hit points, you may choose to not become unconscious, and instead keep acting normally. You must make death saving throws, however, and you die if you fail three times. If you succeed three times, this effect ends and you gain 1 hit point.

You can't be stabilized while you continue fighting and casting spells at 0 hit points, except by healing. You may end this effect as a bonus action while you remain at 0 hit points, and all normal rules for that situation take over.

REAPING SCYTHE

Prerequisite: *Kenku (Harrowfeather)*

When you reduce a creature's hit points to 0 that is marked by your **Marked for Death** trait, you may use your trait again on another creature below half its maximum hit points within 15 feet of you.

UNERRING EYE

Prerequisite: *Kenku (Shroudeye)*

Once per long rest, when you can see through a bird's vision, you gain true sight and can control the movement of that bird for 10 minutes.

SOARING FLIGHT

Prerequisite: *Kobold (Dragonwrought) or Elf (Avariel)*

The strength of your wingbeats keeps you soaring ever upwards. While you are flying you no longer fall at the end of your turn if nothing is holding you aloft.

PITSTALKER TRAP MAGIC

Prerequisite: Kobold (Pitstalker), a spell slot

You learn the *detect traps* spell, and can cast it once using this trait. You regain the ability to cast it in this way when you finish a long rest.

In addition, once per day you may use one spell slot to create a trap that casts one spell you know that requires an attack roll or a saving throw. The spell only remains potent until you finish a long rest.

MASTER ARTISAN

Prerequisite: Lizardfolk, Cunning Artisan trait

Your Wisdom score increases by 1. You gain proficiency with one set of artisan's tools, and your proficiency bonus is doubled for any check you make that uses those tools.

When you create an item with your **Cunning Artisan** trait, you can also make the following items: a basket, a jug, a net, a spear, traveler's clothes, or rope (25 feet).

This handbook was compiled by the Clan Crafter Hralding from my personal notes and research. As such, any mistakes you may find within are certainly not my own, but errors in transcription by the dwarf.

If you do find errant text or have comments or suggestions on the material presented within, please leave a comment in the discussion, or send an animal messenger to cchralding@gmail.com, and Hralding should iron it out.

Thank you for reading.

—Volo

