

Fifth Edition Urban Fantasy Races



OGL

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Angel

Angel Traits

Your angel character has an assortment of inborn abilities, part and parcel of celestial nature.

Ability Score Increase. Your Charisma score increases by 2.

Age. Angels are infinite beings who do not age. Upon arriving on the physical plane, they generally appear as mature humanoid adults (though some elect to appear as children if they feel such a form would be better suited to their duties.) Angels may choose their apparent age.

Alignment. The divine nature of angels causes them to lean heavily toward lawful and good alignments. If an angel would shift to an evil alignment, that angel would immediately fall, becoming a demon.

Size. Angels range from under 5 to over 6 feet tall and tend to have wiry, muscular builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Angelic Choir. Each angel belongs to one of the Choirs of the Heavenly Host. Choose one choir from the Angelic Choir table. Your spell school is determined by the choir, as shown in the table.

Angelic Choir

Choir	Spell School
Seraphim	Evocation
Cherubim	Abjuration
Elohim	Enchantment
Teraphim	Conjuration
Nephalim	Transmutation

Malakim	Illusion
Olephim	Divination
Gregori	Necromancy

Angelic Wings. At 3rd level, you gain the ability to sprout a pair of feathery wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them

Divine Blessing. You have advantage on all saving throws against magic, and magic can't put you to sleep. You have advantage on saving throws against poison, and you have resistance against poison damage.

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

Seraphim

The Seraphim are the highest choir of angels and act as leaders among celestial forces.

Ability Score Increase. Your Wisdom score increases by 1.

Choir Magic. You know the *sacred flame* cantrip. When you reach 3rd level, you can cast the *flame blade* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *fireball* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the evocation school.

Cherubim

The Cherubim focus their energies on the protection and defense of the weak and innocent.

Ability Score Increase. Your Constitution score increases by 1.

Choir Magic. You know the *resistance* cantrip. When you reach 3rd level, you can cast the *warding bond* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *magic circle* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the abjuration school.

Elohim

The Elohim are ministers of the divine, spreading the good word and courting converts.

Ability Score Increase. Your Charisma score increases by 1 (in addition to the Charisma score increase from the angel race).

Choir Magic. You know the *light* cantrip. When you reach 3rd level, you can cast the *enthrall* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the enchantment school.

Teraphim

The Teraphim are masters of weather and natural phenomena.

Ability Score Increase. Your Intelligence score increases by 1.

Choir Magic. You know the *produce flame* cantrip. When you reach 3rd level, you can cast the *misty step* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *call lightning* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the conjuration school.

Nephalim

The Nephalim study and influence change and natural cycles.

Ability Score Increase. Your Dexterity score increases by 1.

Choir Magic. You know the *prestidigitation* cantrip. When you reach 3rd level, you can cast the *enhance ability* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *haste* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the transmutation school.

Malakim

The Malakim are celestial lore masters, protecting the secrets of the divine.

Ability Score Increase. Your Intelligence score increases by 1.

Choir Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *invisibility* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *hypnotic pattern* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the illusion school.

Olephim

Olephim govern visions and divine prophecy.

Ability Score Increase. Your Wisdom score increases by 1.

Choir Magic. You know the *guidance* cantrip. When you reach 3rd level,

you can cast the *locate object* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *see invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the divination school.

Gregori

The Gregori govern life force and act as the harbingers of death.

Ability Score Increase. Your Constitution score increases by 1.

Choir Magic. You know the *chill touch* cantrip. When you reach 3rd level, you can cast the *gentle repose* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *speak with dead* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Choir Resistance. You may choose to ignore the effects of any spell of the necromancy school.

Demon

Demon Traits

Your demon character has an assortment of inborn abilities, part and parcel of infernal nature.

Ability Score Increase. Your Charisma score increases by 2.

Age. Demons are infinite beings who do not age. Upon arriving on the physical plane, they generally appear as mature humanoid adults (though some elect to appear as children if they feel such a form would be better suited to their duties.) Angels may choose their apparent age.

Alignment. The infernal nature of demons causes them to lean heavily toward lawful and evil alignments. Demons are incapable of becoming

good, but some rare few are lawful or chaotic neutral.

Size. Demons range from under 5 to over 6 feet tall and tend to have wiry, muscular builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Demonic Caste. Each demon belongs to one of the Castes of the Fallen Host. Choose one caste from the Demonic Caste table. Your spell school is determined by the caste, as shown in the table.

Demonic Caste

Caste	Spell School
Marchocia	Evocation
Malphas	Abjuration
Succubae	Enchantment
Leviathans	Conjuration
Barbas	Transmutation
Mastim	Illusion
Ornians	Divination
Chammadi	Necromancy

Demonic Wings. At 3rd level, you gain the ability to sprout a pair of leathery wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them

Infernal Favor. You have advantage on all saving throws against magic, and magic can't put you to sleep. You have advantage on saving throws against poison, and you have resistance against poison damage.

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

Infernal.

Marchocia

The Marchocia are the most brutal caste of demons and act as leaders in times of war.

Ability Score Increase. Your Strength score increases by 1.

Caste Magic. You know the *ray of frost* cantrip. When you reach 3rd level, you can cast the *acid arrow* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *lightning bolt* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of the evocation school.

Malphas

The Malphas focus their energies on terrorizing the weak and innocent through dangerous practical jokes and dark humor.

Ability Score Increase. Your Constitution score increases by 1.

Caste Magic. You know the *resistance* cantrip. When you reach 3rd level, you can cast the *pass without trace* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *dispel magic* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of the abjuration school.

Succubae

The Succubae are seducers who lure the unsuspecting with honeyed tongues and wish fulfillment.

Ability Score Increase. Your Charisma score increases by 1 (in addition

to the Charisma score increase from the demon race).

Caste Magic. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *enthrall* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of the enchantment school.

Leviathans

The Leviathans exist to poison the natural order.

Ability Score Increase. Your Intelligence score increases by 1.

Caste Magic. You know the *acid splash* cantrip. When you reach 3rd level, you can cast the *web* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *sleet storm* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of the conjuration school.

Barbas

The Barbas study and influence corruption and decay.

Ability Score Increase. Your Dexterity score increases by 1.

Caste Magic. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *spike growth* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *slow* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of

the transmutation school.

Mastim

The Mastim are liars and false prophets.

Ability Score Increase. Your Intelligence score increases by 1.

Caste Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *arcanist's magic aura* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *major image* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of the illusion school.

Ornians

Ornians govern visions of despair and destruction of hope.

Ability Score Increase. Your Wisdom score increases by 1.

Caste Magic. You know the *true strike* cantrip. When you reach 3rd level, you can cast the *detect thoughts* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *see invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of the divination school.

Chammadi

The Chammadi are masters of undeath.

Ability Score Increase. Your Constitution score increases by 1.

Caste Magic. You know the *chill touch* cantrip. When you reach 3rd level, you can cast the *inflict wounds* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a short or long rest.

When you reach 5th level, you can cast the *animate dead* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Caste Resistance. You may choose to ignore the effects of any spell of the necromancy school.

Dhampir

Dhampir Traits

Your dhampir character's vampiric parentage grants certain unique capabilities.

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

Age. Dhampirs live longer than humans, reaching maturity at about age 25, and then aging approximately 1 year for every ten years that pass thereafter.

Alignment. Above all, dhampirs are rugged individuals. Though they lean toward chaotic alignments, any alignment is suitable for a dhampir character.

Size. Dhampirs are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bloodthirsty. You may not need humanoid blood to survive, but you still feel the hunger of your undead parent. Whenever you see humanoid blood, you must make a Wisdom saving throw (DC 12) to refrain from drinking it. Failure on this saving throw will result in you suffering the *poisoned* condition for 1d4 minutes. Spending one full round taking no actions or reactions other than drinking humanoid blood ends this condition early.

Damage Resistance. You have resistance to necrotic damage. You also have resistance to piercing, and slashing damage from nonmagical attacks.

Damage Vulnerability. Due to your brittle bones, you have vulnerability to bludgeoning damage. Furthermore, you have vulnerability to any damage

dealt with a wooden weapon or a wooden damaging component. Being bashed with a wooden buckler, for example, would cause the damage vulnerability to apply, whereas being shot with a wooden arrow bearing a stone or metal arrowhead would not, as the wood is not the damaging element of the weapon.

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

Light Sensitivity. While in bright light, or if your target is in bright light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In modern campaigns this can be avoided with a good pair of sunglasses.

Regeneration. You regain 1 hit point at the start of your turn if you have at least 1 hit point. If you take bludgeoning damage or damage from a wooden weapon (or a weapon with a wooden damaging component) this trait does not function at the start of your next turn.

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

Drow

Drow Traits

Your drow character's vampiric parentage grants certain unique capabilities, accentuated by the presence of elven blood.

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

Age. Drow live longer than humans, reaching maturity at about age 25, and then aging approximately 1 year for every ten years that pass thereafter.

Alignment. Above all, drow are rugged individuals. Though they lean toward evil alignments, any alignment is suitable for a drow character.

Size. Drow are about the same size as humans, ranging from 5 to 6 feet

tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Accursed Restlessness. Drow don't need to sleep, and in fact cannot be rendered unconscious. Whenever you should be rendered unconscious you suffer all of the ill effects of the unconscious condition, but are perfectly aware of your surroundings. In order to rest, you must meditate, remaining semiconscious. This is exceedingly difficult for those of elven blood to achieve because they are cursed with restlessness. Due to the elven curse, to gain the benefit of a short rest you must meditate for 6 hours. Completing a long rest takes you 10 hours.

Bloodthirsty. Whenever you see humanoid blood, you must make a Wisdom saving throw (DC 12) to refrain from drinking it. Failure on this saving throw will result in you suffering the *poisoned* condition for 1d4 minutes. Spending one full round taking no actions or reactions other than drinking humanoid blood ends this condition early.

Damage Resistance. You have resistance to necrotic damage. You also have resistance to piercing, and slashing damage from nonmagical attacks.

Damage Vulnerability. Due to your brittle bones, you have vulnerability to bludgeoning damage. Furthermore, you have vulnerability to any damage dealt with a wooden weapon or a wooden damaging component. Being bashed with a wooden buckler, for example, would cause the damage vulnerability to apply, whereas being shot with a wooden arrow bearing a stone or metal arrowhead would not, as the wood is not the damaging element of the weapon.

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

Superior Darkvision. Thanks to your undead heritage, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Light Sensitivity. While in bright light, or if your target is in bright light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In modern campaigns this can be avoided with a

good pair of sunglasses.

Regeneration. You regain 1 hit point at the start of your turn if you have at least 1 hit point. If you take bludgeoning damage or damage from a wooden weapon (or a weapon with a wooden damaging component) this trait does not function at the start of your next turn.

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

Elf

Elf Traits

Your elf character has a variety of natural abilities, the result of the elven curse and the scourges of immortality.

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

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and does not age beyond physical maturity. Elves do not die of old age, succumbing only to misadventure.

Alignment. Elves love freedom, variety, and self expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Accursed Restlessness. Elves don't need to sleep, and in fact cannot be rendered unconscious. Whenever you should be rendered unconscious you suffer all of the ill effects of the unconscious condition, but are perfectly aware of your surroundings. In order to rest, you must meditate, remaining semiconscious. This is exceedingly difficult for those of elven

blood to achieve because they are cursed with restlessness. Due to the elven curse, to gain the benefit of a short rest you must meditate for 6 hours. Completing a long rest takes you 10 hours.

Aversion to Death. Elves cannot escape their accursed nature. Even death offers no comfort, as elves are terrified of injury. Whenever you attempt a dangerous action (any non-combat action that could result in hit point loss, or upon attempting to join a combat) you must make a DC 15 Wisdom saving throw. If you fail in a non-combat situation, you must abort the dangerous action. You may not attempt the action again for one minute. If you fail this save in a combat situation, you suffer the *frightened* condition with regards to all opponents for the duration of the combat.

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

Keen Senses. You have proficiency in the Perception skill.

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

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Goblin

Goblin Traits

Your goblin character has certain characteristics in common with all other goblins.

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

Age. Goblins have a shorter lifespan than humans, reaching maturity around age 16. They can live up to about 32 years.

Alignment. Goblins are most often chaotic. Those who tend toward good are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward evil are minstrels, tricksters, or wanderers. All are mischievous.

Size. Goblins are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

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

Damage Resistance. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks made with non-wooden weapons.

Damage Vulnerability. You have vulnerability to any damage dealt with a wooden weapon or a wooden damaging component. Being bashed with a wooden buckler, for example, would cause the damage vulnerability to apply, whereas being shot with a wooden arrow bearing a stone or metal arrowhead would not, as the wood is not the damaging element of the weapon.

Curiosity. Goblins are incredibly curious creatures. In particular, they are fascinated with shiny objects and new technologies. Whenever you encounter a new technological device, you must make a DC 15 Wisdom saving throw. If this saving throw is failed, you will do everything in your power to get your hands on the object, including fighting allies who attempt to restrain the goblin. Once the object is in your possession, you must spend one round playing with the object, looking it over and potentially flipping switches, pressing buttons or pulling triggers. During this round you suffer the *stunned* condition. Once this round is complete, you may behave normally.

Goblin Awareness. You have advantage on all Wisdom (Perception) checks.

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

Half-Elf

Half-Elf Traits

Your half elf character has some qualities in common with elves and some that are unique to half elves.

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

Age. Half elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Alignment. Half elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Size. Half elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Adrenaline Junkie. In a perverse mockery of the elven curse, you seem drawn to danger like a moth to flame. Whenever you attempt a dangerous action (any non-combat action that could result in hit point loss, or upon attempting to join a combat) you must make a DC 15 Wisdom saving throw. If you fail in a non-combat situation, you must pursue the action recklessly, without thought for tactics or restraint. This causes you to be unable to claim advantage from any circumstance that would otherwise grant it for the action, as you are simply careless. If you fail this save in a combat situation, you must attack recklessly throughout the combat, gaining advantage on melee weapon attack rolls using Strength, but attack rolls against you have advantage.

Darkvision. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color

in darkness, only shades of gray.

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

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

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

Half-Orc

Half-Orc Traits

Your half orc character has certain traits deriving from your orc ancestry.

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

Age. Half orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 50 years.

Alignment. Half orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half orcs raised among orcs and willing to live out their lives among them are usually evil.

Size. Half orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

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

Light Sensitivity. While in bright light, or if your target is in bright light,

you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In modern campaigns this can be avoided with a good pair of sunglasses.

Menacing. You gain proficiency in the Intimidation skill.

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

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Uncontrollable Rage. When you suffer hit point damage, you must make a Wisdom saving throw at DC 10. When you suffer a personal insult, you must make a Wisdom saving throw at DC 15. When you are reduced to 5 hit points or less you must make a Wisdom saving throw at DC 20. If any of these saving throws fail, you become enraged until the creature or object that provoked you is killed or destroyed. While so enraged, you gain advantage on melee weapon attack rolls using Strength, but attack rolls against you have advantage.

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

Human Subrace (dwarf)

Human Subrace (dwarf) Traits

In urban fantasy campaigns set in the modern world, it may be more appropriate to treat the subject of dwarfism with a real-world perspective. As such, this document treats dwarfs as a subrace of human.

Ability Score Increase. Your ability scores each increase by 1.

Age. Dwarfs reach adulthood in their late teens and live less than a century.

Alignment. Dwarfs tend toward no particular alignment. The best and the worst are found among them.

Size. Dwarfs stand between 2 and 5 feet tall and weigh between 75 and

175 pounds. Your size is small.

Speed. Your base walking speed is 25 feet.

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

Human Subrace (giant)

Human Subrace (giant) Traits

In urban fantasy campaigns set in the modern world, it may be more appropriate to treat the subject of gigantism with a real-world perspective. As such, this document treats giants as a subrace of human.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1. This is in addition to the normal ability score increases for humans.

Age. Giants reach adulthood in their late teens and live less than a century.

Alignment. Giants tend toward no particular alignment. The best and the worst are found among them.

Size. Giants stand between 7 and 9 feet tall and average about 250 - 350 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Blood to Body Ratio. Due to your enormous stature, you tend to suffer the effects of blood loss and exhaustion more severely than humans of normal stature. When you are wounded with a slashing or piercing attack, you must make a Constitution saving throw at a DC equal to 5 + the number of hit points dealt. If this saving throw fails you lose 1d4 hit points on the following round due to additional blood loss. Furthermore, any time you suffer exhaustion, you begin at exhaustion level 2 and suffer increased exhaustion normally thereafter.

Powerful Build. Due to your enormous size you have advantage on any Strength (Athletics) checks made to seize a target or escape a grapple.

Immunda

Immunda Traits

Immunda share certain racial traits as a result of their infernal descent.

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

Age. Immunda mature at the same rate as humans but live a few years longer.

Alignment. Immunda might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many immunda toward a chaotic alignment.

Size. Immunda are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Damned. Immunda are always considered evil with regard to effects that are dependent upon alignment, regardless of their actual alignment. This includes a Paladin's *divine sense* feature, the *detect evil and good* spell and similar effects.

Demonic Parentage. You are directly descended from a demonic parent. You must select the Infernal Caste of that parent. You gain the *caste magic* feature of your demonic parent's caste, which functions as if you were a demon. (see the Demon race entry for details.)

Hellish Resistance. You have resistance to fire damage.

Retractable Claws. Beginning at 1st level, you can grow claws from your fingertips as a reaction. These claws deal 1d6 slashing damage. These claws are considered a +1 magic weapon. You may retract these claws as

a reaction.

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

Morlock

Morlock Traits

Your morlock character has an assortment of abilities as a result of their terrible curse.

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

Age. Morlocks mature at the same rate as humans. Due to the relatively recent nature of the morlock curse it is unknown how long they live.

Alignment. Most morlocks are lawful, believing firmly in the benefits of a well ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Size. Morlocks routinely shift between 4 and 7 feet tall and average about 200 pounds. Your size is Medium.

Speed. Your base walking speed is 20 feet.

Blindsight. You have blindsight to a range of 60 feet. (You cannot see beyond this radius)

Damage Vulnerability. You suffer from damage vulnerability against radiant damage and cold damage.

Inhuman Appearance. You retain the basic shape of a human being, with two arms, two legs, a torso, and a head. Unfortunately the similarities end there. Your body is comprised of detritus, sand, and slime, making it very difficult for these unfortunates to pass for human. You must cover yourself from head to toe in heavy clothing to conceal your true nature. This requires appropriate clothes and an Intelligence check (DC 15) before you can hope to venture out into human society without revealing your true nature.

Morlock Resilience. You have advantage on saving throws against

illusions and against being charmed, paralyzed or polymorphed.

Morlock Magic. You can cast the *acid splash* cantrip. When you reach 3rd level, you may cast the *enlarge/reduce* spell on yourself once with this trait. You don't need components for either spell. You regain the ability to cast *enlarge/reduce* with this trait when you finish a short or long rest. Intelligence is your spellcasting ability for these spells.

Pseudopod. As a reaction, you can use this feature to extend a pseudopod from your flesh which grants you an additional melee attack that deals 1d6 +1 acid damage. You can use this feature in this way again after you complete a short or long rest. You can also, as a reaction, extend small pseudopods from your slimy form, granting you advantage on Strength (Athletics) checks made to initiate a grapple. When used in this way, the pseudopods do not do any additional damage, and remain deployed until you use a reaction to retract them into your gooey form.

Sunlight Sensitivity. You have disadvantage on all ability checks, saving throws and attack rolls made when you are in direct sunlight.

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

Orc

Orc Traits

Your half orc character has certain traits deriving from your orc ancestry.

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

Age. Orcs mature a little faster than humans, reaching adulthood around age 12. They age noticeably faster and rarely live longer than 40 years.

Alignment. Orcs possess a strong tendency toward chaos. Orcs within orc tribes are usually neutral or evil. On rare occasions, an orc leans toward good, but most such orcs are outcasts from their homes and tribes.

Size. Orcs are somewhat larger and bulkier than humans. They range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Damage Resistance. You have resistance to bludgeoning damage from nonmagical attacks.

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

Light Sensitivity. While in bright light, or if your target is in bright light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In modern campaigns this can be avoided with a good pair of sunglasses.

Lunar Rage. When you suffer hit point damage, you must make a Wisdom saving throw at DC 15. When you suffer a personal insult, you must make a Wisdom saving throw at DC 20. When you are reduced to 5 hit points or less you must make a Wisdom saving throw at DC 25. If any of these saving throws fail, you become enraged until the creature or object that provoked you is killed or destroyed. While so enraged, you gain advantage on melee weapon attack rolls using Strength, but attack rolls against you have advantage. On the nights of the full moon, you have advantage on Wisdom saving throws to resist becoming enraged.

Menacing. You gain proficiency in the Intimidation skill.

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

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

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

Vampire

Vampire Traits

Your half orc character has certain traits deriving from your orc ancestry.

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

Age. Vampires become immortal and unaging upon their transformation. Until the end of time, or their unnatural destruction, the vampire remains the same age as they were when turned.

Alignment. Vampires tend to be selfish characters with a severe bent toward lawful evil alignment. However, all alignments can be found in small portions throughout the vampire populace.

Size. As humans,

Speed. Your base walking speed is 30 feet.

Bite. You have retractable fangs, which you can extend as a reaction. While extended, the fangs grant you a bite attack that deals 1d6 piercing damage. Your bite is considered a +1 magical weapon, and whenever you damage a humanoid creature with a bite attack, you are able to consume one hit point worth of blood (which is calculated into your bite attack's damage)

Create Vampire. Upon being turned into a vampire, you gain the ability to pass on your curse. A humanoid reduced to 0 hit points, then fed at least one hit point worth of your blood rises as a vampire 1d6 minutes after its death. These new vampires are not under the control of their creator in any way. Should this unfortunate feat befall a player character, simply change his race to vampire and make the required adjustments to his character sheet.

Damage Resistance. You have resistance to necrotic damage. You also have resistance to piercing, and slashing damage from nonmagical attacks.

Forbiddance. You can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. You take 20 acid damage if you end your

turn in running water.

Light Hypersensitivity. You take 20 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

Regeneration. You regain 20 hit points at the start of your turn if you have at least 1 hit point and are not in sunlight or running water. If you take radiant damage, this trait does not function at the start of your next turn.

Stake to the Heart. If a piercing weapon made of wood is driven into your heart while the you are incapacitated in your resting place, you are paralyzed until the stake is removed.

Superior Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Unholy Hunger. You need humanoid blood to survive. Each night, you must consume 1 hit point worth of humanoid blood before the sun rises. If you fail to do so, you gain a level of exhaustion. Each level of exhaustion gained from this feature may only be removed by drinking 1 hit point worth of humanoid blood. Therefore, a vampire who has reached level 3 exhaustion must drink 4 hit points worth of blood in order to remove all levels of exhaustion and meet his dietary requirement for the evening.

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

Werewolf

Werewolf Traits

Your werewolf character has certain traits deriving from the werewolf curse.

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

Age. Werewolves age as humans.

Alignment. Werewolves possess a strong tendency toward chaos. On the subject of good and evil, werewolves can be found all along the spectrum.

Size. While in human form, werewolves are somewhat thinner and stringier than most humans. They range from 5 to well over 6 feet tall. While in wolf form, werewolves have the size and appearance of a large, but sickly, mangy wolf. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Damage Resistance. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

Damage Vulnerability. Due to your curse, you have vulnerability to any damage dealt with a silvered weapon.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lunar Rage. When you suffer hit point damage, you must make a Wisdom saving throw at DC 15. When you suffer a personal insult, you must make a Wisdom saving throw at DC 20. When you are reduced to 5 hit points or less you must make a Wisdom saving throw at DC 25. If any of these saving throws fail, you become enraged until the creature or object that provoked you is killed or destroyed. While so enraged, you are immune to being charmed, and you gain advantage on melee weapon attack rolls using Strength, but attack rolls against you have advantage. On the nights of the full moon, you have advantage on Wisdom saving throws to resist becoming enraged.

Menacing. You gain proficiency in the Intimidation skill.

Savage Attacks. When you score a critical hit with a melee weapon attack (including your natural weapons), you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Shapechanger. You can use your action to polymorph into a wolf-

humanoid hybrid or into a wolf, or back into your true form, which is humanoid. Your statistics, other than AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die. While in wolf or hybrid form, you gain a bite attack which deals 1d6 piercing damage. Your bite is considered a +1 magical weapon. When in hybrid form, you also gain a claw attack which deals 1d8 slashing damage. Your bite is considered a +1 magical weapon.

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