

GRAZILAXX'S GUIDE TO PLANT ANCESTRIES



CREDITS

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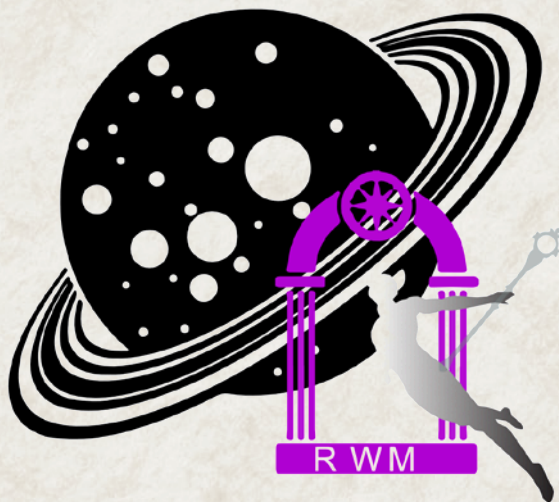
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INTRODUCTION

This book is an expansion of the rules found in [Grazilaxx's Guide to Ancestry](#). For a brief explanation on how to use that system, read the next section.

The ancestries presented in this volume are an attempt to convert more races to the “Grazilaxx System” as well as highlight and support the amazing talent found on the DMs Guild. The theme of this volume is “plantfolk”, though the way in which each race resembles or derives from the plants differs, sometimes drastically.

We have taken great care to preserve the flavor and balance of these races as much as possible while still adhering to our system of balanced inheritances as much. We hope that through this effort, an abundance of races will become playable through this new and amazing system.

THE GRAZILAXX SYSTEM

This system was built to make races more varied and modular. It has a large amount of customization at the expense of a redistribution of power.

REMOVING ABILITY SCORE INCREASES

Ability Score Increases from race have been removed, both for reasons of balance and because intrinsic ability score increases pose a problematic narrative. See “Dealing with Ability Scores” for some alternate methods. Removing Ability Score Increases opens up the possibilities of viable race-class combinations.

INHERITANCES

The core of this system revolves around a feature called “inheritances.” Inheritances are similar to fifth edition’s racial features and are separated into two categories.

Major Inheritances. Major inheritances are common, widely applicable traits an ancestry has regardless of region or species. They are traits that were formerly part of the race as a whole (rather than subraces). They are typically on the more powerful side.

Minor Inheritances. Minor inheritances are traits a creature has by being a member of a certain species or growing up in a certain region. They are traits formerly part of subraces and are typically less powerful.

Inheritance Points. For the most part, each ancestry has six inheritance points they can spend. Major inheritances are worth two points each, minor inheritances are one point each. Some ancestry, like humans, have restrictions about how these inheritances can be distributed.

DRYAD

The dryad were originally featured in Steven Wallace’s [Children of the Fey](#).

LORE

“In order for a dryad to feel comfortable leaving their grove, for any reason, they would need to have guarantees that their tree, and their groves, would be protected from harm. While this may seem like an impassable barrier to creating a dryad adventurer, it is not. With some creativity and ingenuity you can get past this barrier and create an interesting and developed character.”

DRYAD

Age	As long as their tree.
Size	Medium
Speed	30 ft.
Languages	Common, Sylvan

As dryad, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. You must take Tree Spirit, but it does not count against the number of inheritances you can take.

MAJOR INHERITANCES

Arboreal Magic. You learn the *druidcraft* cantrip. When you reach 3rd level, you can cast the *animal friendship* spell once per day. When you reach 5th level, you can also cast the *barkskin* spell once per day. Wisdom is your spellcasting modifier for these spells.

Tree Spirit. Your tree is linked to both the Material Plane and the Feywild through your trees. Your creature type is both Fey and Plant.

Charming Presence. Whenever you cast a spell that imposes the Charmed condition against a creature, you can use your reaction to impose disadvantage on that creature’s saving throw. Once you use this feature you cannot use it again until you complete a long rest.

Additionally, at 3rd level, instead of learning *animal friendship* from your Arboreal Magic trait, you may learn the spell *harm person*. All stipulations from Arboreal Magic still apply.

MINOR INHERITANCES

Language of the Forest. You can communicate with beasts and plants as if you shared a language with them.

Tree Sense. When you are touching your tree, you know everything that is happening to it, from root to canopy. You know if there are any diseases or other dangers facing it.

Additionally, as an action, you can tell the health and well-being of your home tree as if you were touching it. You can also sense if it is currently being threatened and by what.

Tree Striding. As an action, choose a tree that is within 5 feet of you then choose a second tree that is 60 feet away from the first tree. Both trees need to be at least as large as you. You step into the tree that is within 5 feet and appear within 5 feet of the second tree. Once you use this feature, you cannot use it again until you complete a long rest.

Forest Dweller. You are proficient in either the Nature skill or the Survival skill.

Allure of the Forest. You are proficient in either the Performance skill or the Persuasion skill.

Music of the Forest. You are proficient with one musical instrument of your choice.

GHILLIE DHU

The ghillie dhu were originally featured in Steven Wallace's [Children of the Fey](#).

LORE

"The ghillie dhu are a genderless race. They are brought to life through the imagination of children in highland areas. When a child is alone and sad in the highlands, a single birch tree sapling will grow into a ghillie dhu.

The ghillie dhu will present itself as whatever gender the child that it was born to keep company wants it to be. It will keep this gendered form for its entire life, not having the ability to change it even if it wants to."

GHILLIE DHU

Age	Mature: 18, Max: 200
Size	Small
Speed	25 ft.
Languages	Common +1

As ghillie dhu, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. You must take Material Plane Fey, but it does not count against the number of inheritances you can take.

MAJOR INHERITANCES

Fey Magic Resistance. You have advantage on saving throws against spells that would impose a condition upon you, and magic cannot put you to sleep.

Material Plane Fey. Despite originating in the Material Plane, you are still a fey. Your creature type is Fey, rather than Humanoid.

Youthful Exuberance. Even though you only look like a child, you have the energy, love of life, and love of new experiences that a child does. Due to this, you have advantage on any saving throw against fear, and if the source of the saving throw is a spell, you automatically succeed the saving throw.

MINOR INHERITANCES

Friend to Children. You have advantage on all Charisma (Persuasion) checks when speaking to children. You have advantage on any skill checks made while attempting to befriend a child.

Natural Camouflage. Due to the look and feel of your skin, it is quite easy for you to blend in with trees and foliage. You can attempt to hide when only lightly obscured by live plant life.

Disarming Demeanor. You are proficient in the Persuasion skill.

Easily Hidden. You are proficient in the Stealth skill.

Music of the Children. You are proficient with one musical instrument of your choice.



HAMADRYAD

The hamadryad were originally featured in Clan Crafter Hralding's [Races of the Planes Vol. 1](#).

LORE

"Hamadryads are the incarnate spirits of living oak trees. Part flesh, part wood, and part fey spirit, they are the granddaughters of the seasons and the wind, and the supreme manifestations of nature's wild beauty. Hamadryads stand at an intermediate state between playful nymph and fierce dryad. Bound to a living tree, a hamadryad ardently protects the forests of which she is a part."

HAMADRYAD

Age	As long as their tree.
Size	Medium
Speed	30 ft.
Languages	Common, Sylvan

As hamadryad, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

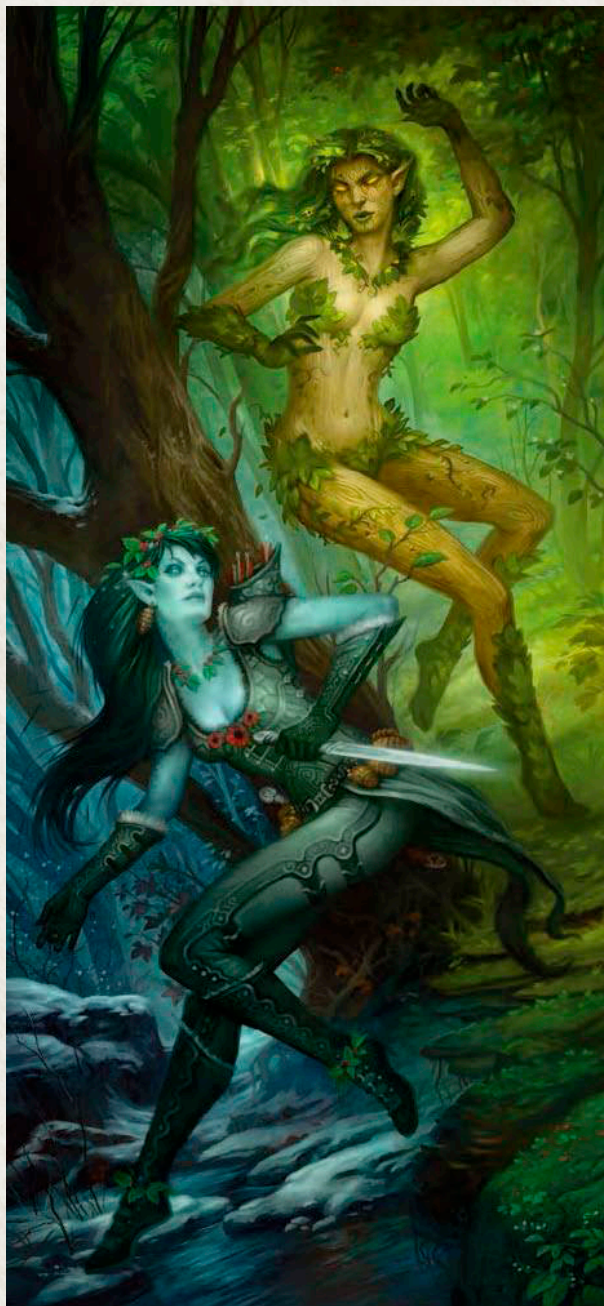
Oaken Rest. Hamadryads don't need to sleep. Instead, they meditate deeply, remaining semiconscious for four hours a day. While meditating, you are fully aware of your surroundings and notice approaching enemies and other events as normal. To meditate in this way, you must be in bright light or touching at least six gallons of clean water. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Twin Aspects. You know the *druidcraft* cantrip. The other spells you can cast depend upon your form. Wisdom is your spellcasting ability for these spells.

You have two forms you can shift between—nymph and dryad. You can shift forms while meditating with Oaken Rest, or during a long rest, if you did not take that inheritance.

Nymph: Once you reach 3rd level, you can cast the *charm person* spell once per long rest. Once you reach 5th level, you can also cast the *calm emotions* spell once per long rest.

Dryad: Once you reach 3rd level, you can cast the *entangle* spell once per long rest. Once you reach the 5th level, you can also cast the *barkskin* spell targeting yourself at will.



MINOR INHERITANCES

Forest Walk. You can move across difficult terrain made of part of a tree, underbrush, or some other forest growth without expending extra movement.

Speak for the Trees. You can glean the basic thoughts and emotions of plants without casting *Speak with plants*, but cannot actually communicate with them.

One With Nature. You are proficient in either the Nature skill or the Survival skill.

Ancient Insight. You are proficient in the Insight skill.

Music of the Forest. You are proficient with one musical instrument of your choice.

HAMADRYAD (ALTERNATIVE)

The hamadryad were originally featured in [Myrddin's Guide to Faerie](#).

LORE

"Hamadryads are a subset of dryads who leave their trees, making their way into the wider world. Not easily mistaken for humans or elves, each dryad bears traits in common with her tree. Some have skin the color and texture of oak or pine, while others have hair made of autumn leaves or evergreen needles. Each hamadryad's tree is ancient, part of old growth forests that dot the Feywild and Prime Material."

HAMADRYAD (ALTERNATIVE)

Age	Up to 30 years after the death of her tree.
Size	Medium
Speed	30 ft.
Languages	Elvish and Sylvan

As a hamadryad, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. Your minor inheritances must come from the same birthing.

MAJOR INHERITANCES

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

Treetop Shade. Your tree-like appearance allows you to hide easily within natural terrain. You can attempt to hide even when you are only lightly obscured by foliage such as trees, bushes, and other plant matter.

LEAF-BORN

For years you watched as mortals cavorted beneath the leaves of your tree, swinging your branches, eating your fruit, or sleeping in the shade of your leaves. Eventually, the call of the wild grew too great, and for reasons known only to you, you left your tree with a world of possibilities at your fingertips.

MINOR INHERITANCES

Faerie Blood. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Heart of the Trees. You know the *druidcraft* cantrip. Once you reach 3rd level, you can cast *pass without trace* once per day. Charisma is your spellcasting ability for these spells.

Allure of Nature. You are proficient in the Persuasion skill.

One with Nature. You are proficient in either the Nature skill or the Survival skill.

Music of the Forest. You are proficient with one instrument of your choice.

ASH-BORN

Your tree was destroyed, either by fire, uncaring mortals looking for lumber, or some other tragedy. Whether you seek revenge for your tree or companionship to replace your lost connection, you find yourself homeless and alone in a world that all too often sees your siblings and friends as resources to be felled.

MINOR INHERITANCES

Faerie Blood. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Wrath of the Forest. You know the *shillelagh* cantrip. Once you reach 3rd level, you can cast *barkskin* once per day. Charisma is your spellcasting ability for these spells.

Fury of Nature. You are proficient in the Intimidation skill.

One with Nature. You are proficient in either the Nature skill or the Survival skill.

Music of the Forest. You are proficient with one instrument of your choice.

KODAMA

The kodama were originally featured in Steven Wallace's [Children of the Fey](#).

LORE

"Kodamas fixate on new experiences. They are trees that have been given full sapience thanks to fey spirits. Trees granted sapience all seem to have very similar sets of motivations, in that they crave the experiences they were not able to as trees.

Kodamas are curious to a fault. They discover something new, a concept, an idea, an object, and will not stop until they have experienced it. There is no limit to what a kodama will fixate on. As long as the fixation is something that a mundane tree could not experience, the kodama has a chance to become obsessed."

KODAMA

Age	As long as their tree.
Size	Medium
Speed	30 ft.
Languages	Common, Sylvan

As kodama, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. You must take Tree Spirit, but it does not count against the number of inheritances you can take.

MAJOR INHERITANCES

Arboreal Magic. You learn the *druidcraft* cantrip. When you reach level 3, you can cast the *animal friendship* spell once per day. When you reach level 5, you can also cast the *barkskin* spell once per day. Wisdom is your spellcasting modifier for these spells.

Natural Armor. The bark on your skin is thick and protective. When you are not wearing armor, your AC = 13 + your Dexterity modifier.

Tree Spirit. Your tree is linked to both the Material Plane and the Feywild through your trees. Your creature type is both Fey and Plant.

MINOR INHERITANCES

Kodama's Curse. Whenever a creature deals enough damage to knock you unconscious, before the damage sets your current hit points to zero, you may use your reaction to cast *bestow curse* on that creature without using a spell slot. You do not need to maintain concentration for this curse and the creature automatically fails its Wisdom saving throw to resist the curse. The curse ends one minute after you are stabilized. If the kodama dies, the curse becomes permanent and can only be removed with a *greater restoration* or *wish* spell. Once you use this feature,

you cannot use it again until you complete a short or long rest.

Tree Shape. As long as you are among other trees, and not wearing armor, you can blend in with them. As an action, you can cast the spell *pass without trace* with only you as the target. The spell ends when you move. Once you use this feature, you cannot use it again until you complete a short or long rest.

One with Nature. You are proficient in either the Nature skill or the Survival skill.

Strong Roots. You are proficient in the Athletics skill.

Music of the Forest. You are proficient with one instrument of your choice.

MYCONID

The myconid were originally featured in Clan Crafter Hralding's [Races of the Planes Vol. 1](#).

LORE

"These intelligent, mobile mushrooms are among the more unusual creatures that live deep below ground. Myconids (occasionally called fungus ones) are gentle, quiet, shy, and thoughtful. They always view outsiders with distrust because they assume that all strangers are destructive and violent. To ensure they can live in peace, they usually make their homes far from the more commonly traveled subterranean paths. If approached peacefully, myconids gladly provide shelter or allow safe passage through their colonies."



MYCONID

Age	700 years
Size	Medium
Speed	25 ft
Languages	Common, Undercommon

As myconid, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

Darkvision. You have darkvision out to a range of 60 feet.

Hallucinating Spores. As an action, you can eject spores at one creature you can see within 15 feet of you. The target must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature hallucinates as though a *major image* spell was visible to them. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The DC for the save is equal to 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a long rest.

MINOR INHERITANCES

Pacifying Spores. As an action, you can eject spores at one creature you can see within 5 feet of you. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn. The DC for this save is equal to 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a long rest.

Rapport Spores. As an action, you may shoot out a cloud of spores. All creatures within 30 feet of you with an Intelligence of 2 or higher that aren't undead, constructs, or elementals can communicate telepathically with you and with one another, as long as the creatures share a language and are within 30 feet of each other. The spores' effect lasts on a creature until the creature finishes a long rest.

Expert Hider. You are proficient in the Stealth skill.

One With Nature. You are proficient in either the Nature skill or the Survival skill.

Concentrated Spores. You are proficient with either the herbalism kit or the poisoner's kit.

TANI

The tani were originally featured in Steven Wallace's [Children of the Fey](#).

LORE

"Tani are born of the flowering buds of fruit trees that are touched by fey magic. They grow alongside the tree's fruit, being indistinguishable from it until the fruit ripens. Once the fruit ripens, the tani will quickly grow to their full size and then fall off the branch, landing softly on a puff of air that keeps them aloft. This process of growth happens over a period of two to five days."

TANI

Age	As long as their tree.
Size	Medium
Speed	30 ft. fly (hover only)
Languages	Common, Sylvan

As tani, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. You must take Tree Spirit and Hovering Flight, but they don't count against the number of inheritances you can take.

MAJOR INHERITANCES

Arboreal Magic. You learn the *druidcraft* cantrip. When you reach level 3, you can cast the *animal friendship* spell once per day. When you reach level 5, you can also cast the *barkskin* spell once per day. Wisdom is your spellcasting modifier for these spells.

Hovering Flight. You do not have legs nor feet, and you get around through hovering between one and three inches off the ground. Even with your flight speed, you cannot move higher than a few inches off the ground, though it allows you to ignore all nonmagical difficult terrain and grants you advantage on saving throws that would knock you prone.

Tree Spirit. Your tree is linked to both the Material Plane and the Feywild through your trees. Your creature type is both Fey and Plant.

MINOR INHERITANCES

Forbidden Fruit (requires Forbidden Fruit). Only those that you offer your fruit to can eat it safely. Any creature that eats any fruit that grows from you without your consent takes 3d6 poison damage and must succeed on a DC 15 Constitution saving throw or become poisoned until they finish a long rest.

Goodfruit. Your flowering dress, which grows where other creatures would have legs, grows fruit on a constant basis. You learn the *goodberry* spell, which you can cast once per day without using a spell slot or

components. Unlike the normal *goodberry* spell, you don't produce a berry, but whatever fruit your maternal tree would have produced, such as a goodcherry or goodbanana. Wisdom is your spellcasting modifier for this spell.

Fruitful Beauty. You are proficient in the Persuasion skill.

One with Nature. You are proficient in either the Nature skill or the Survival skill.

Scrumptious Delights. You are proficient with cook's utensils.

VOLODNI

The volodni were originally featured in R. P. Davis's product [Volodni—Treefolk](#).

LORE

"Treefolk are patient and have long memories, and defend their forest homes with iron resolve. They tend to ponder deeply before they speak or act. Treefolk can appear cold and dispassionate to warm-blooded, shorter-lived races such as humans, but they get along well with wood elves and sylvan creatures."

VOLODNI

Age	Mature: 20, Max: 350
Size	Medium
Speed	30 ft.
Languages	Common, Sylvan

As volodni, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances. You must take Plant Traits and Cold Iron Anathema, but they don't count against the number of inheritances you can take.

MAJOR INHERITANCES

Cold Iron Anathema. Due to your fey ancestry, you have disadvantage on attack rolls made with metal weapons, and you can't regain hit points while you wear metal armor.

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

Plant Traits. You have resistance to poison and piercing damage, as well as advantage on saving throws against sleep and charm effects. In addition, you have disadvantage on saving throws to resist damage from magical fire, and you count as a plant creature for *blight* spells and similar effects.

Root and Branch. You don't need to sleep. Instead, if your bare feet touch soil, you can stand still and meditate in sunlight for 4 hours. After resting this way, you gain the same benefit that a human does from 8 hours of sleep. In addition, while you rest and meditate, you can mentally communicate with trees and other treefolk as if you cast the *speak with plants* spell.

MINOR INHERITANCES

Forest Hunter. If you're traveling alone, you can move stealthily through forest terrain at normal pace. In addition, you can attempt to hide in forest terrain even when only lightly obscured by foliage, falling rain or snow, and mist.

Nature's Avenger. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

One With Nature. You are proficient in the Nature skill or the Survival skill.

Ancient Insight. You are proficient in the Insight skill.

Nature's Artisan. You are proficient in one set of artisan's tools of your choice.



WILDEN

The wilden were originally featured in Clan Crafter Hralding's [Races of the Planes Vol. 1](#).

LORE

"Individuality has no place in a wilden's life. Wilden display differences in personality and appearance, but all wilden regard themselves as parts of a greater whole. When speaking of themselves, wilden use the plural, saying 'we' instead of 'I.' Wilden have no kingdoms of cities, but they regard all of nature as their home."

WILDEN

Age	At least 100 years
Size	Medium
Speed	30 ft.
Languages	Common, Sylvan

As wilden, you may choose two major inheritances and two minor inheritances, or one major inheritance and four minor inheritances.

MAJOR INHERITANCES

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

Nature's Aspect. Whenever you complete a long rest, choose one of the following aspects of nature to manifest. You may use an aspect's power once, and cannot use it again until you finish a short or long rest.

Aspect of the Ancients: When you hit a creature with a melee weapon attack, you may use your reaction

to vanish and teleport up to 15 feet, marking the creature. You gain advantage on attack rolls you make against the marked creature before the end of your next turn.

Aspect of the Destroyer: When an enemy attacks you or an ally adjacent to you, you may use your reaction to move up to your movement speed and make a melee attack against that enemy. If your attack hits, the target is also incapacitated until the end of their next turn.

Aspect of the Hunter: When an enemy within 10 feet of you moves more than 10 feet away from you on its turn, you may use your reaction to immediately move up to 15 feet and mark that enemy. The next attack you make against the marked enemy deals an additional damage equal to half your level, and the enemy does not benefit from cover or concealment if you attack it at range.

MINOR INHERITANCES

Hardy Form. Once per short or long rest, when you make a saving throw you may harden yourself to an effect. You have advantage on the saving throw, and if a successful saving throw would reduce damage, it instead negates the damage.

One With Nature. You are proficient in the Nature skill or the Survival skill.

Strength of Trees. You are proficient in the Athletics skill.

Music of the Forest. You are proficient with one musical instrument of your choice.

