



## **INANIMIS' 5 MONSTER RACES**

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Five monster races including Two-Headed Ogre, Centaur, Undead, Imp and a new race called Taintblood



# 5 MONSTER RACES



his homebrewery includes 5 unique balanced races to be used in the 5th edition. These are creatures that *can* be found in a D&D world. Of course always consult your DM before choosing a homebrewed race. Check more of my work by clicking on the **Inanimis** logo, or [here](#).

## TWO-HEADED OGRE

Two heads are better than one, four eyes are better than two and a two-headed ogre is better than a one headed ogre! This race is designed to be played by two players at once. You are a Two-Headed Ogre, nature's most feared monstrosity.

### TWO-HEADED OGRE TRAITS

When two players choose this race they can still choose a class they want. Of course, having two players control one body has its advantages and disadvantages and some rules might not apply as they should. I will dedicate a section at the end of the race's description to try and clear out some confusion.

**Ability Score Increase:** Your Constitution score increases by 2.

**Age:** A Two-Headed Ogre usually lives up to a century.

**Alignment:** Each head may have its own alignment but they are generally considered chaotic.

**Size:** Their size ranges from 10 feet tall to 12. They are considered *Large*.

**Speed:** Despite their size, they are slow creatures. Their speed is 25 feet.

**Darkvision:** Only one of the two heads gets 60 feet *Darkvision*.

**This way, no that way:** Only one of the two-heads rolls for *Initiative*. At their turn, the heads can choose who goes first. When they want to move the body, if they disagree on something, both heads roll a *Wisdom Saving Throw*. The head with the highest roll, decides how the body moves for 1 round.

**Can't Beat Me:** The two-headed ogre has one *Armour Class*. Without armour or a shield, the two-headed ogre's AC equals 10 + their highest *Dexterity* modifier.

**Two heads, same muscles:** When both heads have to attempt a *Saving Throw* if none of the heads has *Proficiency* in the attempted *Saving Throw* the roll is made with *Disadvantage*. If even *one* of the heads has *Proficiency* in the attempted *Saving Throw* the roll is made with *Advantage*.

**Big Guys:** Unless one of the heads has *Proficiency* in *Stealth*, all *Stealth* checks are made with *Disadvantage*.

**Meat Bag:** The Two-Headed Ogre's hit points are determined by both heads' maximum hit points *combined*. *Death Saving Throws* are made with *Disadvantage*.

**Subheads:** Depending on their preferences in life, each head might have different qualities and traits. Choose one *Subhead* for each head.

### TOUGH HEAD

You are strong. You are tough. You are OGRE!

**Ability Score Increase:** Your Strength score increases by 2. Your Intelligence and Charisma scores decrease by 1.

**Ogre, SMASH!** You can wield two-handed weapons in one hand.

**Kill the ants:** When running towards an enemy, your speed is 35 feet.

**Two Clubs are Better than One:** If both heads are *Tough Heads*, each head can use a *Reaction* on their turn to attack the same target as the other head, if the first head's attack was successful. Can be used a number of times equal to your *Proficiency Bonus*.

### SMART HEAD

You are not *all* muscles. You are *some* brains.

**Ability Score Increase:** Your Intelligence and Wisdom scores increase by 1. Your Dexterity score decreases by 1.

**Focused:** When something attempts to break your *Concentration*, you can use your *Reaction* to make the other head *lose* their *Concentration* instead (even if they don't do anything that requires *Concentration*). You can do this once per *Long Rest*.

**I am your Consciousness:** You can telepathically speak to the other head. They can't answer unless they too are *Smart Heads*. They don't know it's you who speaks to them, unless you state so.

**I know better:** When arguing about how to move your body, you can get *Advantage* on the *Initiative* check to determine who controls the body for the round. You can do this a number of times equal to your *Proficiency Bonus*.

### CLARIFICATIONS

When two characters play in one body, some clarifications are needed.

**Ability Scores:** As you probably noticed if you read the race traits, both Ogres have their *own* stats (except from AC and hit points), even their own *Saving Throws*. Both heads get the *Constitution* increase from the *Ability Score Increase* and by choosing a *Subhead* you can refine these stats a bit.

**Movement:** The Two-Headed Ogre can move *once* per turn. To determine who moves the body, see *This way, no that way* from above.

**Exhaustion:** If for some reason one head suffers *Exhaustion* (for example using *Frenzy*) both heads suffer the effects of *Exhaustion*.

**Saving Throws:** If an effect, affects both heads see *Two heads, same muscles*. If an effect, affects *one* head, like the spell *Command*, the attacker must choose which head they want to affect. Only that head must make their *Saving Throw* and only that head is affected.

**Target Spells:** If one head casts *Invisibility* for example, it affects both heads. If the other head attacks, the first head has to make a *Concentration* check with *Disadvantage* to keep the spell running. If an outside source casted *Invisibility* on the heads, the *Invisibility* breaks as it normally would (with attacks, spells etc).

**1/2 Unconsciousness:** If for some reason only 1/2 of the two heads is conscious, the other head makes every roll with *Disadvantage*. If the head remains unconscious for more than 1d4 months, the *Disadvantage* is lifted as the remaining head is used to controlling the body now.

**Conditions:** If one head is *Blinded*, *Charmed*, *Paralyzed*, *Stunned* or *Deafened*, the other head is not affected in any way. If one head is *Grappled*, *Petrified*, *Poisoned*, *Prone* or *Restrained* both heads are affected in the same way. When only one head is *Frightened*, the other is not affected. If the unaffected head decides to move towards the target that *Frightened* the other head, the affected head *must* use *This way*, *no that way* to attempt to take control of the body and act accordingly to being *Frightened*. If the unaffected head wins the *This way*, *no that way*, the Two-Headed ogre moves normally until the next round.

**Armour Class:** Both heads calculate their armour by the standard rules. Whichever head's AC is the highest, is the total Armour Class that applies to the Two-Headed Ogre.

## CENTAUR

You are a Centaur. A gift of the God of War to Mother Earth. The ultimate weapon created to spread chaos and murder. You are born to die in battle.

### CENTAUR TRAITS

Centaur's are creatures that live for the thrill of battle. They live for the challenge and for war. Their composition allows them to excel in every part of combat as speed, strength, range and close quarters combat.

**Ability Score Increase:** Your Constitution score increases by 1.

**Age:** Centaur's can live up to 150 years but most of them do not get to live past their fifties due to their warlike nature. Centaur's are considered adults when they reach the age of 15. An adult has to be able to defend himself in battle.

**Alignment:** Most Centaur's tend towards *Evil*. Some of them have a chaotic nature, a nature that does not allow anyone to rule them but some of them are loyal. There have been Centaur's that have abandoned their herd to live a better life.

**Size:** Their size ranges from 6 feet tall to 7 feet tall. They are considered *Medium*.

**Speed:** A Centaur's base walking speed is 30 feet.

**Darkvision:** Centaur's can see in the dark as good as most beings with Darkvision. They can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light.

**Stampede:** A Centaur can use his action to dash for three times their speed in one round. If they pass through a creature, the creature has to make a *dexterity saving throw* (DC=8 + STR + proficiency bonus). If they fail, they suffer 1d6+STR damage. If they succeed they get an attack of opportunity on the Centaur, even if the Centaur has used *Disengage*.

**Centaur Training:** Centaur's are proficient in the use of the *Shortbow* and the *Greataxe*.

**Mount:** Creatures smaller than you can mount you without decreasing your speed. But most Centaur's would consider that a disgrace.

**Languages:** You speak Common and Giant.

**Warpaths:** A Centaur is good in most things concerning battle. But Centaur's tend to follow a *Warpath*. Choose from the two available *Warpaths*.

### BATTLEBORN

You will die riding. You know nothing more than war. You are fully focused in weapon training. Your body is a machine of war made to endure the toughest of pain.

**Ability Score Increase:** Your Constitution score and your Strength score increase by 1.

**Moving Mountain:** If you are stricken by an attack of opportunity, you can use your reaction to block some of the damage. You block 1d8 + your Constitution. If this reduces the damage to 0, you can attempt to attack using *Stampede* only.

**Favoured Weapon:** You choose a weapon you are proficient with. While dealing damage with this weapon, you add your proficiency bonus to your damage roll.

### SCOUT

You are one of the fastest in the herd. You excel in gathering information about your enemy and in scouting.

**Ability Score Increase:** Your Dexterity score increases by 2.

**Improved Speed:** Your base walking speed increases to 40 feet. This increases your dash speed too.

**Scouting Prodigy:** You are proficient in the *Perception* skill. Enemies you perceive after using a *Perception* check are Marked (minimum of 1, minimum of your Wisdom modifier). You can attack a Marked enemy with the second range of a ranged weapon *without* *Disadvantage*.



# UNDEAD

You were once a proud king. Or maybe a peasant. Who knows? You don't. You have died at some point and you are risen for some reason. Who knows *why* you rose?

**Racial Background:** Choose what race your undead was before they died. The race will determine if you gain *Darkvision*, your *Ability Score Increase*, your *Speed* and your *Size*. You do *not* gain any other benefits or traits a race might have other than the ones listed below.

**Ability Score Increase:** Your Intelligence score is reduced by 2. Your Strength score increases by 1. You choose a race (and a subrace if available) and get its *Ability Score Increase*. You do *not* gain benefits that have to do with Charisma, Intelligence or Wisdom.

**Age:** You are ageless. You cannot die from old age. You are already dead.

**Alignment:** Undeads are driven by their instinct. They are not necessarily evil, but they fall into evil deeds following their hunger and their senses.

**Size:** Your size matches the size you were when you were alive.

**Speed:** Your walking speed is 20 feet.

**Darkvision:** Depends on the race you were before you died.

**Curse of Undeath:** As an undead you have the following traits:

## CURSE OF UNDEATH TRAITS

Being undead comes with a prize. And some benefits.

**Eternal Hunger:** You do not consume normal food. Instead, you are forced to consume living fresh flesh at least once each day. For each day that passes that you do not consume flesh you have to make a Constitution Saving Throw (DC: 5. The DC increases by 5 for each subsequent day). If you fail the saving throw you *immediately* attack any creature next to you with the intent to kill it and consume it.

**No Rest for the Wicked:** You do not need to sleep. At all. To gain the benefits of *Long Rest* or *Short Rest* you have to eat raw flesh for one hour. The Hit Points you regain during that time equals your hit die + your CON + your level. If you do *not* consume flesh during your rest you do not gain any benefits.

**Dying Words:** You understand the languages you knew when you were alive. To talk you need to make a successful *Intelligence Check* (DC: 5) for one sentence.

**Unholy Creature:** You are *Immune* to diseases and have *Resistance* to necrotic damage. You are *Vulnerable* to radiant damage.

**Rotten Corpse:** If you drop to hit points that are less than your CON + your level but not 0, you roll a 1d4.

On a **1** you lose your head. You have disadvantage on *everything* until you spend an action to reattach it on yourself.

On a **2** you lose an arm. You have disadvantage on your attacks until you spend an action to reattach it on yourself.

On a **3** you lose a leg. You move half your speed until you spend an action to reattach it on yourself.

On a **4** you lose an eye. You have disadvantage on any checks regarding the usage of your eyes until you spend an action to reattach it on yourself.

**Slam Attack:** While unarmed you can do a slam attack. You are proficient to slam attacks and use your Strength to perform them. The damage equals to 1d6 + your STR. If you land the attack you automatically attempt to grapple the enemy by using your Athletics. The target has to make an Athletics or Acrobatics check. If they fail, they are grappled.

**Smell of flesh:** You have advantage on *Survival* checks made to track a target that is not at their maximum hit points.

**Undead Fortitude:** If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead. If you are missing a limb you make this roll with *Disadvantage*.



## IMPS

Lords of Mischief, Bringers of Bad Luck, Devils of Trickery. Your nicknames are many, but your kind is one. You are an Imp. Made to create chaos.

**Ability Score Increase:** Your Charisma score increases by 1. Your Dexterity score increases by 1.

**Age:** Imps can live up to 50 years. Most of them take up contracts by the age of 10.

**Alignment:** Imps are usually lawful evil creatures.

**Size:** Your size is Small.

**Speed:** Imps have a walking speed of 20 feet and a flying speed of 40 feet.

**Languages:** You speak Common and Infernal.

**Devil's Sight:** Imps have 60 feet Darkvision. Their sight is *not* impaired by Magical Darkness.

**Shapeshift:** An Imp can use a bonus action to turn to a small creature roughly the same size as them, like a ferret or a monkey to blend in with crowds. They cannot turn to something that's extremely smaller than them like a spider or a fly. The Imp then gets the stats of the animal it transformed to. The Imp can use *Shapeshift* once per short rest.

**Devil's Poison:** You can use your *Sting* to attack. You make the attack roll rolling a d20 + your DEX. The damage you deal is 1d4 + your DEX piercing. The target must make a Constitution saving throw (DC is your Spell DC). On a fail they take 1d6 poison damage or half as much on a success. This damage increases by 2d6 on the 5th, 11th and 17th level. You also have *Resistance* to poison damage.

**Subrace:** Choose one of the following subraces.

## FATE DEALERS

You are depended on making contracts. You are a lesser evil spawned from the Nine Hells and you know the trade of dealing better than any Dwarven Merchant.

**Ability Score Increase:** Your Charisma score increases by 1.

**Deal with the Devil:** The imp can enter into a contract to serve another creature as a familiar, forming a *Telepathic Bond* with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. If its master violates the terms of the contract, the imp can end its service as a familiar, ending the *Telepathic Bond*. While on a contract the Imp gains the following benefits.

**Lies of the Imp:** You are proficient in the *Deception* skill.

### CONTRACT BENEFITS

A contract is vital for a Fate Dealer.

**Buying a Soul:** While signing a contract you have access to the soul of your master. You can freely cast *Detect Thoughts* as an action without using a spell slot. You can only use this on your master. The master had disadvantage on the saving throws made against your *Detect Thoughts*. The master will *not* know that you tried to read their mind if they fail the saving throws.

**Master's Favour:** When an enemy attack strikes you while you are 5 feet away from your Master you can use your reaction to manoeuvre around them. Doing so, imposes *Disadvantage* to the enemy's attack roll.

## SHADOW IMP

You are a creature of shadow. You can slip in and out of darkness with ease. You are at your most deadly when you surprise someone.

**Ability Score Increase:** Your Dexterity score increases by 1.

**Coup de grace:** If you attack a surprised enemy, you double the modifiers on your damage roll.

**One with the Night:** If you try to *Stealth* during the night, the *Perception* checks of your enemies are made with *Disadvantage*.



## TAINTBLOOD

You are the son or daughter of an evil creature. You bear their marking somewhere on your body. You are a humanoid that bears a faint resemblance to the evil creature that is your parent. Your eyes are pitch black. Your iris is maroon. Your teeth are sharp. Yeah, you're edgy.

**Ability Score Increase:** Your Charisma score increases by 1.

**Age:** A Taintblood lives for about two centuries long, reaching maturity at the age of 20.

**Alignment:** Most Taintbloods are evil. They follow the dogma of their devilish or demonic parent. If they do not know who that parent is, they simply have a tendency towards evil, an innate hate towards weakness.

**Size:** Your size ranges from 5 feet to 7 feet. You are considered *Medium*.

**Speed:** Your base walking speed is 30 feet.

**Minor Darkvision:** Your tainted blood gives you some assistance in the dark. You have 30 feet *Darkvision*.

**Languages:** You speak Common and one extra language that will be determined by your Blood Type.

**Mask of the Taint:** You can make minor changes to your appearance like having normal colour for your eyes or hide your pointy teeth to appear as human. You still look like you did but with more refined features.

**Blood Types:** Your blood is either of a Devil or a Demon. Choose your Blood Type.

## DEVIL'S BLOOD

One of your parents is a Devil that comes from the Nine Hells. Your veins carry a tainted blood. You are prone to lawfulness.

**Ability Score Increase:** Your Dexterity score and your Charisma score increase by 1.

**Languages:** You know Infernal.

**Bad Blood: Devil:** You have *Advantage* on any social interaction checks you make against Infernals and Devils. You have *Disadvantage* on any social interaction checks you make against Demons.

**Poisonous Veins:** You are *Resistant* to *Poison* damage. Even a drop of your blood can poison a creature if consumed in any way. The creature has to make a Constitution Saving Throw (DC is 8 + your proficiency bonus + your Spellcasting Ability). On a failed saving throw the target is *Poisoned* for a minute. The target also takes 2d6 poison damage at the start of their turn. The target can repeat their Saving Throw at the end of their turn.

## DEMON'S BLOOD

One of your parents is a Demon that comes from the Abyss. Your veins carry a tainted blood. You are prone to chaoticness.

**Ability Score Increase:** Your Strength score Increases by 2.

**Languages:** You know Abyssal.

**Bad Blood: Demon:** You have *Advantage* on any social interaction checks you make against Demons. You have *Disadvantage* on any social interaction checks you make against Infernals.

**Fiery Veins:** You are *Resistant* to *Fire* damage. You know the cantrip *Fire Bolt*.

**Demonic Flames:** When you deal *Fire* damage to a creature, you ignore enemies' resistances to *Fire*. But not *Immunities*.

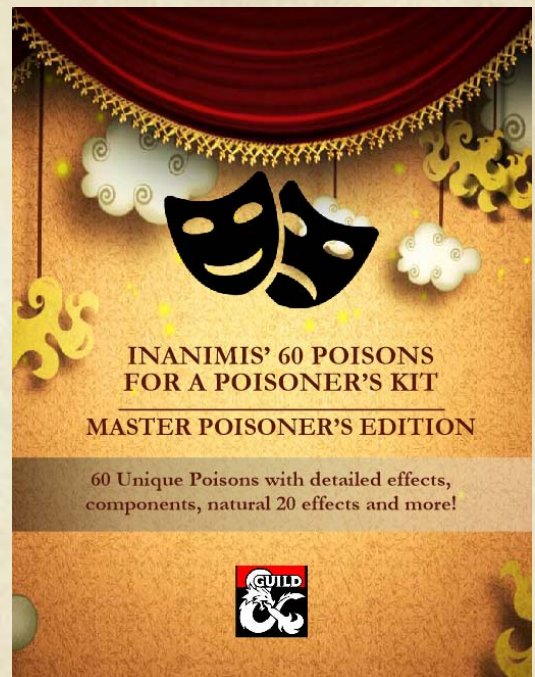
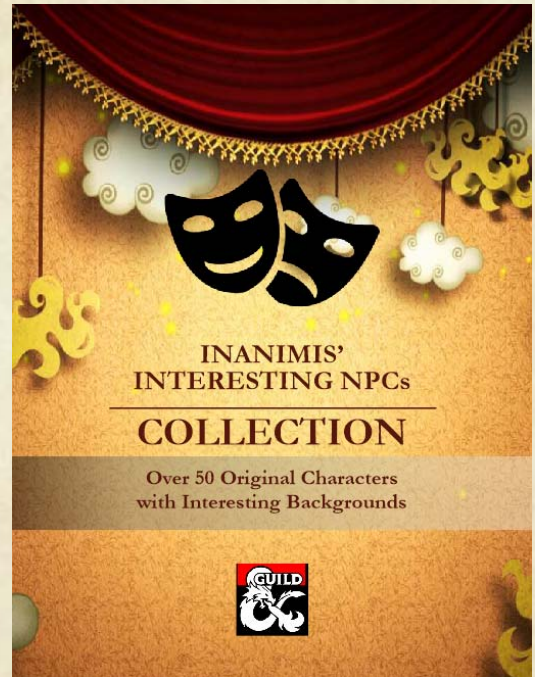


## FINAL WORD & LEGAL STUFF

These 5 playable races are just some fun little addition you can have in your game if you are tired of the old simple races.

Thank you for your time, your feedback is always welcome. If you liked my stuff be sure to check more of me by clicking [here](#) or on any *Inanimis* logo. Also, if you are interested in some *Interesting NPCs* ideas or ideas for poisons, I have created some homebrews that might be just what you need. You can see them on the right. Simply click on the homebrew you are interested in.

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