

Dungeons and Dragons 5th Edition Racial Handbook

Over 40 New Races and Subraces



A Supplement By Supreme Slayer

THE RACIAL HANDBOOK - OVER 40 NEW RACES AND SUBRACES

Within the world of Dungeons and Dragons exist a vast quantity of races, of all shapes, sizes, and walks of life. Within the 5th Edition *Player's Handbook* is listed the most common of the races as options for players to begin their adventure as. However, some players are not content with just these choices, and some campaigns may like to expand into other options, including the races of creatures that players more commonly encounter as foes.

Presented within this supplement are over 40 new race and subrace options for players, ranging from the towering half-giant to the lowly kobold. This supplement will present both good or neutral races, and evil or unconventional races (referred to here as "monstrous races"). Before you use one of the races presented here to build your character, especially one of the monstrous races such as the goblin or yuan-ti, you will want to talk to your GM and figure out what role such a race plays in their particular game's world.

Currently, this project provides minimal lore for the races due to the sheer number of them included and vast quantity of information that would need to be created from practically nothing. Most of the races presented here are fleshed out further within the 5th Edition *Monster Manual*, but if this project receives enough positive feedback and support, the information for the races will be expanded, and will likely include images. Not only that, but as time goes on, further races will be added.

DARKVISION AND INNATE SPELLCASTING

For the sake of simplicity, some of the text normally accompanying the darkvision and spellcasting traits is currently not included in the race stat block. The missing text is explained here.

Darkvision. As normal, darkvision granted by these races allows a player to see dim light as bright light, and non-magical darkness as dim light, within the range specified.

Innate Spellcasting. The spells which a player can cast through their granted racial traits do not require material components, are cast at their lowest level unless otherwise stated, and are considered to be cast through the trait and not by the character's class.

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GOODLY RACES

The races presented here are generally good-aligned, or accepted by the general populace of the Forgotten Realms. While some may be slightly more strange than others, their ideals and appearance is validated by other communities.

NEW SUBRACES

These are subrace options for races already playable in *Dungeons and Dragons*. You may choose one of them for the indicated race, instead of the normal options.

DWARVES

AZERBLOOD

Whether directly, or perhaps distantly, these dwarves carry the blood of Azer, a race of flame-wreathed dwarves of the Elemental Plane of Fire. Azer are well known for their mastery of the blacksmith craft, as well as their hot and long-burning tempers. Azerblood are often much the same, though their diluted blood leaves them only with fiery colored hair rather than a mane of actual flames.

AZERBLOOD SUBRACE TRAITS

The Azerblood subrace has the dwarf traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Wisdom score increases by 1.

Hot Feet. Your base walking speed increases to 30 feet.

Azer Magic. Once you reach 3rd level, you can cast *Heat Metal* spell once per long rest. Wisdom is your spellcasting ability for this spell.

Additional Language. You can also speak, read, and write Ignan.

HALF-DWARF

The offspring of a human and a dwarf, half-dwarves were bred as workers for a distant empire for their uncanny ability to work days on end with minimal rest. The first half-dwarves were sterile, unable to have children of their own, but as the generations grew, whether by genetics or the interference of a higher power, they became a sustainable race unto themselves. They resemble short, dense, mostly hairless humans. While they are often cold to others, when they form a bond they are fiercely loyal.

HALF-DWARF SUBRACE TRAITS

The half-dwarf subrace has the dwarf traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. One other ability score of your choice increases by 1.

Age. Half-dwarves live relatively shorter lives compared to normal dwarves, or even humans, often reaching adulthood early at the age of 14, and leaving the world by their 50s.

Tireless. You have advantage on Constitution ability checks and saving throws made against exhaustion.

In addition, you only need to sleep for 8 hours once every 72 hours, but must follow all the normal rules for a long rest.

GNOMES

CHAOS GNOME

These gnomes are naturally infused with the powers of chaos, and have a seemingly limitless supply of spunk, charisma, and energy. These gnomes find probability, chance, and randomness extremely exciting concepts, often pushing the envelope to see what odds they can beat. They are mostly indistinguishable from other gnomes, save for their hair and eyes. A chaos gnome's eyes change color with their mood, and their hair color ranges from deep purple to bright orange.

CHAOS GNOME SUBRACE TRAITS

The chaos gnome subrace has the gnome traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Charisma score increases by 1.

Tip the Scales. You know the *True Strike* cantrip. Charisma is your spellcasting ability for this spell.

Luck of Chaos. When you roll an ability check and do not roll a 1, you can choose to reroll that ability check and must take the new result. You make this choice after you see the roll, but before you know the result. Once you have used this trait, you can't use it again until you finish a long rest.

NEW RACES

The following are brand new race options for players, which contain their own subraces where applicable.

CATFOLK

Silent stalkers of the grassy plains, the catfolk are an energetic race with a powerful wanderlust. This race resembles a mix of equal parts feline and human, with dense fur covering their bodies, feline ears and tail, and males often having manes like a lion. Their fur patterns can vary depending upon their place of origin, ranging from tiger stripes to leopard spots, or one solid color.

Certain catfolk more adapted to the urban lifestyle may have lost some of their protective fur and the feline haunches they once had over generations. In general, however, catfolk are superstitious, often wearing lucky charms or totems braided into their hair or fur, and rather aloof when compared to most other races.

CATFOLK TRAITS

Your catfolk character has the following traits in common with other catfolk.

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

Age. Catfolk generally age at the same rate as humans.

Alignment. Curious and laid back, catfolk like to stir the pot, sometimes stealing from others just for the fun of it, or touching things that ought not to be touched. A catfolk would prefer a world with no laws, if it weren't for those pesky evil-doers ruining the fun for everyone.

Size. Catfolk are roughly the same height as humans, with certain members of the race being slightly hunched and standing at 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Darkvision. You have darkvision out to 60 feet.

Sure Climber. Your thick claws and adventurous nature have made you a more capable climber. You advantage on ability checks you make related to climbing.

Catfolk Proficiency. You gain proficiency in your choice of the Acrobatics, Perception, or Stealth skill.

Feline Grace. When you fall, you ignore the first 10 feet for the purpose of determining fall damage, and when you take fall damage equal to your level or lower you do not fall prone.

Luck of Nine Lives. When you roll a Dexterity ability check or saving throw, you can choose to reroll it and take the higher result. You make this choice after you see the roll, but before you know the result. Once you have used this trait, you can't use it again until you finish a long rest.

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

GLIMMERFOLK

Glimmerfolk are a race touched by the plane of radiance, with tan skin and angular, elf-like features. One of their most distinguishing features are the magical sigils of light called nimli that seem to always be accompanying them, which they use to innately cast spells. Their kind tend to live solitary lives, far away from the other races, typically finding home in deep forests that radiate with the power of the fey, and where life is at its most natural. They have a natural talent for the arts, especially singing and a dancing, often incorporating their nimli into their performances.

Most glimmerfolk have a fragile constitution and a fear of corruption from the outside world, but the stronger and braver of their kind will sometimes seek out other societies in an attempt to spread their light.

GLIMMERFOLK TRAITS

Your glimmerfolk character has the following traits in common with other glimmerfolk.

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

Age. Glimmerfolk generally age at the same rate as humans.

Alignment. While glimmerfolk rarely concern themselves with the matters of others, and live a life all unto their own, when forced to pick a side they will typically choose good and justice over senseless debauchery.

Size. Slightly taller and sleeker than humans, glimmerfolk range from 5 and a half to slightly over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Brilliant Resistance. You have advantage on saving throws against being blinded.

Radiant Muse. You gain proficiency in the Performance skill.

Nimli Magic. You have a pool of Nimlis, magical sigils of light that dance around your body. You begin with 1 Nimli per long rest, increasing to 2 at 3rd level, and increasing again to 3 at 5th level.

As an action, you can spend the indicated amount of Nimlis to cast one of the following spells at its lowest level, or cast it at a higher level by spending 1 more Nimli per each additional spell level:

Color Spray (1 Nimli), *Magic Missile* (1 Nimli), *Mirror Image* (2 Nimlis). In addition, you know the *Dancing Lights* cantrip, and may spend 1 Nimli when you cast it to increase its duration to 1 hour.

Charisma is your spellcasting ability for these spells. You regain all spent Nimlis when you finish a long rest.

Languages. You can speak, read, and write both Common and Sylvan.

GRIPPLI

The grippli stand as a small humanoid frog with colorful skin ranging in a variety of colors, sometimes even bright blue. Grippli are believed to have been part of the bullywug race in the past, but during a great war between tribes the two split apart and evolved separately from one another and are now sworn enemies. While the bullywug race had become adapted to the swamps and water, the grippli took to the trees and gained considerable climbing ability.

Many evil races hunt or kill these undersized frog-people for sport or just plain cruelty, which combined with their low birth rates leads to populations being rather sparse. Those communities which remain often revere a nameless goddess depicted as a large rainbow-hued frog.

GRIPPLI TRAITS

Your grippli character has the following traits in common with other grippli.

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

Age. Grippli reach adulthood later at the age of 30, and sometimes live up to 300 years.

Alignment. Grippli often find it difficult to care about much else but their own survival, and thus tend to be neutral. Those who deviate almost always lean toward the side of good.

Size. Grippli are extremely tiny, never reaching more than a few inches over 3 feet in height. Your size is Small.

Speed. Your base walking speed is 25 feet, and you have a climbing speed of 20 feet.

Darkvision. You have darkvision out to 60 feet.

Jungle Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Grippli Resistance. You have advantage on saving throws against poison, and have resistance to poison damage.

Grippli Weapon Training. You have proficiency with blowguns and nets.

Poison Training. You have proficiency with the poisoner's kit. Grippli often hunt with poisoned-tipped weapons to give them an edge over slightly larger prey.

Outstanding Leap. Your jump height is increased by 5 feet and your jump distance is increased by 10 feet, whether or not you have a running start.

Speak With Amphibians. You can communicate simple concepts to other amphibious beasts (such as frogs and toads) when you speak in Bullywug.

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

HALF-GIANT

Born of the unconventional ties of a giant and one of the smaller races (typically human or half-orcs), the half-giant stands as a hulking figure of impressive musculature and ability. Strangely, half-giants remains closer to their smaller parentage, but still tower over even the tallest of those races.

Most half-giants resemble taller, more muscular versions of their human parent, but will sometimes take on a slight hue to their flesh depending on their lineage. Because of their 'small' stature, it is very rare for a half-giant to live with a group of giants, but rather with the smaller race, or their single giant parent. Because of their formidable strength, half-giants can often find work as bouncers or guards, and are prized laborers.

HALF-GIANT TRAITS

Your half-giant character has the following traits in common with all other half-giants.

Ability Score Increase. Your Strength score and Constitution score both increase by 2.

Age. Half-giants mature at roughly the same age as humans, but can easily live to be 100 years old.

Alignment. Like humans, half-giants can be found in all different walks of life.

Size. While extraordinarily tall, reaching from 7 feet at the absolute shortest and 8 and a half feet at tallest, your non-giant lineage keeps you from reaching a true giant's stature. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Oversized. You can attempt to grapple or shove creatures up to two sizes larger than yourself.

Stone Throwing. You are proficient in thrown improvised weapon attacks made using stones of an appropriate size.

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

Subrace. The giant races vary wildly, shaped heavily by their environment, and thus so are their offspring. Choose a subrace between cloud, fire, frost, hill, or stone.

CLOUD HALF-GIANT

Sometimes with whitish-blue hair, and with dark cloudy skin. These half-giants are gifted with the power of magic that allows them to easily escape from or confound enemies.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Cloud Giant Magic. You know the Light cantrip. Once you reach 3rd level, you can also cast the Misty Step spell once per long rest. Constitution is your spellcasting ability for these spells.

FIRE HALF-GIANT

With flaming red hair and dark skin, fire half-giants tend to be the most analytical and productive of their race to match the personality of their giant parent. They are skilled with tools, most notably at smelting, forging, and smithing.

Tool Proficiency. You have proficiency in your choice of carpenter's tools, smith's tools, or mason's tools.

Fire Giant Resistance. You have resistance to fire damage, and are naturally adapted to hot environments, as described in chapter 5 of the *Dungeon Master's Guide*.

FROST HALF-GIANT

Sometimes with bluish-tinted flesh and gray or white hair, these half-giants have had their hearts melted of the cold exterior their frost giant parents had. In fact, they tend to be the kindest and most caring of their kind. The traits they did inherit allow them to brave the deep winter's chill, and gifted with the axe.

Weapon Proficiency. You have proficiency with handaxes and battleaxes.

Ice Giant Resistance. You have resistance to cold damage, and are adjusted to cold environments, as described in chapter 5 of the *Dungeon Master's Guide*.

HILL GIANT

Surprisingly the tallest of half-giant kin, hill half-giants tend to be barrel-chested and slightly hunched. While their size gives them a distinct advantage, they have inherited much of the stupidity of their bully of a hill giant parent, and tend to act before they think.

Long Gait. Your base walking speed increases to 35 feet.

Grounded. While you are touching solid ground, you have advantage on Strength ability checks and saving throws against being pushed or pulled.

STONE HALF-GIANT

With stony skin and chiseled features, the stone half-giant is best at home in the mountains. They often make friends with goliaths, and have a penchant for herding and carving, making stylized throwing stones for themselves which they use to hunt with.

Darkvision. You have darkvision out to 60 feet.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

HALF-OROG

Orogs are the child of an orc and ogre, and a half-orog is the child of an orog and a human. Half-orogs are very much the intelligent cousins of half-orcs, with a similar appearance and formidable strength. Because of a natural ability to lead and their strong sense of reasoning, half-orogs are least inclined to live in a tribe (which often would be housed underground), though rarely they can be taken on in minor leadership roles when they do. Outside of the orcish world, half-orogs make excellent workers in the political field and as tacticians in armies.

HALF-OROG TRAITS

Your half-orog character has the following traits in common with all other half-orogs.

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

Age. Half-orogs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. Half-orogs have a greater appreciation for authority and leadership than their half-orc cousins, preferring to have a powerful leader above them. Though they will try whatever it takes to usurp that position themselves, short of blatant murder.

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

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Natural Leader. You gain proficiency in the Persuasion skill.

Aggressive. You can use your reaction at any time to immediately move up to your speed toward a hostile creature. Once you have used this trait, you can't use it again until you finish a short or long rest.

Cunning Critical. When you score a critical hit with a weapon attack or cantrip, you can roll one additional damage die one additional time and add it to the extra damage of the critical hit.

KENKU

Their race was said to once be able to fly, but was punished after a great misdeed. Since then, Kenku have been ground-ridden. Many Kenku who are not forced into poverty or begging scratch out a living as singers or entertainers due to their talent for mimicking sounds they have heard, but are also sometimes taken into the folds by dark organizations who would abuse their power. Especially as some kenku whom have this talent spread into an ability to copy written text with near perfect precision. While the average citizen would hide their coin purse from a traveling Kenku, they do not have any inherent hatred for them.

KENKU TRAITS

Your kenku character has the following traits in common with other kenku.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Kenku reach adulthood around the age of 15, and live roughly as long as humans. However, mountain kenku can sometimes live to be 200.

Alignment. Constantly tricking others and playing pranks, kenku are often a harmless sort of prankster, though some kenku may steal for a living. A kenku typically makes a good ally, no matter what cause they are committed to.

Size. Kenku generally stand at around 5 feet tall, with only a few inches of variance. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Natural Liar. You gain proficiency in the Deception skill.

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

Languages. You understand, read and write Common and Auran. You can “speak” languages through your Mimicry trait, using the voices of creatures you have heard speak them.

Subrace. Kenku often come in one of three varieties: Nightcrier, mountain, and shinefeather. Choose one.

MOUNTAIN KENKU (TENGU)

All kenku desire to soar through the skies once more, but the mountain kenku (also referred to as tengu) hold the hopes most strongly in their hearts, believing it to be an eventuality.

They seem to eternally struggle through religious rites and prayer, asking for forgiveness and the return of their ability to fly. Sometimes a mountain tengu will wear false wings on their back to show their dedication. Mountain kenku are also known for granting boons to those who seek and assist them in their endeavors.

Ability Score Increase. Your Wisdom score increases by 1.

Divine Ally. You know the *Guidance* cantrip. Once you reach 3rd level, you can also cast the *Bless* spell once per long rest. Wisdom is your spellcasting ability for these spells, and you can only target other creatures with their effects.

Studied. You gain proficiency in one artisan tool or instrument of your choice.

NIGHTCRIER KENKU

The nightcriers have the darkest feathers of their kin, and are far more accepting of their talent of deception. They also seem to hold a natural talent for attacking from the darkness, often using these talents to commit crimes. Nightcriers often find work as burglars and cutpurses, and often create false evidence to implicate others when they're caught.

Ability Score Increase. Your Intelligence score increases by 1.

Ambusher. You have advantage on attack rolls made against a creature that is surprised by you.

Advanced Mimicry. You gain proficiency with the Forgery Kit.

SHINEFEATHER KENKU

The most gifted orally of the Kenku, the shinefeather get their name from the reflective nature of their features, which shines a slightly purplish hue in light. Some shinefeathers even have differently colored feathers, including peacock patterns. These kenku are prized as ambassadors, mediators, and entertainers due to their advanced linguistic skill and talent for throwing their voices.

Ability Score Increase. Your Charisma score increases by 1.

Linguistic Genius. You learn to mimic, read, and write an additional language of your choice. In addition, you can cast the *Comprehend Languages* spell once per long rest.

Ventriloquism. When you use your Mimicry trait, you can throw your voice, making it seem as though the sounds you make originate from an area within 10 feet of you instead.

RATLING

Ratlings typically live simplistic lives, keeping mostly to the nests of their massive, branching families. They are, however, adept scavengers, and their desire to hoard trinkets and valuables sometimes drive them to the world outside, and the life of adventuring.

They are often boastful of their collections and accomplishments, and quick to defend when their claims are challenged.

RATLING TRAITS

Your ratling character has the following traits in common with all other ratlings.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Ratlings typically reach adulthood by the age of 10, and can live up to the age of 50 before they perish.

Alignment. While seemingly chaotic from the outside observer, ratlings actually follow strict order to keep their tightly-knit communities held together. Day-to-day life of the ratling involves a great deal of trust and planning, especially where protection is concerned.

Size. Ratlings stand at around 3 to 4 feet tall, but often appear shorter due to their hunched posture. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You have darkvision out to 60 feet.

Nimble Fingers. You have proficiency in the Sleight of Hand skill.

Rat Empathy. Through squeaking sounds and gestures, you can communicate simple ideas with rats and mice.

Tight Quarters Combatant. Squeezing does not impose the normal disadvantage to your attack rolls or reduce your movement speed, and you can freely move through the spaces of other creatures.

Ratling Resistance. You have advantage on saving throws against poison and disease, and you have resistance against poison damage.

Languages. You can speak, read, and write both Common and Undercommon.

Subrace. There are two varieties of ratling, the common blackfur, and the arcane-infused whitefurs. Choose one.

BLACKFUR

What most people think of where ratlings are concerned, the blackfurs are light on their feet, and always on their toes. Their societies rely on complex, winding passageways that require multiple forms of locomotion, which make it difficult for them to be chased through.

Ability Score Increase. Your Constitution score increases by 1.

Impeccable Balance. You have advantage on Dexterity (Acrobatics) checks made to avoid falling or losing your balance. Blackfurs often travel across ropes and small ledges to throw off pursuers.

Experienced Traveler. You gain both a climbing speed and swimming speed each of 20 feet.

WHITEFUR

Also known as labrats, this race of ratling branched off when they were turned into the patients of countless experiments by the hands of evil spellcasters. The experience has left their fur white or some other unnatural color, and with an understanding of magic on a biological level.

Ability Score Increase. Your Intelligence score increases by 1.

Formula Familiarity. You have proficiency with alchemist's supplies. Labrats often toy with different formulas, experimenting on themselves to find the effects of their newly made concoctions.

Alchemic Digestion. When you are subjected to the effect of an ingested poison or other ingested consumable (such as a potion or enchanted food) that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw. In addition, you automatically identify the effects of any poison or potion you ingest (accidentally or otherwise).

SEEDLING

Also known as treefolk, seedlings are humanoids born from the earth itself, resembling a mix between a human and a treant. Their skin is coated in sturdy bark, their hair either long and wispy like leaves of a willow or dense as the top of an oak tree, and with pure white eyes. Members of this race stand as immovable protectors of nature, having spawned from the magic of the old gods to act in service of the wild. Most seedlings are of the strong and silent type, preferring for their actions to speak for themselves.

SEEDLING TRAITS

Your seedling character has the following traits in common with all other seedling.

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

Age. Seedlings age very rapidly from planted sprouts, reaching maturity at the age of 12, and living well into their 90's.

Alignment. Knowing that balance is needed in order for the world to continue as it once was, but knowing that at times firm action must be taken, seedlings tend to be lawful neutral.

Size. Varying greatly in height, seedlings stand anywhere from 5 to 7 feet tall. Your size is Medium.

Speed. Heavy and lumbering, with trunk-like legs, your base walking speed is 25 feet.

Sturdy Mind. You have advantage on saving throws made against being frightened.

Nature Stride. You can move through nonmagical plants that create difficult terrain at a normal pace.

Seedling Magic. You know the *Druidcraft* cantrip. Once you reach 3rd level, you can also cast the *Entangle* spell once per long rest. At level 5, you can also cast the *Speak With Plants* spell once per long rest. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write in both Common and Sylvan.

STONECHILD

With rough gray skin and the physical bulk of a mighty mountain, stonechildren are a race born of the union of mortal and earth elemental. Durable and reliable, stonechildren stand as pillars of whatever community they find themselves part of, or as untouchable beacons of hope in the wastelands they may travel alone.

Those of this race can sometimes find kinship among the genasi, but their differences keep them largely disconnected. Still, they are not outcasts, often accepted by the people of other races, and commonly finding home in human or dwarf settlements as workers or sages.

STONECHILD TRAITS

Your stonechild character has the following traits in common with all other stonechildren.

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

Age. You age roughly the same as a human.

Alignment. Often as indifferent as the stone itself, stonechildren tend to remain neutral.

Size. Stonechildren often stand at a towering 7 to 8 and a half feet tall, and rarely weigh less than 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Magic Stone. You know the *Magic Stone* cantrip. Intelligence is your spellcasting ability for this spell.

Petrification Resistance. The elemental power that flows through you makes it more difficult for you to return to the natural state of stone. You have advantage on saving throws against being petrified.

Body of Rock. Your flesh emulates durable stone in both appearance and property. While you are not wearing armor, your Armor Class is equal to 11 + your Dexterity modifier + your shield bonus (if any).

Stone's Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Tool Proficiency. You have proficiency with your choice of potter's tools, mason's tools, or jeweler's tools. Stonechildren have an innate understanding of how to work with earthen materials, and often take up a hobby crafting jewelry or carving stone.

Languages. You can speak, read, and write both Common and Terran.

MONSTROUS RACES

The races presented here, whether due to appearance or reputation of their kind are more unconventional choices for players. Sometimes, townsfolk will fear for their lives upon sighting them, or perhaps the race is normally overly hostile. These races might be good for an evil-based campaign, or to tell a story about a character seeking redemption for their kind.

NEW SUBRACES

These are subrace options for races already playable in *Dungeons and Dragons*. You may choose one of them for the indicated race, instead of the normal options.

GNOMES

XVART

Also known as Svart or Xivort, these twisted fey cousins of Gnomes spent thousands of years as the tortured slaves of fomorians in the Shadowdark, turning them into a facsimile of what they once were. As it now stands, the xvart is a short, bald, and blue-skinned creature with large, saucer-like orange eyes and heavy trust problems. Since their release at the hands of a coven of hags, they have mostly been running amok with thievery and pillaging, but a select few have found steady work as unlikely mercenaries and adventurers. Most Xvart harbor hatred for the taller races, such as goliaths or half-orcs.

XVART SUBRACE TRAITS

The xvart subrace has the gnome traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Due to the strange traumas they had endured, Xvart live shorter lives than their cousins, typically only living into their 50's.

Shadow Hop. When you take damage, you can immediately use your reaction to leap through the Shadowfell momentarily, teleporting to an unoccupied space within 10 feet of you. Once you have used this trait, you can't use it again until you finish a long rest.

At-Speak. Once per long rest, you can cast a special version of the *Speak with Animals* spell, allowing you to speak only with bats and rats for the duration, in addition to being able to speak with wererats you do not share a language with. Intelligence is your spellcasting ability for this spell.

HALFLINGS

FERAL HALFLING

Forest- and desert-dwelling nomads that live off that land, feral halflings often describe a specific group of halfling tribes which dot the land which are known for their primitive culture, territorial behavior, and a ferocity that contrasts with their size. Very rarely, such a halfling will leave the tribe in search of something more substantial, and wind up wandering the world with fellow adventurers whom they feel themselves superior to. Feral halflings tend to be very hairy compared to other halflings, with thick black arm and leg hair.

FERAL HALFLING SUBRACE TRAITS

The feral halfling subrace has the halfling traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Strength score increases by 1.

Primitive Weapon Training. You have proficiency with blowguns, javelins, and nets.

Feral Mind. You have advantage on saving throws against being charmed.

NEW RACES

The following are brand new race options for players, which contain their own subraces where applicable.

BLADELING

Metallic-skinned humanoids with barbed bodies and blood as black as oil, Bladelings believed to hail from the plane of Acheron, but some lore tells us that they were once a race of Tieflings who took their pacts too far. Bladelings are best known for their affinity for the weapons they share a name with, handling them as an extension of their own bodies.

Most bladelings dutifully care for their weapons as much as most humanoids would a child, while the rare chaotic bladeling may be reckless with their weaponry, even using a greatsword to cut their steak.

BLADELING TRAITS

Your bladeling character has the following traits in common with other bladelings.

Ability Score Increase. Your Wisdom score increases by 1.

Age. As humans.

Alignment. Most bladelings are lawful evil, but many who have been banished or transported to the material plane have learned to soften their views, and often bring their blade to the side of good.

Size. Bladelings stand around 6 feet tall on average. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Weapon Proficiency. You have proficiency with longswords, rapiers, scimitars, and shortswords.

Bladeling Resistance. You have resistance against acid damage.

Bladeform. Choose a form from the bladeform table. Your additional ability score increase, and both your razor storm's area and damage type are determined by your choice.

Razor Storm. As an action, you can unleash a spray of razor-thin blades from your body at your foes. Your bladeform determines the size, shape, and damage type of your razor storm. All creatures within the area of this attack must make a Dexterity saving throw (DC 8 + your proficiency bonus + your constitution modifier), taking 2d6 damage on a failure, or half as much damage on a success. The damage from this attack is considered magical, and increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

Once you have used this trait, you can't use it again until you finish a short or long rest.

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

BLADEFORM

| Form | Ability Score Increase | Razorstorm |
|-----------|------------------------|--|
| Chewing | +2 Constitution | bludgeoning damage, 5 feet around self |
| Skewering | +2 Dexterity | piercing damage, 5 ft by 30 ft line |
| Slicing | +2 Strength | slashing damage, 15 ft cone |
| Stabbing | +2 Dexterity | piercing damage, 15 ft cone |
| Severing | +2 Strength | slashing damage, 5 feet around self |

BUGBEAR

The largest of the goblinoid races, bugbears are usually the ones in control of the bands of their lesser kin. Prized for their brutish strength as much as their stealth abilities, bugbears are often hired as assassins or mercenaries by the other races. Life is not easy within their culture, with even the children being thrown into combat training.

It is not surprising, therefore, that most bugbears act cold or venomous to those of other races, especially the smaller ones such as halflings and gnomes. Despite their feelings of superiority and callous hearts, bugbears can still become reliable allies when given the proper motivation.

BUGBEAR TRAITS

Your bugbear character has the following traits in common with other bugbears.

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

Age. Short-lived as all goblinoid races are, bugbears typically are pressed into the duties of adulthood by the age of 10, and rarely live past the age of 60 if they are lucky enough not to die in combat.

Alignment. As with other goblinoids, bugbears do not take kind to authority, following orders and rules only as long as they are beneficial to themselves.

Size. Bugbears often stand at an impressive 7 feet tall and weigh an average of 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Skulker. You gain proficiency in the Stealth skill.

Powerful Grip. You have advantage on ability checks and saving throws made to remain holding onto an object you are carrying, and can hold or carry objects that would normally be unwieldy for creatures your size. This trait does not allow you to wield weapons designed for larger creatures.

Predatory Eye. When you make a weapon attack, before making the attack roll you can choose to apply one additional weapon damage die to the damage of the attack on a hit. Once you use this trait, you can't use it again until you finish a short or long rest.

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

BULLYWUG

Bullywug are a primitive race of frog-like humanoids who primarily inhabit swampy areas. They are extremely territorial, and constantly bicker with other tribes over who owns which corner of their swamp, but surprisingly never have fights amongst their own tribesmen.

In bullywug culture, the women are usually held in low regard, and thus it is much more likely for them to break out into a new life as an adventurer than it is for males. Sometimes, however, even a particularly intelligent or bored male will break off from the clutch to live a more fulfilling life.

BULLYWUG TRAITS

Your bullywug character has the following traits in common with other bullywugs.

Ability Score Increase. Your Constitution score increases by 2, and your choice of either your Strength or Dexterity score increases by 1.

Age. Bullywugs generally reach maturity at 10 years, and live short lives no longer than 50 years.

Alignment. Most bullywug have little regard for the outside world, and while they do not quarrel amongst those of their own tribesmen, they are often lax with law, or downright lazy where it is regarded.

Size. These toady creatures can range in size from a mere 4 feet for the more agile, to just under 7 feet for the more brutish variety. Your size is Medium.

Speed. Your base walking speed is 25 feet, and you have a swimming speed of 40 feet.

Amphibious. You can breathe both air and water.

Swamp Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Outstanding Leap. Your jump height is increased by 5 feet and your jump distance is increased by 10 feet, whether or not you have a running start.

Speak With Amphibians. You can communicate simple concepts to other amphibious beasts (such as frogs and toads) when you speak in Bullywug.

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

GNOLL

The gnollish race was once but mere hyenas before the power of Yeenoghu transformed them into what they are today. They appear as both hyena and humanoid, with heavily furred bodies including a long strip of denser fur going down their backs and digitigrade legs. They are a ferocious race of nomadic hunters and scavengers led by the females of their race (whom are nearly indistinguishable from males by non-gnolls).

Within any gnoll settlement can be found a number of smaller or gigantic hyenas, used as hunting companions, and treated as equal members within their society. When they get a taste of blood, a gnoll will fly into a rampaging frenzy, making them especially difficult to handle on the battlefield.

GNOLL TRAITS

Your gnoll character has the following traits in common with other gnolls.

Ability Score Increase. Your Strength score increases by 2.

Age. Gnolls mature more quickly than humans, reaching adulthood at 14 years, and live to be about 60.

Alignment. Born from the chaotic power of Yeenoghu, even non-evil gnolls love to cause trouble, and hold very little respect for authority.

Size. Gnolls generally stand from 6 to just under 8 feet tall and weigh 250 to 350 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Gnoll Combat Training. You gain proficiency with javelins, longbows, shortbows, and spears.

Bite. You are proficient in an unarmed strike using your bite, which deals 1d4 piercing damage.

Rampage. When you reduces a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to your speed and make an unarmed attack against a creature within your reach. Once you use this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write in both Common and Gnoll.

Subrace. The two main varieties of gnolls in the world are the common spotted gnoll, and the flind gnoll. Choose one.

SPOTTED GNOLL

Named after the large spots on their fur patterns, these are the most common variety of gnolls. They are known for their abilities to train beasts, preferring to tame hyenas, which they bring on hunts. They are the most superstitious of their kind as well, holding rituals in the name of Yeenoghu the demon prince, who created their race.

Ability Score Increase. Your Constitution score increases by 1.

Bestial Understanding. When making a Wisdom (Animal Handling) check to influence a wolf, dog, or hyena, you are considered proficient in the Animal Handling skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Additional Language. You can also speak, read, and write the Abyssal language.

FLIND GNOLL

On the smaller side compared to other gnolls and usually with grayish fur, flind gnolls are considerably more spry than their cousins and make up for their size with skill and ferocity. For this reason, flind gnolls are usually set the leaders of packs or other communities of their kind. Flind gnolls favor use of a special weapon called the flindbar, a flail with two long ends akin to nunchaku.

Ability Score Increase. Your Dexterity score increases by 1.

Heinousness. When you make a Charisma (Intimidation) check to influence either another gnoll or a creature you know to be enslaved, you are considered proficient in the Intimidation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Additional Weapon Proficiency. You also have proficiency with flails.

GOBLIN

Viewed as weak and feeble, goblins make up for their lack of strength with fast reflexes and sheer numbers. Living in overpopulated and unsophisticated communities, goblins are sometimes likened giant rats without fur, but even more murderous. Despite their well-deserved bad reputation, not all goblins are content to murder and steal, and would rather live a more steady existence where they aren't constantly berated or beaten down by their peers. Some still might be escaped slaves, the race prized for their propagative ability and often submissive behavior. Such goblins find little luck in the way of sustainable work, but sometimes a gracious group of adventurers will give such a poor soul a chance at life.

GOBLIN TRAITS

Your goblin character has the following traits in common with other goblin characters.

Ability Score Increase. Your Dexterity score increases by 2.

Age. With most of their lives lived in squalor, goblins don't usually live very long, typically growing to adulthood by 9 years, and dying by the age of 30.

Alignment. Goblins revel in chaos, and take any chance to slack off or take the easy way out of things. Even the kindest of goblins enjoy to make a bit of mischief, or would swipe a loaf of bread when hungry enough.

Size. Goblins range typically three and a half feet to 4 feet tall. Your size is Small. Speed Goblins are quicker on their feet than most their size, granting you a base walking speed of 30 feet.

Darkvision. You have darkvision out to 60 feet.

Stealthy. You gain proficiency in the Stealth skill.

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

Nimble Escape. When you take either the Dash or Disengage action, you can choose to gain the benefit of both actions. Once you have used this trait, it can't be used again until you finish a short or long rest.

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

Subrace. Presented here are two varieties of goblin: The cave goblin and the forest goblin. Choose one.

CAVE GOBLIN

Most at home underground or hidden in the darkness of their caves, these goblins are masters at the most powerful of goblin arts: Running away. In addition, their time huddled together in caves and passing sickness and disease to each other has strengthened them against it.

Ability Score Increase. Your Constitution score increases by 1.

Born in Filth. You have advantage on saving throws against disease.

Cowardly. When you use your Nimble Escape trait, at the end of your movement you can immediately take the Hide action to attempt to remain hidden from any creatures you have concealment against.

FOREST GOBLIN

While skilled at stealth like their brother race of goblins, the goblins of the forest rely more on the recruitment of other, somehow less intelligent creatures than themselves. They also tend to be the most bold of goblins, taking on tasks much bigger than themselves frequently.

Ability Score Increase. Your Wisdom score increases by 1.

Rough Rider. You are considered trained in ability checks made to remain mounted on a creature you are riding, and mounting a willing creature only costs you 5 feet of movement. Forest goblins are natural born riders, often taking worgs or hogs in combat as their mounts.

Scramble. When you use your Nimble Escape trait, the next attack roll against you before the start of your next turn is made at disadvantage.

HALF-TROLL

The blood of the troll is a powerful thing. No matter what other race a troll may make ties with, the genes of these highly regenerative creatures are the dominant one. These half-trolls represent the children of medium or smaller humanoids and a troll, ranging from humans to orcs. Half-trolls have skin ranging from lime green to dark yellow, with long, gangly limbs and thin, black hair.

Half-trolls usually find themselves outcasts, as their already isolated and nomadic troll parentage find little use for a child unable to take grievous injuries or reattach lost limbs. However, half-trolls are still durable in their own right, and can sometimes find work as guards, laborers, or mercenaries of the world at large.

HALF-TROLL TRAITS

Your half-troll character has the following traits in common with other half-troll characters.

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

Age. You generally age at the same rate as humans, living up to the age of 80.

Alignment. Half-trolls love to partake in sloth and gluttony, lacking a major motivational drive to do most things and leaning toward chaos. However, when there's a particularly interesting treasure to be had, a half-troll will lend themselves to the cause.

Size. Half-trolls stand anywhere from 6 to 8 feet tall, largely depending on their humanoid parents. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Heightened Senses. You gain proficiency in the Perception skill.

Trollish Durability. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Minor Regeneration. Your troll blood does not provide you with regeneration on par of your relative, but your body's ability to heal itself is still beyond those of other creatures. Superficial wounds on your body such as scrapes and bruises disappear within a minute after receiving them. In addition, you now regain 1 Hit Point when you roll either a 19 or 20 on a death saving throw.

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

HOBGOBLIN

The most organized of the goblin races, hobgoblins often disassociate themselves with others of their kin, preferring to live in all their own settlements and interact with goblins and bugbears as little as possible. Unless it is strategically advantageous.

While only as intelligent as humans, hobgoblins pride themselves on always having a plan, and following that plan through to the T, as well as having strong and reliable leadership to keep things together to the end. Every member of the community working toward a specific goal that benefits their society as a whole, rather than the individual, leading to a large variety of lifestyles.

HOBGOBLIN TRAITS

Your hobgoblin character has the following traits in common with other hobgoblin characters.

Ability Score Increase. Your Strength score increases by 2.

Age. As with all goblinoids, life is short for the Hobgoblin. They typically reach adulthood at 10, and live to be up to 60 years old before perishing.

Alignment. Hobgoblins typically enjoy structure and strict leadership, following strict regimens. Through discipline, they believe their true potential can be unlocked.

Size. The average hobgoblin stands at roughly 6 and a half feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Obedience Drilled. You can perfectly remember any orders or commands you have been given within the last 30 days.

Hobgoblin War Training. You have proficiency with longbows, longswords, and shortbows. In addition, you also have proficiency with light armor and medium armor.

Martial Advantage. When you hit a creature within 5 feet of one of your allies and that ally is not incapacitated, you can add 1d4 damage of the attack, of the type of damage your weapon deals. Once you have used this trait, you cannot use it again until you finish a long rest.

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

Subrace. A few subraces of hobgoblins exist, including those touched by dark forces. Presented here are two subraces, the plains hobgoblin and the hill hobgoblin. Choose one.

PLAINS HOBGOBLIN

These hobgoblins are better attuned to the rough life of the wild, and adept trainers of animals, using them to as mounts in battle and to help them hunt. While still preferring company of their own kind, the hobgoblins of the plains are more likely to be found among the ranks of other goblinoids.

Ability Score Increase. Your Constitution score increases by 1.

Wild Boon. You gain proficiency in the Animal Handling skill.

Martial Prowess. You may use your Martial Advantage trait twice per long rest, instead of only once.

HILL HOBGOBLIN

Charismatic through and through, these hobgoblins have a slightly more reddish tint to their skin than others, and take better care of personal hygiene and appearances. When they are not in their own community, they are often found as leaders of armies, using their force of personality and superior tactics to remain a cut above the rest.

Ability Score Increase. Your Charisma score increases by 1.

Analytic Mind. You gain proficiency in the Investigation skill.

Superior Leadership. When an ally within 30 feet of you that can hear you makes either an attack roll, saving throw, or Strength ability check, you can use your reaction to utter an encouraging word to increase their efforts. Roll 1d4 and add it to the ally's roll. Once you have used this trait, you can't use it again until you finish a long rest.

KOBOLD

Kobolds are a bipedal reptilian race with scaled bodies and long, vestigial tails. The color of their scales vary wildly, coming in all the same colors as dragons, and sometimes even hues of purple or gray. They primarily live in caves and tunnels, which they defend with a myriad of traps and pitfalls. Kobolds are often territorial, as well as obsessive over their valuables, or whatever it is they pass off as valuable and precious.

Despite their living conditions, kobolds like to keep themselves relatively clean, grooming often and polishing their scales and talons.

KOBOLD TRAITS

Your kobold character has the following traits in common with other kobold characters.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Kobolds mature to adulthood early at the age of 10, and rarely live beyond 50 years.

Alignment. While primitive, kobolds adhere to a strict hierarchy and perform set rituals. Because of their reverence of their kind and their respect of authority, they are easily brought into the service of intelligent creatures which resemble dragons.

Size. Kobolds stand anywhere between 3 and a half to 4 feet tall at their tallest. Your size is Small.

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

Darkvision. You have darkvision out to 60 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Kobold Tactics. When you attack a creature within 5 feet of one of your allies, and that ally is not incapacitated, you can choose to gain advantage on your attack roll. You can only benefit from this trait once per round.

Trapsense. When you make a Wisdom (Perception) check to notice a hidden trap, you are considered proficient in the Perception skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

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

Subrace. There are many varieties of kobolds in the world, including winged and element-touched varieties. Presented here are only two options The common kobold, and the more draconic dragonscale kobold. Choose one.

COMMON KOBOLD

The breed of kobold which can be found most anywhere, these kobolds work for most of their lives perfecting the art of trapmaking, and nimble avoiding trouble.

Ability Score Increase. Your Constitution score increases by 1.

Tools of the Trade. You have proficiency in trapmaker's supplies, allowing you to you add your proficiency bonus to any ability checks you make to craft or use traps or other trick items (such as caltrops or ball bearings).

DRAGONSACLE KOBOLD

Often appointed leaders of tribes, Dragonscales are a rare breed of kobold who very slightly resemble dragons more than the common breed (if noticeably at all), and show a natural aptitude for the magic of those dragons which they emulate.

Ability Score Increase. Your Charisma score increases by 1.

Draconic Heritage. Choose one of the following cantrips, which you learn to cast: *Acid Splash*, *Control Flames*, *Firebolt*, *Poison Spray*, *Ray of Frost*, *Shocking Grasp*, or *Thunderclap*. Charisma is your spellcasting ability for this spell. Your choice should reflect the type of dragon you most closely resemble.

KUO-TOA

Resembling something of a cross between a fish, a toad, and something humanoid, the kuo-toa are an oft-confusing, amphibious race of the Underdark. They were once the mind slaves of the insidious mind flayers, and their servitude to those mad creatures has left them marked with insanity. While still holding some semblance of society and culture, the kuo-toa can never seem to make up their minds. Most kuo-toa mainly worship their goddess Blibdoolpoolp, a gigantic female human with a crawfish head and claws, but new gods are created every day in the mind of the kuo-toa.

So powerful is their belief in the gods they think up that they are granted power through them, though there is some debate that these "false" gods may indeed act as another aspect of Blibdoolpoolp herself. Kuo-toa are also gullible and superstitious, but it is difficult to change their mind once it is set on something.

KUO-TOA TRAITS

Your kuo-toa character has the following traits in common with other kuo-toa characters.

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

Age. Kuo-toa generally reach adulthood early at the age of 14, and live slightly shorter lives, usually dying by their 80's.

Alignment. Kuo-toa have a very alien belief system, staying strongly loyal to a deity or cause, until their mind suddenly changes and they follow something else.

Size. Kuo-toa range from 4 and a half to 5 feet tall. Your size is Medium.

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

Darkvision. You have darkvision out to 120 feet.

Amphibious. You can breathe both air and water.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is actively moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

Languages. You can speak, read, and write both Common and Undercommon.

LESSER ILLITHID

Illithids (or mind flayers) are a race of highly intelligent, aberrant beings who currently reside deep in the Underdark in insidious lairs, enslaving races and using their brains as sustenance. Lesser illithids are the rejected tadpoles of such a race, thrown out of the briny pools where they grow their spawn too early to develop the same level of power as they.

These brethren have the same skin, ranging from an alien gray to a sleek purple or blue. However, the four tentacles adorning their faces are much smaller, and incapable of piercing through the skulls of creatures as their greater kin.

Lesser illithids therefore are relegated to the same eating habits as other humanoid creatures. Due to the dark reputation of illithids, this lesser race is often held in low regard, and especially shunned in the Underdark where they are thought to be merciless slavers and plotters of world-dominance.

LESSER ILLITHID TRAITS

Your lesser illithid character has the following traits in common with other lesser illithids.

Ability Score Increase. Your Intelligence score increases by 2, and your choice of either your Wisdom or Charisma score increases by 1.

Age. You generally reach adulthood from your tadpole stage at the age of 20, and often live to the ripe age of 150 before death finds you.

Alignment. Even lesser illithids tend to follow strict regimen, and follow a life of practicality and pragmatism, leaning toward the lawful side.

Size. More squat than their wiry greater kin, lesser illithids typically stand at around 5 and a half feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 120 feet.

Your Own Master. You have advantage on saving throws made against being charmed.

Aberrant Thoughts. Your thoughts are a cacophonous storm, and can't be read by creatures with an Intelligence score lower than your own.

Illithid Psionics. You know the *Message* cantrip. Once you reach 3rd level, you can cast the *Detect Thoughts* spell once per long rest. When you reach 5th level, you can also cast the *Levitate* spell once per long rest. Intelligence is your spellcasting ability for these spells.

Languages. You can speak, read, and write in Common, Deep Speech, and Undercommon.

LIZARDFOLK

Lizardfolk are primitive reptilian humanoids that live in often forbidding areas of the world such as deep dark swamps, ancient ruins, and caves half-submerged in water. Their kind are often territorial, clinging onto what they have managed to carve out, and rarely are found in the company of outsiders. However, sometimes their communities will grow alongside those of other humanoids, and they can learn to understand the mutual benefits of working together with other races.

Lizardfolk tend not to wear armor, preferring their densely scaled bodies, but will often use shields intricately carved of shell and bone to protect themselves. Seeing themselves as lesser versions of them, lizardfolk worship dragons as their superior, and can sometimes be found in service to them.

LIZARDFOLK TRAITS

Your lizardfolk character has the following traits in common with other lizardfolk characters.

Ability Score Increase. Your Strength score increases by 2.

Age. Lizardfolk often reach adulthood at the age of 16, and can live up to 100 years.

Alignment. Lizardfolk do not see the sense in politics, or the strange morality of good and bad. They simply kill when they need to, and survive.

Size. Lizardfolk range from 6 to 7 feet in height. Your size is Medium.

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

Darkvision. You have darkvision out to 60 feet.

Hold Breath. You can hold your breath for up to 15 minutes before you begin suffocating.

Natural Armor. Your skin is covered in dense scales that naturally protect you from harm. While you are not wearing armor, your Armor Class is equal to 11 + your Dexterity modifier + your shield bonus (if any).

Lizardfolk War Training. You have proficiency with spears, javelins, and with shields.

Bite. You are proficient with an unarmed strike using your bite, which deals 1d4 piercing damage.

Crafty. You have proficiency with your choice of jeweler's tools or painter's tools. While often made with primitive materials, lizardfolk have a strong tradition of crafting jewelry and painting murals to honor their gods.

Subrace. There are different lizardfolk adapted to different environs, but the most prominent subraces are those of the swamp, and those of the jungle. Choose one.

SWAMP LIZARDFOLK

The lizardfolk of the swamps are the more resilient of their kind, and the most territorial as well. Their scale colors are often dark and drab, reflecting their murky environments. Their appearance greatly resembles crocodilians, with large jaws filled with gnarled teeth.

Ability Score Increase. Your Constitution score increases by 1.

Ambush Predator. You may attempt to hide even while only lightly obscured by swampy terrain or water.

JUNGLE LIZARDFOLK

These lizardfolk often make home next to lakes or rivers running through the jungles and rainforests they inhabit, or make use of ruins long forgotten as ready-made homes. Their colors are often more vibrant than their brethren, almost lime green in hue, with the occasional bluish tint. They are also the most religious of their kind, following rituals gleaned from discovered ruins to perform druidic rituals.

Ability Score Increase. Your Wisdom score increases by 1.

Sticky Fingers. You have special sticky pads on your fingers, granting you advantage on ability checks you make related to climbing.

MYCONID

A race of sentient mushroom people from the Underdark, myconid communities are ruled over by a powerful entity known as a Sovereign, who oversees their productivity and leads the bizarre and sacred ritual of "mind melding" where the thoughts and feelings of each Myconid in the community are shared telepathically.

Myconids are a hard-working lot who keep mostly to themselves, but are always eager to lend a hand to those who ask.

MYCONID TRAITS

Your myconid character has the following traits in common with other myconid characters.

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

Age. Myconids generally grow to adulthood at the age of 8, and typically live up to 30 years. However, some powerful myconids, especially would-be Sovereigns, can live up to 100 years.

Alignment. Myconids are mostly free creatures, but they follow under laws which they deem necessary for living. They are kind, and will often give shelter and food to those in need of it. However, they lack emotions of the level that humans feel.

Size. Myconids range wildly in height, from a mere 4 and a half feet tall, to just under 6. Your size is Medium.

Speed. Myconids are generally slow-moving, seemingly never in a hurry. Your base walking speed is 25 feet.

Darkvision. You have darkvision out to 120 feet.

Fungal Features. You have advantage on saving throws against being stunned or paralyzed.

Sunlight Sickness. While you are directly exposed to sunlight, you have disadvantage on ability checks, attack rolls, and saving throws. You can temporarily remove this penalty by completely covering your body with thick clothing or the like, but while doing so your speed is reduced by 5 and you have disadvantage on Perception checks.

Rapport Spores. You cannot formally speak the languages you know, but instead communicate directly into the minds of creatures using special spores you breathe out of your mouth. You can speak telepathically with breathing creatures within 30 feet of you.

Pacifying Spores. You also produce a special spore which Myconids typically use to avoid conflict. As an action, you can infect a creature within 10 feet of you with these spores. The target must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier), or be magically charmed by you for 1 minute. While charmed this way, a creature cannot willingly and knowingly take actions that would cause harm to a creature, such as attacking or casting a spell that deals damage, but may otherwise act normally. The creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you have used this trait, it can't be used again until you finish a long rest.

Languages. You can understand, read, and write both Common and Undercommon.

TROGLODYTE

Stench and mold don't seem to phase this Underdark-dwelling reptilian race. Troglodytes have a brutal hierarchy where the strong dictate everything, and when a weak link arises, they are instantly weeded out. Most of their time within their own communities is dedicated to gathering food, spoiled or otherwise, and consuming seemingly endlessly. Their tendency to wallow in trash and debris, in addition to their smell and temperament, put most of the other races off of the troglodyte kind.

However, a select few have stunted, or better controlled glands, and will smell only like an unwashed bum, rather than a thousand rotting corpses. They may sometimes even act civilized enough to get along with the oft-strange adventuring party.

TROGLODYTE TRAITS

Your troglodyte character has the following traits in common with other troglodyte characters.

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

Age. This race grows up fast out of necessity, reaching maturity at the age of 12, but under the right conditions can live to be a respectable 100 years old.

Alignment. Troglodytes lack order to a large degree, with their leaders being constantly beaten down to a lower position on the totem pole. If not in control, they would prefer to drift free and aimlessly.

Size. Squat and with short necks, Troglodytes are just over 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Chameleon Skin. You have advantage on Dexterity (Stealth) checks made to hide in natural terrain.

Overwhelming Hunger. You can consume spoiled or otherwise fouled, but not poisoned, food or water without consequence. However, doing so only provides a quarter as much nutrition as normal.

Stench. As an action, you can release the stench pent up in your pores, surrounding yourself in a smell worse than death. Until the end of your next turn, all creatures that either start their turn, or first move on their turn to be within, 5 feet of you must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be poisoned for 1 round. Once you have used this trait, you can't use it again until you finish a long rest.

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

YUAN-TI

Yuan-ti were once denizens of the most illustrious of human civilizations, with vast riches and legions of legendary warriors. They worshipped serpents, envious of their flexibility, poise, and their lethality. They prayed to the gods ever-longingly in their increasingly massive network of temples of faith, until one day the gods would answer back to their call with a beckoning.

Mad cults then formed as the yuan-ti rejected their humanity, turning to cannibalism, sacrifice, and ultimately breeding with the snakes themselves in dark rituals. This left their kind forever changed, tainted with evil and powerful, seductive magic. The yuan-ti today are born from eggs, resemble snake-like humanoids, and care little for humanity.

The only use they find for others is as tools to heighten their own greatness. Most of their great empire lay in shambles, but a select few settlements remain in ancient ruins or unruly lands.

YUAN-TI TRAITS

Your yuan-ti character has the following traits in common with other yuan-ti characters.

Ability Score Increase. Your Charisma score increases by 2.

Age. Yuan-ti generally age at the same rate as humans, though they can sometimes live to be 120 years old.

Alignment. Most yuan-ti are evil and manipulative, caring little for the lives of others. Sometimes a rare exception can be made, however, where a yuan-ti may be born outside of their tainted culture, or wish to live a more peaceful life than the brutal and unkind treatment they receive from their kin.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Yuan-Ti Resistance. You have advantage on saving throws against poison, and have resistance to poison damage.

Yuan-Ti Manipulation. Once you reach 3rd level, you can cast the *Suggestion* spell once per long rest. Charisma is your spellcasting ability for this spell.

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

Subrace. There exist a large variety of variations in the yuan-ti race, but the most humanlike include the pureblood and the snake-headed halfblood. Choose one.

PUREBLOOD

Most closely resembling their former human race, the purebloods are tan-skinned or sometimes yellowish or olive, with some sort of vague serpentine feature such as their tongues, fangs, or eyes. Occasionally scanning their bodies can be spotted a patch of scales, as well.

The purebloods have the strongest connection to the magic granted to them through the dark pacts made by their ancestors. Despite this, their strikingly humanoid appearance and lack of physical power leaves them at the bottom of the yuan-ti totem pole.

Ability Score Increase. One other ability score of your choice increases by 1.

Serpent Speak. Through hissing and the swaying, you can communicate simple ideas with snakes or other serpents.

Pureblood Magic. You know the *Poison Spray* cantrip. Once you reach 5th level, you can also cast the *Charm Person* spell once per long rest as a 2nd level spell. Charisma is your spellcasting ability for these spells.

HALFBLOOD (MALISON)

Halfbloods, most commonly referred to as malisons, are a breed of yuan-ti who more strongly resemble their snake parentage. Every malison has a serpentine head with scales reaching down just below their shoulders. While a variety of malison exist, such as those with serpents for arms, that is where the physical differences for this particular subrace of malison end. They are formidable warriors, with near-unmatched strength, and enjoy coating their weapons with poison, even if only to see their opponents suffer.

Ability Score Increase. Your Strength score increases by 2.

Yuan-Ti Weapon Training. You are proficient with scimitars, shortbows, and longbows.

Poison Proficiency. You are proficient with the poisoner's kit.

MORE TO COME...

That concludes all of the current races for this supplement, but it hopefully does not end there. Most of the races here were chosen for their popularity, as a request, or because of a multitude of other factors. Hopefully, this project will go over well and receive a good review, so that I may expand on the races presented here, as well as add others.

Some of the races on the backburner as of yet include: Additional subraces, customizable mongrelfolk, more half-races, more monstrous races such as the drider or choker, and more!

If you enjoyed this supplement, please share it with your other gaming friends, as well as leave a comment to let me know. If you have found an issue, including game balance, formatting error, or wording problem, please let me know and I will fix it.

In the event that your advice or suggestion is used down the line, I will happily credit you under whatever name you wish to be!

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SPECIAL THANKS TO

naturalcrit.com/homebrew for the official-looking format.

My friend Hailey for help with the cover, and my gaming buddies who support me and my silly habit of creating way too much content for my games!

And of course a giant thanks to you, for taking the time to read through this supplement and giving it a fair chance.