



ENVIE

A RACE OF MASSIVE REPTILIAN MIGHT AND UNSHAKABLE BRUTE FORCE.

By Christopher Zito



THE WALKING HUNGER

Adventurers will tell stories of massive reptilian humanoids that live in the outer fringes of society, devoid of emotion and driven only by their need for food and survival known as the Lizardfolk, but some can be brought into society or join adventuring companies as outcasts from their homelands and come equipped with their own stories similar to the tales told of them. Lizardfolk claim that there are those like them in appearance but something more powerful and primeval in nature, one whose hunger is never satisfied and their might rivals that of a platoon of Orcs, if caught in their jaws the only hope one would have is that their death is quick and painless.

Intrigued by a monster that frightens even Lizardfolk, an expedition was made to seek out this race of water dwelling monsters. With what little information was given from the Lizardfolk's descriptions it was a beast that could topple a ferryboat from beneath swampy rivers and had a row of teeth that could snap greatswords like toothpicks. During their search the caravan of adventurers was attacked by an adult black dragon in the marshlands, the band put up a formidable fight but they were losing bodies fast to the dragon as the beast lurched his head back to prepare its breath attack, that's when it appeared. A towering mass of scales adorned in hardened wood and bone armor lurched out of the marsh snapping its fangs around the throat of the dragon with an audible bone snapping crunch, before the dragon could react it was pulled into the water and spiraled underneath the ooze like mire before air bubbles ceased to surface.

The able bodied rushed to tend to the injured to aid in their escape but the monster rose from the water with a chunk of the dragons flesh in its maw, trudging its way over to the party. Its body towered any orc they had ever seen and they could almost feel the murky water tremble at the growl emanating from its jowls. Knowing this was a fight they could not win, in a desperate struggle for survival the adventurers held their weapons in defense awaiting death to welcome them to the afterlife. So of course they would be shocked to hear a deep yet jovial voice escape from the smiling fangs of the beast as it pat the caravan leader on the back with the force of boulder. "Damn son, that was a good show! Ya'll in the mood for sum good eatin' tonight?"

LAZY RIVER MONSTERS

The Envie (**Ahn-vee**) are large reptilians humanoids that have more physical attributes in common with crocodiles and alligators than an average Lizardfolk, taking to living in swamplands or riversides where there is an abundance of river game to hunt. The Envie are a secluded race living either nomadically or in small packs constantly in search of food or to hunt creature bigger than themselves for sport. Due to their hardened scales and powerful bodies most Envie do not find creatures smaller than themselves to be a threat and are very lackadaisical when outsiders approach them despite the horror stories of the creature's disposition when it comes to hunting. While powerful and frightening there is a small side of them that is curious and nomadic, leading the race travel from river to river attempting to interact with other races capable of hunting creatures and trying new food to hunt, oddly enough in riverside communities it is not uncommon to find an Envie chief, fisherman or hunter should there be a particularly strong monster to bring down in the area.

ENVIE TRAITS

Your Envie character will have the following features.

Ability Score Increase. Your Strength score increases by 2.

Age. The Envie are born of a clutch of eggs protected by their parents and living by their example to hunt for food. they mature at the age of 15 and have the capacity to live up to 100 years naturally, however there have been accounts of Envie living for even longer if left uncontested in their natural habitat and have a consistent food supply.

Alignment. An Envie has the ability to subscribe to Lawful ideas and concepts, however this is a rare occurrence. In most cases Envie are Neutral or Chaotic as either allow them to obtain more food by any means necessary.

Hold Breath. While submerged underwater you may hold your breath for up to fifteen minutes.

Crushing Bite. Envie have a massive maw equipped with savage sharp like teeth and an immense vice like bite. Envie have a natural Bite attack that deals 1d8 Piercing + your Strength modifier damage. On a successful hit with your bite attack you can use a bonus action to grapple the target with advantage. If the grappled target fails to escape the grapple at the end of its next turn it takes 1d8 Piercing + your Strength modifier in damage.

Natural Armor. Your Envie's AC is 13 + your Dexterity modifier when wearing no armor.

Languages. The Envie speak, read and understand Common and Draconic.

Subraces. You must choose one of the following Subraces for your Envie character; *Gator*, *Crocodile*, *Gavial*, or *Dwarf*.



GATOR

Gator Envie are the largest and bulkiest of the race, standing four times the size of an average person and weighing as much as a caravan wagon equipped with two large beasts of burden. Gator Envie often thrive in secluded or massive marshlands where they can hide in plain sight and snatch unsuspecting prey. Due to their size and constant hunger they will only remain in one location so long as there is an ample supply of food to hunt. If left unchecked in a location smaller than it's hunger, it more often is not long.

Ability Score Increase. Your Constitution score increases by 1.

Overwhelming Size. A Gator Envie's enormous size can vary between 8'0 - 16'9 and can often weigh as much as 1200 pounds, Gator Envie are considered Large sized creatures. As a Large size creature you take up 10ftx10ft of space, you have proficiency in any weapon with the Heavy keyword, you may use Athletic based skill checks against targets up to the Huge size category. You also have disadvantage on Dexterity checks that require the use of small tools and fitting through spaces that are easy for Medium size or smaller creatures to fit through.

Speed. Due to their overwhelming mass a Gator Envie's land speed is 25ft.

Swim Speed. An Gator Envie's base swim speed is 40ft.

Seige Build. Gator Envie's bodies are fit for thrashing through structures and man-made materials, as such Envie have advantage to Strength based checks against structures and man made objects such as walls, doors, objects and constructs.

Unending Hunger. A Gator Envie's appetite is voracious and nearly impossible to satisfy, you must consume four times the average amount of rations a Medium sized creature would consume to satisfy hunger and thirst.



CROCODILE

Crocodile Envie while smaller than its Gator counterpart is faster and less lackadaisical when it comes to hunting. The moment they smell blood on a potential hunt they will ceaselessly man down its victim and drag it back into the water in its jaws if need be. While not as large as a Gator the Crocodiles still possess a formidable strength that could rival an Orc's.

Ability Score Increase. Your Constitution score increases by 1.

Size. A Crocodile Envie's size can vary between 5'8" - 10'5", Crocodile Envie are considered Medium sized creatures.

Speed. A Crocodile Envie's land speed is 35ft.

Swim Speed. A Crocodile Envie's base swim speed is 30ft.

Aggressive. As a bonus action, Crocodile Envie can move up to its speed toward a hostile creature that it can see.

Skill Proficiency. Crocodile Envie have proficiency in two of the following traits; Athletics, Perception, or Survival.

Powerful Build. Your mass is stockier and heavier than most of other Medium sized creatures. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.



GAVIAL

Gavial Envie share in a similar hunting style to the Crocodile, however through centuries of evolution and mainly hunting for fish they have a particularly longer snout than others of its race. Gavial snouts are thinner and extended further from their skulls, this grants them the ability to snap their powerful jaws from a distance. Gavial Envie are also known for being the most well adjusted of the race to fit into riverside civilization often finding joy in hunter gathering jobs for other races while also feeding their appetites in the process.

Ability Score Increase. Your Dexterity score increases by 1.

Size. A Gavial Envie's size can vary between 5'4" - 8'6", Crocodile Envie are considered Medium sized creatures.

Speed. A Gavial Envie's land speed is 30ft.

Aggressive. As a bonus action, Crocodile Envie can move up to its speed toward a hostile creature that it can see.

Elongated Bite. A Gavial Envie's maw is longer and carries an extra row of teeth making them excellent at biting at targets from a distance. A Gavial's Envie's bite attack has a 10ft Reach.

Fisherman. Gavial Envie's snouts grant them excellent capabilities to hunt for food while underwater. Gavial Envie have advantage to Survival checks while hunting for food under water. Also while submerged underwater a Gavial Envie's bite attack has advantage.



DWARF

Often mistaken for riverside Kobolds or very short Lizardfolk, Dwarf Envie are the smallest of the race standing roughly the height of their namesake. Dwarf Envie territories and infestations are often easy to spot from their high pitched calls which they use to communicate between their packmates. The sight of one Dwarf Envie is rare and seeing one surely means there are more nearby and use their massive numbers in hunts to bring down targets larger than themselves.

Ability Score Increase. Your Dexterity score increases by 1.

Size. A Dwarf Envie's size can vary between 2'8" - 4'2", Dwarf Envie are considered Small sized creatures.

Speed. A Dwarf Envie's land speed is 30ft.

Agile Swimmer. An Dwarf Envie's base swim speed is 60ft. A Dwarf Envie can take the Disengage or Hide action as a bonus action on each of your turns while underwater.

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

Skill Proficiency. Dwarf Envie have proficiency in two of the following traits; Acrobatics, Stealth, or Slight of Hand.



ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

DEATH ROLL

(Prerequisite: Envie Race, Strength 13 or Higher)

A common tactic Envie use when they capture prey in their jaws is to perform a death roll to break their victim's bones and pin them underwater to drown. When you successfully grapple a target with your bite attack you can use an action to perform a death roll, this action knocks you and the target prone and deals 1d12 Bludgeoning + your Strength modifier damage to the grappled target. While prone you may still grapple the target in your jaws and do not suffer any disadvantages to do so. You may use Death Roll again after a short or long rest.

DEATH SPIN

(Prerequisite: Envie Race, Death Roll, Strength 15 or Higher)

You may use Death Roll up to your Strength modifier times a day. While knocked prone and a target is grappled by your bite attack you can use Death Roll as a bonus action. You regain your expended uses of Death Roll after a short or long rest.

OH LAWD, HE COMIN'!

(Prerequisite: Envie Race, Strength 15 or Higher)

You command enough strength that being toppled to the floor does not falter you, you simply position yourself to move on all four limbs. While knocked prone you are still capable of either using a Dash action to move or use your Bite attack without suffering disadvantage until you stand to your feet.

CRUSHING BITE

(Prerequisite: Dragonborn, Kobold or Lizardfolk Race, Strength 13 or Higher)

Somewhere in your family's bloodline is the blood of the Envie, as such you have inherited their powerful vice like bite. You gain the Envie's *Crushing Bite* feature.

WATERSIDE STEALTH

(Prerequisite: Envie Race, Dexterity 13 or Higher)

You gain a +1 to your Dexterity modifier. You gain advantage to Stealth checks while swimming. If a Envie remains motionless while submerged underwater they cannot be located by sight based Perception checks.

BLOOD IN THE WATER

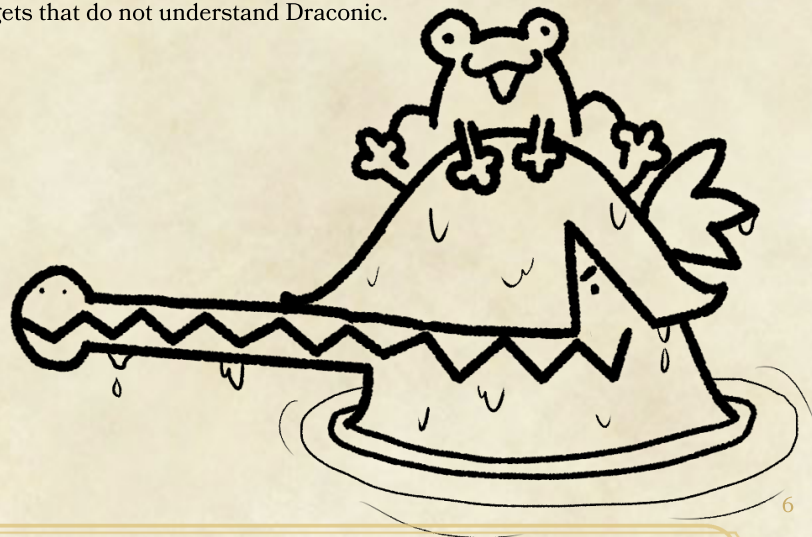
(Prerequisite: Envie Race, Wisdom 13 or Higher)

If you successfully hit a creature with your bite attack, you gain a taste for the creature's blood which overtakes your sense of taste and smell. As a reaction for the next hour you have advantage on Perception and Survival checks to track down the last creature you have successfully bitten via sight or smell. This feature does not work on constructs, you may use this feature again after a short or long rest.

DEEP GROWLING

(Prerequisite: Envie Race, Charisma 13 or Higher)

You create a deep loud growl from your throat that is offputting to other races apart from those who understand the Draconic tongue. You have advantage to Intimidation checks against targets that do not understand Draconic.



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PAGE 5

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PAGE 6

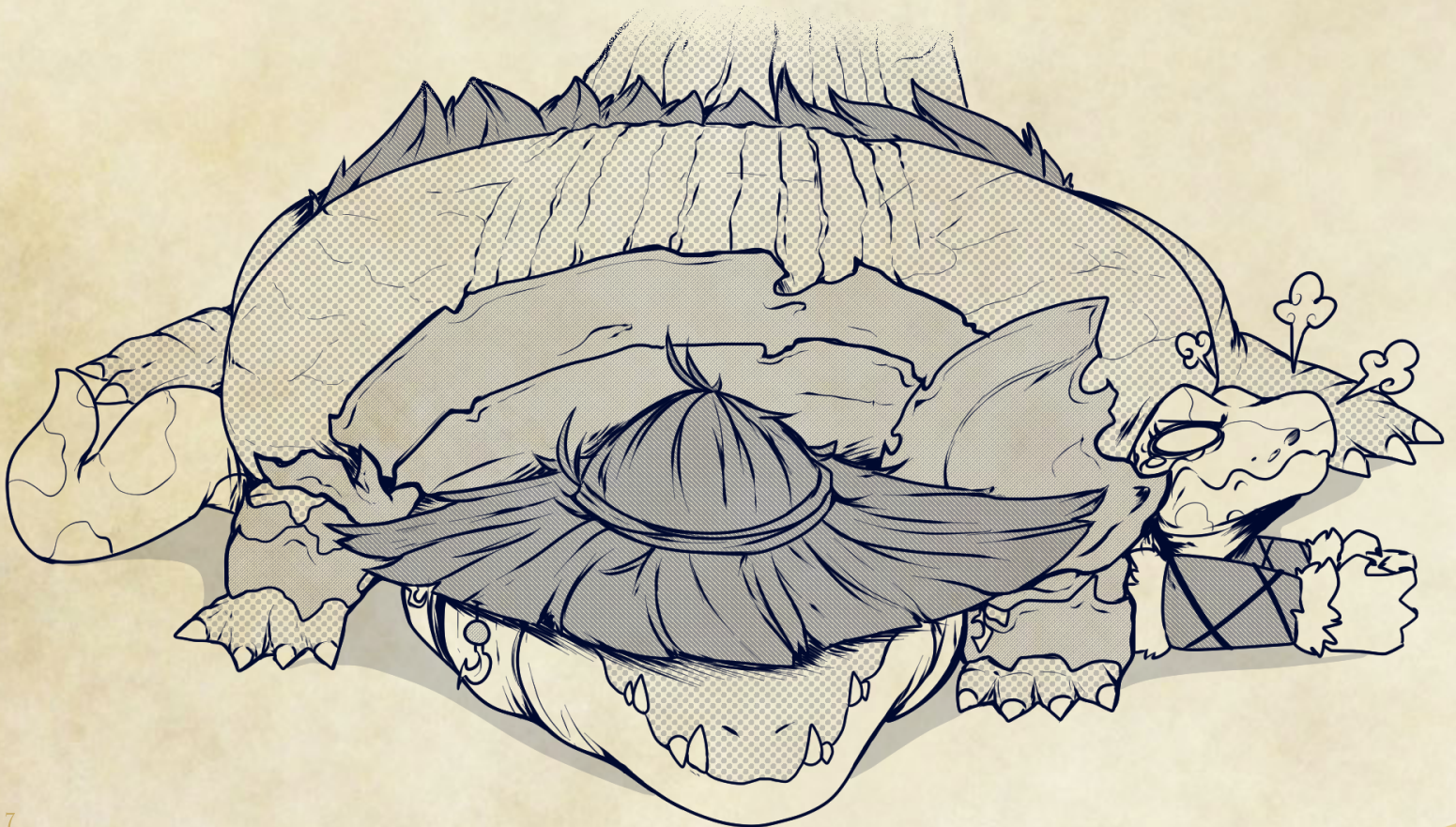
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A WARM THANK YOU TO MY FRIENDS
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