

OLD GUS' ERRATA:
**PLANTFOLK, UNDEAD,
AND OTHER ODDITIES**

DUNGEONS & DRAGONS®

Additional player races
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Designer's Notes

Old Gus' Errata: Plantfolk, Undead and Other Oddities, v1.23 (September 9, 2019). This document provides rules and mechanics for new races to supplement *Dungeons & Dragons* 5th Edition. This material is not officially part of the game and isn't permitted in *Dungeons & Dragons* Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

Design, Writing, Layout: Old Gus (Partario Flynn)

Cover Illustration: Valentina Mulatero,
<https://www.artstation.com/valentinamulatero>

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Contact the Author: partario.flynn@gmail.com

Updates to this material, and more of Old Gus' Errata are available online:



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Spells appear in the Player's Handbook on page 211.
XGE denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.



Illustration by Sandra Duchiewicz

UNDER THE SUN

AT THE HEART OF NATURE

Sentient plants are more common than most folk think, as they simple never stop to consider the possibility, and the ease with which they hide in their native terrains. It is rare to see them on the paved streets of cities, so often built on land cleared of its forests, and most plant races avoid them, preferring to live with those who share their sylvan values. Not all plants are benign, however, and some actively prey upon beasts, or even other kith.

Plants that integrate with other races find ways to take advantage of their talents: they make excellent groundskeepers, herbalists, and chefs. They select their living quarters based available sunlight, and prioritize its outdoor space over the interior. They might bring a seed pouch containing their favorite varieties of plants and grow a luxurious garden at their home, a sprawling work of art that attracts insects and birds.

Their own cities take this practice to the extreme. Each dwelling is grown, not constructed, part of an ecosystem that is carefully managed and kept in balance.

Most plants are especially vulnerable to necrotic *blight*, and wise plants avoid offense to spellcasters capable of unleashing its deadly potential upon them.

Featured Artists:

Ama & Nova, <https://www.deviantart.com/o-eos-o>
Andrew Olson, <https://www.deviantart.com/mysticaldonkey1>
Antarctic Spring, <https://www.deviantart.com/antarcticspring>
Apterus, <https://www.deviantart.com/apterus>
Cecelia Colette, <https://www.deviantart.com/ettelloc>
Daniel Denova, <https://www.artstation.com/tartankiwi>
Ertaç Altınöz, <https://www.artstation.com/ertacaltinoz>
Guillem H. Pongiluppi, <https://www.artstation.com/guillemhp>
Igor Golyuk, <https://www.deviantart.com/chernigiv>
James Olley, <https://www.deviantart.com/james-olley>
Jan Pospisil, <https://www.deviantart.com/merlkir>
Jason Nguyen, <https://www.deviantart.com/jasonntn>
Jean-Guilhem Barguès, <https://www.artstation.com/chillpill>
Jon Neimeister, <https://www.deviantart.com/andantonius>
Kristy, <https://www.deviantart.com/the-invitro>
Marius Siergiejew, <https://www.artstation.com/noistromo>
Nathan Park, <https://www.deviantart.com/nathanparkart>
R.K. Post, <https://www.deviantart.com/posrkr>
Rich Carey, <https://www.artstation.com/richardcarey101>
Sandra Duchiewicz, <https://www.artstation.com/telthona>
Son Trinh, <https://www.deviantart.com/ber-yaourt>
Uriak, <https://www.deviantart.com/uriak>
Vanessa Rossek, <https://www.artstation.com/rootyful>
Viktor Titov, <https://www.artstation.com/viktortitov>

Racial Feat: Blight Resilience

Prerequisite: Plant creature type

You are especially hardy, and resistant to blighting magic. You can the following benefits:

- Your Constitution score increase by 1.
- You have advantage on saving throws against any spell or ability that would deal necrotic damage to you, and have resistance to necrotic damage.

There are more plant races available!

Additional fey plant races, including the dryad and olassi (with four subraces inspired by flowers, cacti, swamp vines, and mushrooms) appear in *Old Gus' Errata: Fey Folk*.



Illustration by Rich Carey

DROSERAS

TERRORS OF THE JUNGLE

At first glance, a drosera's head looks like a large, ripe melon. In truth, it is made of two (or in a few tribes, three or even four) thick, interlocked toothed plates which, when opened, expose their mouth and a pair of eyes. This under-visage can be disturbing to other races, and so most traveling Droseras keep their plates closed, wearing fanciful wooden or ceramic masks in a vague mockery of most races' facial structure. They have a set of air-holes on their necks that allow them to speak and breathe while their headplates are closed.

Droseras prefer to eat meat to the exclusion of anything else, and they train their saplings in the art of the ambush from a young age. As they age, they take on more dangerous game with their sires, passing their skills down to the next generation.

Finding work in civilized areas where their cannibalistic nature is not frowned upon is difficult, so droseras who leave their native jungles gravitate toward assassination work that allows them to take the lives (or limbs) of others.

DROSERAS RACIAL TRAITS

Ability Scores. Your Strength, Dexterity and Constitution scores increase by 1.

Age. Droseras reach adulthood at around 15 years and live up to 150 years.

Alignment. Most droseras are evil.

Size. Droseras average about 6 feet tall and weigh about 100 pounds. Your size is Medium.

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

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

Headplate Vision. While your headplates are unhinged, you can see in darkness within 120 feet of you as if it were bright light. However, you can't discern color in darkness, only shades of gray. While your headplates are closed, they obscure your vision considerably: you require bright light to see further than 15 feet away from you, and are only able to see to a distance of 60 feet even with the aid of it.

You can hinge or unhinge the headplates that form your jaw using your bonus action. When your jaw is unhinged, your sensitive eyes and mouth are exposed. If you are subject to a critical hit while your jaw is unhinged, the attack deals an additional 1d10 damage.

Carnivorous Bite. While your headplates are unhinged, you can use your fearsome jaw to make melee attacks that deal 1d6 piercing damage plus additional acid damage equal to twice your proficiency bonus.

Mutable. When you reach 3rd level, you can cast the *snare*^{XGE} spell once without any material components. You must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can cast the *alter self* spell once, and must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Ambush Hunter. You are proficient with longbows, spears, and the Stealth skill.

Hybrid Nature. You have two creature types: humanoid and plant.

Racial Feat: Sundew Glands

Prerequisite: Drosera

Your Strength or Dexterity score increase by 1.

Your body can secrete a sticky, dew-like substance from your body, which lasts for 1 hour. For the duration, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed, and have advantage on checks made to grapple other creatures.

Once you use this ability, you can't use it again until you finish a long rest.

Hybrid Natures

You can become the target of any ability, spell or effect that affects either of your creature types.



Illustration by Jan Pospisil

GWALOTH

GROWING TOGETHER

Gwaloth have the appearance of lithe, vine-covered halflings. They have growths that resemble hair and beards, and often have a nest of petals sprouting from the tops of their heads. Gwaloth never tolerate shoes, and prefer a thick coating of raw earth around their root-like feet. They prefer to live in sun-dappled forests and jungles, with a tall overhead canopy, although some tribes favor swamps or mountainous scrubland. They avoid deserts or any place without fertile soil.

Gwaloth favor their attachment to fertile earth so much that Gwaloth priests, governors and others of station in their societies literally put their roots down, never leaving their planting positions as a public sign of their dedication.

Gwaloth are especially hardy creatures for their size, and can be notoriously difficult to exterminate. Thankfully, they prefer a live-and-let-live philosophy, with

many of their tribes (which they call “gardens”) taking a vow of strict pacifism as part of adult rites.

Gwaloth love to trade favors and gifts. If a gwaloth produces fruit from their own body and offers it to you, you know you have made a friend for life.

GWALOTH RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2 and your Constitution score increases by 1.

Age. Gwaloth reach adulthood at around 30 years and live up to two centuries.

Alignment. Most gwaloth are good.

Size. Gwaloth average 4 feet tall and weigh about 45 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day.

You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Deep Roots. If you are standing on fertile soil, you can plunge your roots into the ground using your action. Until the start of your next turn, you can't move or take reactions, and you resist all damage unless it is fire damage. If an attack, ability or spell deals lightning damage to you, you heal for the amount instead. Additionally, you have advantage on any saving throw or check you make that would result in you being knocked prone. At the start of your next turn, your roots retract from the earth, and you can choose to immediately spend one hit die, rolling it and adding your Constitution modifier to it. You regain hit points equal to the total.

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

Herbal Affinity. You are proficient in the Nature and Medicine skills.

Gwaloth Magic. You know the *resistance* cantrip. When you reach 3rd level, you can cast the *goodberry* spell once, and must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can cast the *speak with plants* spell once, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for the spell.

Hybrid Nature. You have two creature types: humanoid and plant.

Hybrid Natures

You can become the target of any ability, spell or effect that affects either of your creature types.



Illustration by Ama & Nova

ELOWARIN

FLOWER CHILDREN

Elowarin are hardy plant-like elves native to the feywild. In place of an elf's usual long ears, they have long petals that crown their heads that resemble those of flowers. Their flesh, especially their faces are adorned with bright iridescent flecks of pigment. The arrangement of their colorations creates a pattern that, to the initiated, clearly identifies their family lineage.

Elowarin have a kinship with plants that surpasses even their love for other elves. They are also especially fond of insects and worms, never consume meat and prefer to avoid even eating plants whenever possible. They dislike refined metals, and do not wear them as jewelry, preferring equipment that do not use any of the stuff in their construction. If they do clothe their bodies at all. They avoid rocky or desert terrains, and prefer to travel barefoot on soft soil.

ELOWARIN RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

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

Size. Elowarin are taller than most elves stand between 6 and 7 feet tall. Their bodies are slightly less dense than other elves, and so they weigh roughly about the same as their cousins. Your size is Medium.

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

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

Keen Senses. You are proficient in the Perception skill.

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

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Photosynthetic. You do not need to eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

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

Elf Weapon Training. You have proficiency with shortbows, and longbows.

Elowarin Magic. You know the *shillelagh* cantrip. Once you reach 3rd level, you can cast the *entangle* spell once, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.



Illustration by Cecelia Collette

MYCONIDS

SPORELINGS OF THE UNDERDARK

Enormous swaths of the underdark are covered in a mycelial superorganism. A single such network might contain anywhere from 50 to 5,000 myconids living in and among it. Most myconids see little reason to leave their networks, and the underdark's seemingly endless expanses of new caverns and moisture providing the perfect conditions to keep expanding. This expansion eventually makes enemies of neighbors, be they drow, gnome, dwarf, or the dreaded umber hulk, whom the myconids especially hate for its inborn resistance to their natural defense: a series of mind-affecting spores.

Myconid children are known as sproutlings, and elders are referred to as sovereigns, but in truth, most myconids do not consider themselves individuals, a feeling reinforced by their natural ability to feel the pain of others. Crime and murder is almost unheard of in myconid society.

MYCONID RACIAL TRAITS

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

Age. Myconids reach adulthood at around 5 years and live up to 40 years.

Alignment. Myconids are part of a mycelial collective, and they almost always share its alignment.

Size. Myconids stand between 4½ and 7 feet tall, and weigh 100-200 pounds. Your size is Medium.

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

Languages. You can understand, read and write Common and Undercommon, but cannot speak.

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

Sun Sickness. While in direct sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. If you remain in direct sunlight for 1 hour, you must succeed a DC 15 Constitution saving throw or take one level of exhaustion. You gain no benefits of short or long rests made in direct sunlight.

Rapport Spores. As an action, you can extend a 30-foot radius of spores from your body. These spores can go around corners and affect creatures of your choice with an Intelligence of 2 or higher that aren't undead, constructs, or elementals for a number of hours equal to your proficiency bonus. You can communicate telepathically with these affected creatures if they are within 30 feet of you and you share at least one language. When you take damage, myconids and creatures affected by your spores within 240 feet of you can sense your pain. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks your telepathy.

Sporeling Magic. You know the *infestation*^{XGE} cantrip. Once you reach 3rd level, you can cast the *inflict wounds* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *enthrall* spell; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

Hybrid Nature. You have two creature types: humanoid and plant.

Racial Feat: Caustic Spores

Prerequisite: Myconid

As an action, you can release spores in a 15-foot cone. Each creature inside the cone must succeed on a Dexterity saving throw DC 8 + your proficiency bonus + your Constitution modifier or take a number of d6s equal to your proficiency bonus as acid damage.



Illustration by Andrew Olson

TAN'DALU

STANDING TALL

The tan'dalu are a stoic, broad shouldered tree-like people whose ancestry can be traced back to dryads, who they believe awakened their kind early in the song of creation. Their skin and limbs resemble the barky trunks of trees. They grow their skin to suit their environmental or social needs. Those that keep to their own kind enjoy growing leaves, knots, vines or thorns from their body in abstract patterns their own kind find attractive. These trends and traits vary in consistency and coloration depending upon the tan'dalu's tribe (or "grove") or their home climates. Tan'dalu tend to be slow moving, intentional and gentle creatures, with a great love for animals, especially birds. Their low, rumbling voices are usually creaky or gravely, but in rare cases, are as sonorous as a double-bass or cello.

Tan'dalu that assimilate into life with other races can learn to grow their skin with precision, leading to an appearance to that becomes more approximately humanoid, even imitating the growing an appearance of stylish clothing and armor that makes their station in life more apparent to others.

When an elderly tan'dalu begins to creak as they walk, they begin to get their life's affairs in order. Most prefer a solitary death in a deep wilderness, and spend their final days rooting themselves deep into the earth, and transforming their bodies into a final form of self-expression that will last for several more centuries: indeed, upon their death, their body is capable of living on as a tree for up to five additional millennia, growing tens of feet wide and hundreds more high, providing shade and shelter for the animals they loved in life for generations.

TAN'DALU RACIAL TRAITS

Ability Scores. Your Constitution score increases by 2 and your Strength score increases by 1.

Age. Tan'Dalu reach adulthood at around 50 years and live up to ten centuries.

Alignment. Their long lifespans and stoic nature lead most Tan'dalu to a life of neutrality.

Size. Tan'Dalu are between 7 and 9 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet.

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

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 24 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Bark Skin. Due to your knotty bark-like skin, you are ill-suited to wearing armor. Your bark provides ample protection, however; it gives you a base Armor Class of 16 (your Dexterity modifier doesn't affect this number). If using a shield, you can apply its bonus as normal.

Vine Tendril. You know the *thorn whip* cantrip. Strength is your spellcasting ability for the spell.

Hybrid Nature. You have two creature types: humanoid and plant.

Racial Feat: Knotted Growth

Prerequisite: Tan'Dalu

As a bonus action, your skin grows a thick covering of knotted wood for 1 minute. For the duration, when creature hits you with a melee attack, you can use your reaction to deal 1d10 + your Constitution modifier in bludgeoning damage to your attacker.

Additionally, if a creature attacks you with a ranged attack, you can use your reaction to expend all of your knots toward your attacker. Make a ranged attack. If it hits, you deal a number of d6s equal to your proficiency bonus as piercing damage to your attacker.

Once you use this ability, you can't use it again until you finish a long rest.



Illustration by Jean-Guilhem Barguès

DEAD LIKE ME

Unlife is nothing to envy: while you may have more time than you had in life, it holds none of life's sweetness. The lilies of the field do not smell, food has no taste, and even friendship itself, being a rare and valuable commodity in life, is more difficult to come by in unlife by an order of magnitude than it was in life.

Folk fear few things more than death, but undeath is certainly one of them. Despised, undead are anathema in most corners of the world, and are slain or driven out by extreme prejudice. Indeed, no small numbers of clerics and some paladins spent good portions of their lives keeping the essences of undeath at bay.

UNDEAD AWAKENING

While most undead are raised by and in service of necromancers, liches or other powerful forces, some are simply victims of circumstance. These precious few individuals retain more of their former selves than their typically mindless brethren, and it is they who are presented herein for your consideration.

Sure, they're dead, but they're still people, kid. Try and have a heart, would you?

~Old Gus

Notes for DMs on Undead Player Characters

Allowing a player to be a creature that is not a humanoid creature poses significant challenges for inexperienced Dungeon Masters. Here are a few common considerations:

- **Undead are not alive**, making them immune to poison. Most do not need to eat, sleep or drink.
- **Immunity to fear has been intentionally omitted** from these awakened undead races. The exact rules governing death, resurrection, and undeath are left to the DM to determine.
- **Most folk fear and despise undead**, and would seek to drive them out or destroy them once they recognize their nature. Undead are immune to common spells like *charm person* and *hold person*. Experienced spellcasters who cast such spells might recognize why the spell failed.
- **Review the game's spells thoroughly!** The efficacy of spells, abilities and items that restore hit points, such as healing potions (or the availability of alternatives that would perform similar functions for undead) is determined by the DM. For example: "*When an undead creature casts a spell that restores hit points, such as Cure Wounds or Healing Word, the spell bypasses the restriction on targeting undead creatures.*"
- **Review the abilities of the cleric and paladin classes**, as well as spells that affect undead when preparing challenges for undead characters. New spells provided in *Old Gus' Errata: Heroes of the Multiverse* might be useful for disguising undeath, preventing turning, and more!



Illustration by Guillem H. Pongiluppi

BOUND SPIRITS

UNFINISHED BUSINESS

Long after their remains have turned to dust, the spirit of an individual can linger still. There are as many reasons for a ghost to haunt the world as there are folk in it. Ghosts are forcibly tied to the material plane by deep magic and are only able to move on when their unfinished business is concluded. Most ghosts awaken confused, and must discover what it is that holds their attachment to the world of the living, as if discovering a final piece of themselves that they must confront before entering the next phase of their existence.

Ghosts retain their general appearance as it was in life, although those who knew them often have difficulty recognizing them (much to the ghost's frustration). They also retain all of their memories— and these, perhaps all too well, for as the years go by with their business uncompleted, they begin to have difficulty forming new memories, or relating to a world that drifts further from their own time. These ghosts spend more and more time in the endless fog of the Ethereal Plane. These spirits become haunts and specters, appearing only when the world of the living presents a mirror for them to find something familiar in. These unfortunate souls must rely on others to conclude their unfinished business for them, or they are lost in ethereal fog for all time, which many would rightly consider a fate worse than what death had promised them.

BOUND SPIRIT RACIAL TRAITS

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Age. Bound spirits do not age, and can persist indefinitely until they are dispersed.

Alignment. Bound spirits share the alignment of their living self at first, although that may change over time.

Size. Bound spirits can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read and write any languages you knew in life.

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

Ethereal Sight. While upon the material plane, you can see into the ethereal plane up to a distance of 30 feet, and vice-versa.

Ethereal Jaunt. As a bonus action, you enter the Ethereal Plane. At the end of your next turn, return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. You can use this trait twice, and regain expended uses of it when you complete long rest.

Ethereal Rest. As an action, must use your action to become inert, entering the ethereal plane to complete a short or long rest. While inert you enter deeper into the Ethereal Plane, and are completely unaware of the goings-on of other planes. You cannot leave your inert state of your own volition until the required duration of your short or long rest has passed.

Speak with Dead. You can cast the *Speak with Dead* spell once and regain the ability to so do when you finish a short rest. If you cast the spell during a short or long rest, you can make a Wisdom (Insight) check to speak with a deceased soul of your choice that is also upon the Ethereal Plane. The difficulty of the check is determined by the Dungeon Master, and might include such factors as where you entered the Ethereal Plane from, your familiarity with the individual, or the availability of the individual's spirit.

Ghostly Nature. You cannot be charmed, or become exhausted. You are immune to poison damage, and you can't be poisoned. You don't require air, food, drink, or sleep. If your ghost dies, your essence is irrevocably dispersed, and you are unable to be resurrected.

Undead Nature. Your creature type is undead instead of humanoid.



Illustration by Marius Siergiejew

GHOULS

ENVY AND GREED

Ghouls are undead borne to unlife through envy and greed, and they are consumed with desire for all the things they never have attained in life, usually wealth. While most ghouls lack the ambition to rise above mere graverobbing and feasting upon the recently deceased (or even the occasional gravedigger), some recall their unmet ambitions in more detail, and become obsessed with them.

Ghouls that maintain their unlife long enough can become ghosts, re-growing much of their lost skin, rotted-out organs, and regaining much of their former appearance, although their hollow eyes, monstrous teeth, long tongues and fearsome nails will eventually give them away. Ghosts also gain the ability to emit a foul stench, and to rally other undead in the face of clerics and paladins.

Ghouls enjoy the taste of rotting flesh and will horde pieces of individuals they found to be particularly tasty, savoring them as they rot, as if they were so much fine cheese.

GHOUL RACIAL TRAITS

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

Age. Ghouls do not age, but they do break. They can endure unlife indefinitely.

Alignment. Due to their insatiable greed, ghouls are generally of evil alignments.

Size. Ghouls can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read and write, the languages you knew in life and Abyssal.

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

Ghoulish Claws. You are proficient with your unarmed strikes, which deal 1d6 slashing damage on a hit.

Paralyzing Strike. When you hit a humanoid or beast with your claws, you can force the target to make a DC Constitution saving throw DC 8 + your proficiency bonus + your Wisdom modifier. If the creature fails its saving throw, it is paralyzed for up to 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Elves succeed this saving throw automatically. Once you use this trait, you can't use it again until you complete a long rest.

Ghoulish Nature. You are immune to poison damage and can't be poisoned. You must maintain a diet of rotting flesh (at least 72 hours after death), in equal portion to the amount of food a living member of your original race would require. Your muscles require the same amount of rest that your original race would in order to stave off exhaustion.

Undead Nature. Your creature type is undead instead of humanoid.

Racial Feat: Ghastly Power

Prerequisite: Ghoul, 8th Level

Your abyssal powers grow, and you gain the following benefits:

- **Ghastly Stench.** You can cast the *Stinking Cloud* spell once. Wisdom is your spellcasting ability for the spell. Once you cast the spell, you can't cast it again with this trait until you finish a short or long rest.
- **Turn Defiance.** As a reaction, you emanate an aura of defiance, granting you and undead creatures of your choice within 30 feet of you advantage on saving throws against effects that turn undead. You can use this feature twice, and regain expended uses of it when you complete a long rest.



Illustration by Uriak

MUMMIES

AWAKENED TO OLD PURPOSE

Mummies become undead not long after their deaths, but most do not awaken until a long slumber has passed. The contingencies that animate them are not always up to them. Most mummies are protectors and guardians, meant to keep something – cursed treasure, powerful artifacts, or unspeakable evils contained. Some are meant only to watch over the remains of a royal family, ensuring their tombs stay undisturbed. Depending on the length of their slumber, an awakened mummy might find themselves in a world they scarcely recognize. However, the time that has passed has no effect on their preservation, nor their compulsion to see the will of their creators done, until what has been done has been undone, at which time the mummy will resume their slumber until they are called to reanimate again.

Mummies are strong, resilient and nearly unstoppable by conventional means. They speak in a strained and gravelly tone, and those who wish to hide their true nature often take to wearing masks and covering as much of their bodies as possible to disguise themselves.

MUMMY RACIAL TRAITS

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

Age. Mummies do not age, nor do they decay. If they maintain a diet of living flesh, they can endure unlife for many years after their conversion, up to as long as the lifespan of their original species.

Alignment. Mummies are lawful almost without exception (unless they were royalty), or they share the alignment of their creator.

Size. Mummies can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read and write any languages you knew in life.

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

Superior Preservation. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. You know the *Blade Ward* cantrip, and can cast it as a bonus action. However, you wrapping and dried flesh burn readily. You are vulnerable to fire damage.

Strength of Will. You cannot be charmed, or become exhausted. You are immune to poison damage, and you can't be poisoned. You don't require air, food, drink, or sleep, but must rest motionless in order to regain abilities that may require a short or long rest.

Necrotic Resilience. You have advantage on saving throws against spells or abilities that deal necrotic damage, and you have resistance against necrotic damage.

Weapon Training. You are proficient with scimitars, shields and longbows.

Undead Nature. Your creature type is undead instead of humanoid.

Racial Feat: Necrotic Affinity

Prerequisite: Mummy

Your affinity with necrotic energy grows, and you can sustain yourself with it. You gain the following benefits:

- Your Constitution, Intelligence, Wisdom or Charisma score increases by 1.
- When you take necrotic damage, you can use your reaction to gain temporary hit points equal to half the amount instead. These temporary hit points fade after 1 hour. Once you use this trait, you can't use it again until you finish a long rest.



Illustration by Jason Nguyen

SKELETONS

FREEDOM FROM FLESH

Skeletons are raised by curses or necromancy, usually from remains that are so old that little to no flesh or organs remain upon the bones. Without the tiresome requirements of the body's incessant desire for food, pleasure and excretion, most skeletons awaken to find great pleasure in purpose and activity, measuring their unlife in deeds and accomplishments they never would have had the time or energy to accomplish while still alive.

Skeletons make tireless laborers, and despite their lack of a brain, some skeletons are shockingly intelligent, able to recall things about their life and times from an entirely new and detached perspective. However, traditional communication is difficult without a tongue, and not every skeleton manages to learn to discuss the finer points of existence with anyone other than fellow skeletons. These silent beings spent most of the rest of their existences carrying out their tasks in relative silence with only the occasional scrape or rattle of bones punctuating the din of a well-kept crypt.

SKELETON RACIAL TRAITS

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

Age. Skeletons do not age, but they do break. They can endure unlife for several centuries after they are raised, up to three times as long as the lifespan of their original species.

Alignment. Due to their undead nature, skeletons are raised to evil alignments, but as they gain independence, they often drift toward neutrality, becoming cold and detached, melancholic or droll cynics.

Languages. You can't speak, but you can understand the languages you knew in life.

Speed. Your base walking speed is 30 feet.

Languages. You can understand, read and write any languages you knew in life. You can communicate telepathically with other skeletons within 30 feet of you, regardless of the languages you knew in life.

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

Skeletal Nature. You are immune to poison damage, and you can't be poisoned. You don't require air, food, drink, or sleep, but must rest motionless in order to regain abilities that may require a short or long rest.

Collapse. When you do rest, you collapse into a pile of bones, including your worn equipment. You remain aware of your surroundings, and are completely indiscernible from a corpse unless divined by magical means, such as paladin's *Divine Sense* or the *Detect Good and Evil* spell. You can resume your normal stance and stature using your reaction.

Memory. You have advantage on Intelligence (History) checks you make to recall events from the time period in which you expired.

Sticks and Stones. You resist piercing and slashing damage from non-magical attacks.

Undead Nature. Your creature type is undead instead of humanoid.

Bag o' Bones!

While the lack of a tongue inhibits a skeleton's ability speak, awakened skeletons find ways of working around this limitation.

Spells like *illusory script*, *message*, *minor illusion*, *prestidigitation*, and *thaumaturgy*, allow a skeleton to communicate with another creature, and given time, they might form a more complex and useful shorthand with such individuals.

Rhythmic tapping of bones, or blinking patterns with spells such as *dancing lights* or *produce flame* might also serve as code to communicate with an ally.



Illustration by Ertaç Altınöz

WIGHT RACIAL TRAITS

Ability Score Increase. Your Constitution, Intelligence and Wisdom scores increase by 1.

Age. Wights do not age, and their flesh does not decay. They can endure unlife indefinitely after they are raised.

Alignment. Wights are invariably of evil alignments.

Size. Wights can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read and write any languages you knew in life.

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

Sense Mortality. The presence of living creatures registers on your senses like a noxious odor. As an action, you can open your awareness to detect life force. Until the end of your next turn, you know the location of any beast, dragon, elemental, fey, humanoid, giant or monstrosity within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity (Lord Bartholomew Van Der Woodsen, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell. Once you use this trait, you must complete a short or long rest before you use it again.

Life Drain. When you hit a humanoid with a melee weapon attack, you can use a bonus action to force the target to make a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier. If they fail, they take a number of d6s equal to your proficiency bonus as necrotic damage. If they succeed, they take half the amount. You gain half the amount of necrotic damage dealt as temporary hit points. Once you use this trait, you can't do so again until you finish a long rest.

Wight Nature. You are immune to poison damage and exhaustion, and you can't be poisoned. You don't require air, food, drink, or sleep, but must rest motionless in order to regain abilities that may require a short or long rest.

Undead Nature. Your creature type is undead instead of humanoid.

Racial Feat: Rise, and Serve!

Prerequisite: Wight

Your Charisma score increases by 1.

Additionally, humanoid that fails its saving throw against and is slain by your *Life Drain* rises 1 minute later as a zombie under your control as if you had created it with the *animate dead* spell. You can use this trait to reassert control over a raised zombie as required by the spell.

WIGHTS

VENGEANCE AT ANY COST

Wights are unique among the undead for their unique ability to raise themselves, out of nothing more than an exceptionally a strong compulsion for a singular purpose: vengeance at any cost. Most commonly, this vengeance is targeted at the individual who killed them, or the person they deem responsible for their own death, but it also may be sworn on behalf of someone else: a parent, a lover, or a child. Unfortunately, little else tends to remain of their former personality.

Wights are most commonly created in the wake of great battles, in times of wars, or other eras of strife where vengeance is a driving influence of life, and so it becomes one in death. A wight that achieves their goals and extracts their vengeance is freed from the curse of undeath, and their soul is freed to move on to the next phase of its existence.

Wights typically have no compunction about killing any and everything that gets in between themselves and the target of their vengeance, but they are not foolhardy. Most look upon their task with a cold, military detachment, planning ahead and ensuring their victories, making them ideal commanders for other undead to follow.



Illustration by Antarctic Spring

ZOMBIES

THE LIVING DEAD

Zombies are most commonly raised by necromancy or alchemy gone awry. When a zombie devours their meals, they gain only sustenance, and no pleasure from it, and no matter how ravenously devoured, the flesh of the living tastes only of ash and filth. Awakened zombies go to lengths to spice or salt their food, stimulating their decaying taste buds any way they can. If a zombie indulges in their forbidden hunger and eats the brains of another creature, they can experience life as the living do for a short time. Most zombies become addicted to these visions, losing their former selves to them.

Most spend their short un-lives in service to their creators, but a few overcome their insatiable hunger long enough to remember something of their former lives. Awakened zombies retain some of their personality and experiences, and remember parts of their life as a fuzzy dream of conflicting messages, feelings and emotions.

ZOMBIE RACIAL TRAITS

Ability Score Increase. Your Constitution score increases by 2, and one ability score of your choice increases by 1.

Age. Zombies do not age, but they do decay. If they maintain a diet of living flesh, they can endure unlife for many years after their conversion, up to as long as the lifespan of their original species.

Alignment. Due to their undead nature and insatiable appetite, zombies tend to drift toward evil alignments over the course of their tortured existence.

Size. Zombies can be of most any race before they died. Your size is Medium or Small.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read and write any languages you knew in life.

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

Living Dead. You are immune to poison damage and can't be poisoned. You must maintain a diet of living or freshly dead flesh (within 1 minute of death), in equal portion to the amount of food a living member of your original race would require. Your muscles require the same amount of rest that your original race would in order to stave off exhaustion.

Remnants of a Life Lost. You can select one racial trait from your original race of your choice.

Thought for Food. If you devour at least one mouthful of brain from a deceased creature, for the next 24 hours, you can experience memories of their life as if you had cast the *Detect Thoughts* spell upon the creature. The target creature does not make a saving throw, and you experience a memory of theirs as a vision from their own perspective. The nature of the vision is determined by the Dungeon Master. Once you use this trait, you can't use it again until you finish a short rest.

Undead Fortitude. When you succeed a death saving throw, you can immediately gain 1 hit point. Once you use this trait, you can't use it again until you finish a long rest.

Undead Nature. Your creature type is undead instead of humanoid.

Racial Feat: Back from the Dead

Prerequisite: *Zombie*

Your Constitution score increases by 1.

Additionally, when you regain a hit point due to your *Undead Fortitude*, you can immediately spend hit dice, up to a number equal to your proficiency bonus.

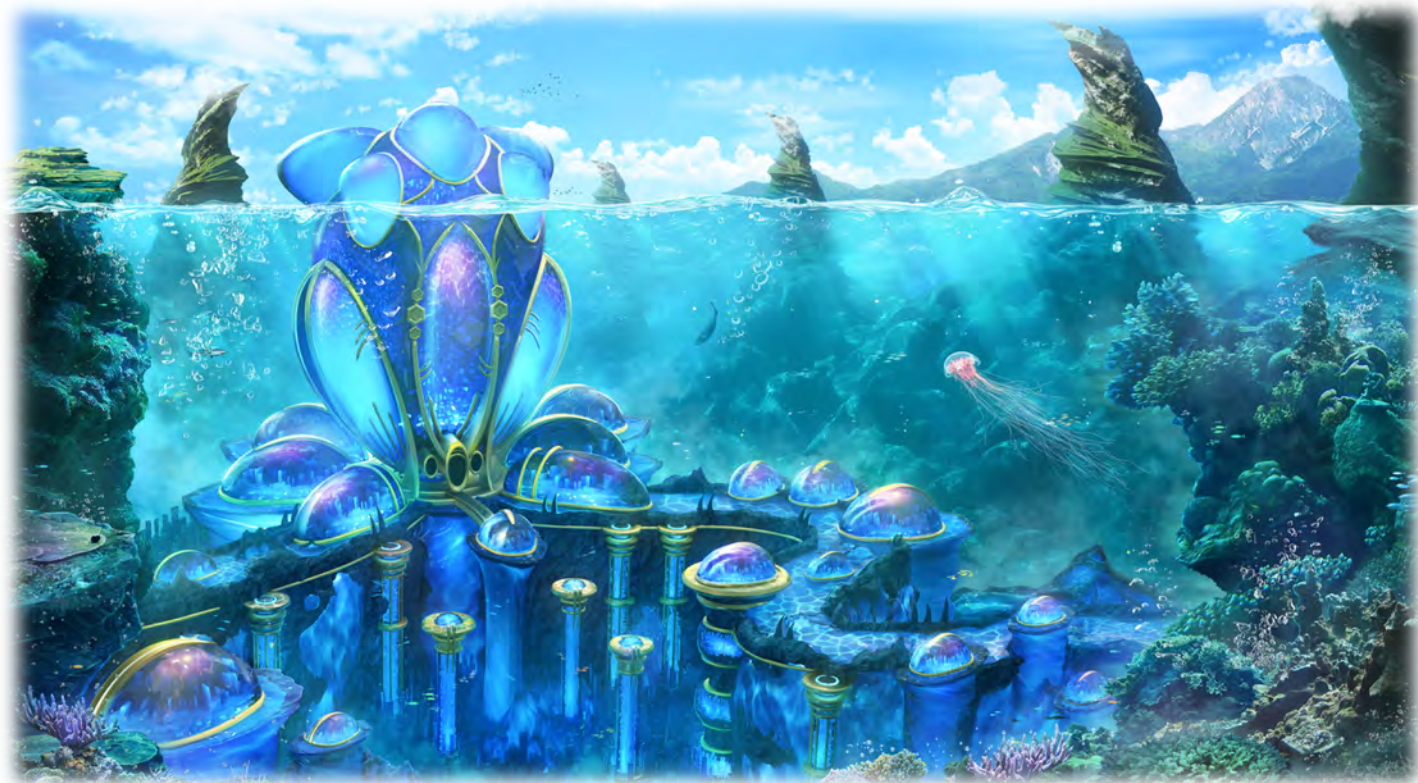


Illustration by Igor Golyuk

CORNERS OF EXISTENCE

CURIOUSER AND CURIOUSER

The prejudices of conventional wisdom can prevail for eons without being challenged, but a single auspicious encounter can make a monster into an ally. As time passes, an ally can become a friend, and a friend can become family. A few short generations after such ties have taken hold can leave the fate of the world itself changed forever.

Some of these unusual peoples engage with other cultures readily, sharing their art, music, architecture, but others remain relatively unknown, thought to be the stuff of legend—either by virtue of their preferring environs ill-suited to most folk, a long tradition of not engaging with outsiders, or a longstanding practice of predation upon the unwary and unknowing.

When you meet new folk new to you, you've got to remember just how much you have to learn. By golly, expect them to be a bit different than you are, at the very least! Remember to bite your tongue and save that moral judgement for when you're back on your own turf.

Due to their relative rarity and wide variation of standing across the multiverse, many of the accounts of the peoples detailed in this account speak in only the most reductive of generalities. Your experiences with them will almost inevitably vary, but that just goes to show: where you go, people are people. Try to keep an open mind!

~Old Gus

Hybrid Natures

If you have more than one creature type, you can become the target of any ability, spell or effect that affects any of your creature types.



Illustration by Kristy

FEJERVAR

HARD BARGAINERS

Fejervar are a race of saltwater-dwelling amphibious people with oily green, grey, brown or blue skin with tufts of feather hair. They live in pristine coral reefs and brackish saltwater marshes, underwater dwellings that take advantage of both their air and water-breathing lifestyles. These underwater structures are most important for maintaining nurseries: fejervar reproduce by external fertilization of fragile eggs in shallow pools, which must maintain a specific temperature and salinity.

They regard bullywugs and grung as lesser species and their leaders often enslave them. Fejervar dominars indoctrinate the conquered, teaching them that they are a godhead to be worshipped. Despite these despotic tendencies, they have little interest in expanding their amphibious empires inland, and consider most land-dwelling species to be an uncivilized nuisance, but maintain regular diplomatic relations with them.

Fejervar, and especially their dominars, infamously do no favors as a matter of pride, preferring an equitable and agreed upon exchange. They are pompous and officious in negotiations, and most will swear revenge on someone if they feel a contract has been breached. Dominars employ the use of spies or assassins to ensure the safety and future prosperity of their kind.

FEJERVAR RACIAL TRAITS

Ability Score Increase. Your Wisdom score increases by 1.

Age. Fejervar reach adulthood at 40 years, and live up to five centuries.

Alignment. Fejervar live in strict, officious, often closed societies that are organized around a monarch called a dominar, who usually keeps several spouses and concubines. Most fejervar are lawful.

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

Speed. Your flippers are not ideal for moving on land. You have a base walking speed of 20 feet.

Swim Speed. You have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Slippery. You have advantage on ability checks and saving throws made to escape grapples or restraints.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

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

Caste. Choose from one of the following castes: *Noble* or *Common*.

NOBLE

Nobles serve as courtiers, attendants, diplomats or provincial rulers, all at the pleasure of the dominar. However, some dominars' rules are short, and attempted coups are not uncommon.

Ability Scores. Your Intelligence score increases by 2.

Dominar's Authority. You can cast the *charm person* spell once; you must finish a long rest in order to cast the spell again using this trait. Once you reach 3rd level, you can also cast the *command* spell once as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence is your spellcasting ability for these spells.

COMMON

Commoners are commonly soldiers, hunters, or craftspeople who design, maintain and improve a dominar's complex of underground structures.

Ability Scores. Your Dexterity and Constitution scores increase by 1.

Crafts Training. You are proficient with one artisan's tool of your choice.

Weapon Training. You are proficient with tridents, nets, hand crossbows and blowguns.



Illustration by Nathan Park

HARPIES

AGENTS OF ERINYES

Harpies are monstrous humanoids, with long, sharp talons that resemble those of birds of prey on their hands and feet, and a pair of broad wings sprouting from their shoulders. For centuries, harpies have served the *erinyes* as their agents upon the Material Plane, delivering unfortunate souls to them and from there, onto the nine hells. They live in groups known as *convocations*, where they compete among one another for prestige and power.

Not all harpies serve fiends, however— some live peacefully with their convocation usually led by its eldest members, and some prefer live in solitude, adopting a mountain pass or forest glade as their personal nesting ground, and protecting it from intruders.

Harpies are always female, and may mate with males of most any humanoid race to produce harpy offspring. Evil harpies will devour their mates, but all dedicate long, solitary months of protecting their eggs from giants, other rival harpies, or anyone else who might threaten their legacy. They are tender mothers, and take great care instilling their children with the knowledge and cunning they will need to survive.

HARPY RACIAL TRAITS

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

Age. Harpies reach maturity in their late teens and live up to a century.

Alignment. Harpies tend toward chaos and evil, but those who have left fiendish service might have adopted other alignments.

Size. Harpies vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read and write Common.

Flight. You have a pair of broad, eagle-like wings that sprout from your shoulders. When you aren't wearing medium or heavy armor, you have a flying speed of 40 feet.

Talons. The eagle-like talons on your feet are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Luring Song. You can use your action to sing a magical melody at one humanoid or giant within 120 feet of you that you can see and that can hear you. The target must succeed on a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier or be charmed for up to 1 minute. On each of your turns, you must use a bonus action to continue singing, but you can stop singing at any time. The song ends if you are incapacitated.

While charmed by your song, a target is incapacitated and has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the song ends or until it can no longer see or hear you. If the charmed target is more than 5 ft. away from you, it must move on its turn toward you by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the you, a target can repeat the saving throw. The target can also repeat the saving throw at the end of each of its turns, ending the effect on success.

Once you use this ability, you can't use it again until you finish a long rest.

Hybrid Nature. Your creature type is monstrosity in addition to humanoid.



Illustration by Son Trinh

IKWIKWII

INSTINCT, EVOLVED

Ikwikwii resemble bipedal owls with no wings and short, talon-fingered hands. Some suspect they are descendants of the first owlbears, or part of the same set of experiments that created them. They are short, stocky and share the enhanced musculature of their larger cousins.

Ikwikwii prefer to live in mountains and boreal forests, and are capable hunters. A few even live in the most barren of deserts. Rarely farmers, ikwiikwii consider it a point of pride to hunt their own dinner.

Ikwikwii mate for life as a general rule, and their families rarely exceed four individuals at a time. If a family grows too large, the eldest child is encouraged to leave the nest and start their own family. Leaving the nest marks adulthood in their lives, and their parents make a great display, showering gifts and well-wishes upon their departing child, or throwing a party attended by friends and even extended family.

Although ikwiikwii are typically shy, cautious, and generally slow to trust others, they make steadfast friends and trustworthy allies.

IKWIKWII RACIAL TRAITS

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

Age. Ikwikwii reach maturity at 10 years, and live up to 60 years.

Alignment. Ikwikwii tend toward neutral alignments.

Size. Ikwikwii average 2-3 feet tall, and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet. If both of your hands are unoccupied, you can run on all fours at a speed of 35 feet.

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

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

Keen Sight. You have advantage on Wisdom (Perception) checks made that rely on sight.

Leverage. You can wield weapons with the *heavy* property without the penalty usually applied to small creatures.

Owlbear Talons. You have sharp talons, which grant you a climbing speed of 20 feet. In addition, your claws and beak are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

Hybrid Nature. Your creature type is monstrosity in addition to humanoid.

Racial Feat: Owlbear Savagery

Prerequisite: Ikwikwii, 8th Level

You have retained the primal savagery of your ancestors. As an action, you become a savage owlbear for up to 1 hour. For the duration, you gain the following benefits:

- Your size increases by one category, and your movement speed increases by 10 feet.
- You have advantage on Strength checks and saving throws.
- Your talons become a d8, and if both your hands are unoccupied when you take the Attack action on your turn, you can attack twice, instead of once. When you do, you can make an additional attack as a bonus action with your beak, which deals piercing damage equal to 1d8 + your Strength modifier.

You can resume your smaller stature using your bonus action. This ability only works in your ikwiikwii form, and its effects cease if you assume any other form, for example, through a *Wild Shape* or *Polymorph* spell.

Once you use this ability, you can't use it again until you complete a long rest.



Illustration by James Olley

KOL'KSU

WATER GOBLINS

Kol'ksu are a race of amphibious goblinoids. Their webbed feet and hands make them excellent swimmers, and gill slits on their necks allow them to breathe comfortably above and below the surface of the water.

They live in shoals one to two dozen, making their homes in underground caverns with a few scattered air pockets, and populating the area with natural defenses. A kol'ksu enclave is often defended by predatory fish, strategically placed urchins, and stinging anemone or jellyfish. Few kol'ksu venture far from shorelines, and they prefer wetlands on inlets with salty marshes where they can explore shorelines in relative cover, ambushing their prey and dragging the remains below the surface where it is then shared among the members of their shoal.

Kol'ksu are a resourceful people, and let nothing go to waste, fashioning weapons from cartilage and bone, and strong nets made of sinew.

Most kol'ksu despise the sahuagin, and the feeling is mutual, as sahuagin will occasionally make slaves of their kind or send sharks to torment their enclaves.

KOL'KSU RACIAL TRAITS

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

Age. Kol'ksu reach adulthood at 8 years, and live up to 60 years.

Alignment. Kol'ksu are typically lawful evil, serving their shoal however they can. A few kol'ksu might tend toward good or neutrality, but only rarely.

Size. Kol'ksu are slightly taller than most goblins, standing between 3 and a half and 4 feet tall and weigh between 50 and 85 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

Amphibious. You have a swimming speed of 30 feet, and you can breathe air and water.

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

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

Ambusher. You can take the Hide action as a bonus action on each of your turns.

Fury of the Small. When you 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.

Kol'ksu Training. You have proficiency with the spear and net.

Racial Feat: Blood Frenzy

Prerequisite: Kol'ksu

Your Strength, Dexterity or Wisdom score increases by 1.

As a bonus action, you enter a blood frenzy for 1 minute. For the duration, you have advantage on attack rolls you make against any creature that doesn't have all its hit points, provided the target is not an undead or construct.

Once you use this ability, you can't use it again until you complete a long rest.



Illustration by Apertus

KUMON

PRESENCE OF MIND

Kumon are a race of arachnid-like humanoids. They lead predominantly solitary lives, but their love music, dance and fine clothing occasionally lead them to partake in relations with other races.

Kumon have a reputation for stillness, patience, and impeccable manners. They can remain so motionless that others wonder if they are indeed still alive, and kumon often enjoy the effects their uncanny appearance has on other folk, delighting in unnerving the uninitiated with sudden movements, speaking in riddles or other strange or distracting behaviors.

Kumon use this to their advantage, especially when negotiating with other kith: indeed, most kumon that reach adulthood have had to best dozens of siblings just to mature, and this makes a great many of them are arrogant, competitive, and sensitive to insult. Kumon have famously long memories for such offenses.

Kumon who take up permanent residence next to other races are often employed as weavers, tailors or other craftsmen. They have two pair of vestigial arms which can be used to hold small objects while they perform detailed movements with their main hands.

KUMON RACIAL TRAITS

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

Age. Kumon reach adulthood at 5 years, and live up to six decades.

Alignment. Most kumon are neutral, evil, or both.

Size. Kumon stand between 5 and 6 feet tall and average about 40 pounds. Your size is Medium.

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

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

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

Spider Climb. You have a climbing speed equal to your movement speed, and can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Tremorsense. As a bonus action, you gain a tremorsense of 20 feet. This tremorsense ends if you attack a creature, cast a spell, take damage or move.

Fangs. Your fangs are natural weapons, which you can use to make unarmed strikes with as a bonus action. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, and additional acid damage equal to your proficiency bonus.

Cultured Craft. You are proficient with calligrapher's supplies or weaver's tools.

Webbing. You ignore movement restrictions caused by webbing. Once you reach 3rd level, you can cast the *web* spell once, and must finish a long rest in order to cast the spell again using this trait. If a creature is inside the area of your *web*, you know where they are and what size they are even if you cannot see them. Intelligence is your spellcasting ability for these spells. When you reach 5th level, you can cast the spell twice using this trait.

Hybrid Nature. Your creature type is monstrosity in addition to humanoid.

Racial Feat: Poison Fangs

Your fangs become a d8 and gain the *finesse* property. Additionally, you can prepare venom as a bonus action. The venom remains potent for 1 minute. The next time you hit a creature with your fangs, the target must succeed a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier or be poisoned for up to 1 minute. A poisoned creature repeats its saving throw at the end of each of their turns, ending the effect on a success.

You can produce a number of doses of venom equal to your Constitution modifier, and regain expended uses when you complete a long rest.



Illustration from the Monster Manual

RAKSHASAS

FIENDISH TRICKSTERS

A rakshasa's natural shape is relatively humanoid but beasts-like, usually tigers or other big cats. Their hands also look disturbing to most folk, as their palms are where the back of the hands would be for most races. Rakshasas are capable of hiding their disturbing appearance at any time, as they can choose any humanoid form at will. Many of a rakshasa's closest allies are often unaware of their true nature.

Rakshasas of the upper castes tend toward solitary lives, although their ambition might lead them to occasionally cooperate or compete directly with one other. As a general rule, they prefer to rule rather than be ruled, and a trusted lieutenant will eventually strike out on their own if they feel their abilities as a leader to others is not respected. Members of the lower casts are usually bound in service to a member of the upper casts as advisers, soldiers or spies.

As spirits, rakshasas are virtually immortal. They produce a new generation every century to replace the rakshasas that have been slain in battle.

Rakshasas revere Ravanna, King of Rakshasas, a ten-headed lesser god who can only be harmed by non-deific creatures from the Material Plane.

RAKSHASA RACIAL TRAITS

Age. Rakshasas reach adulthood at around 100 years and can live indefinitely.

Ability Scores. Your Charisma score increases by 1.

Alignment. Most rakshasas are lawful evil.

Size. Rakshasas stand between 6 and 7 feet tall, and weigh 200-300 pounds. Your size is Medium.

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

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

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

Fiendish Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength Modifier, instead of the bludgeoning damage normal for an unarmed strike.

Fiendish Disguise. As an action, you can transform your appearance to a humanoid race of your choice. You retain your approximate height and weight. Your clothing and equipment don't change. Even to the most astute observers, your illusion is completely indiscernible. If you rouse suspicion, or if a creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection. You can revert to your rakshasa form as a bonus action, and also do so if unconscious or killed. While magical in nature, the disguise is undetectable by the *Detect Magic* spell.

Fiendish Nature. Your creature type is fiend instead of humanoid.

Caste. Rakshasas have a strong caste system, and natural traits have emerged from them. Choose from one of the following sub-races: *High Rakshasa*, *Ak'chazar*, *Naztharune*, or *Zakyas*.

Racial Feat: Cursed Claws

Prerequisite: Rakshasa

When you hit a creature with your claws, you can use your bonus action to curse the target. Choose one ability score. The target has disadvantage on ability checks made with it until the curse is lifted by a *Remove Curse* spell or similar magic. Once you use this ability, you can't use it again until you finish a long rest. You can only maintain one such curse at a time.

Racial Feat: Magic Resistance

Prerequisite: 8th level, Rakshasa

Your fiendish nature matures, inoculating you from magical attacks. You gain advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

HIGH RAKSHASA

Rakshasas are vain, and the upper castes especially love to garb themselves extravagantly. Convinced of their own superiority, they use their fiendish disguise to take high positions in society as governors or heads of merchant guilds. These leaders see combat as beneath their station, preferring to delegate such tasks to others, or work out a mutually beneficial arrangement with their enemies.

Ability Scores. Your Constitution and Charisma scores increase by 1.

Confounding Legacy. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *major image* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

AK'CHAZAR

The lithe ak'chazar most commonly have the heads of white tigers or leopards. They are powerful spellcasters, and specialize in necromancy. Ak'chazar use graveyards and abandoned battlefields as a headquarters, sending their undead minions forth to do the heavy lifting on their behalf. They serve the upper castes as advisors.

Ability Scores. Your Intelligence score increases by 2.

Inborn Necromancy. You know the *Toll the Dead*^{XGE} cantrip. Once you reach 3rd level, you can cast the *Ray of Sickness* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *Animate Dead* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

NAZTHARUNE

Naztharune are covered in inky black fur. They have few magical powers, but compensate by being stealthy and cunning. They lack most rakshasa's need to be the leader of any organization that they are part of, often working for other rakshasa.

Ability Scores. Your Dexterity score increases by 2.

Quiet as a Cat. You are proficient in the Stealth skill.

Infernal Trickery. You know the *mage hand* cantrip. Once you reach 3rd level, you can cast the *invisibility* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

ZAKYAS

The Zakyas are skilled melee combatants and weapon masters. They use their comparatively weak magical powers to supplement their martial prowess.

Ability Scores. Your Strength score increases by 2.

Battle Magic. You know the *Blade Ward* cantrip. Once you reach 3rd level, you can cast the *Heroism* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Zakyas Weapon Training. You are proficient with longswords, shortswords, scimitars, and spears.

Double-Bladed Scimitar. You are proficient with the double-bladed scimitar, a haft of fine wood or metal supporting a long blade on either end.

When you take the attack action and make a two-handed attack with a double-bladed scimitar, you can use a bonus action to make a melee attack with the blade at the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a 1d4, and it deals slashing damage. You can start with the weapon at 1st level in place of a martial weapon normally granted by your class.

Weapon	Cost	Damage	Weight	Properties
Double-bladed Scimitar	100 gp	2d4 slashing	6 lbs	Special, two-handed

Racial Feat: Revenant Blade

Prerequisite: Rakshasa (Zakyas)

You learned from a master of the double blade and their skills have passed on to you. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- While wielding a double-bladed weapon with two hands, the weapon has the finesse trait for your attacks with it, and you gain +1 AC.
- On your turn, when you use a bonus action to make a melee attack with the blade at the opposite end of the weapon, the weapon's damage die for this attack increases to 2d4, instead of 1d4.



Illustration by R.K. Post

STHENO

A MOTHER'S LOVE

Stheno are monosexed humanoids who share a cursed ancestry. Their "hair" is composed of living, venomous snakes whose behavior reflects of that of the stheno. The snakes behave sympathetically with the stheno's thoughts and emotions. Stheno live in small clutches with their mother, sisters, or less commonly, an aunt. Stheno are always born in groups of three, but sisters do not always share sires: stheno mate with elves, dwarves, halflings or tieflings or most any other race. Less frequently, two stheno will breed together.

When born, stheno have no legs, but a long, serpentine tail, which eventually splits to form feet, and they learn to walk around age four. As they mature, they often inherit strengths or personality traits from their non-stheno sire, who they rarely ever come to know.

Feared and despised by most, stheno train their young for a life of hardship, even pitting sisters against one another in cruel games of deadly consequence. It is rare for a stheno matriarch to have not killed at least one of their sisters. Elder stheno are capable of employing a gaze that turns those who behold them to stone.

STHENO RACIAL TRAITS

Ability Scores. Your Constitution score increases by 2, and one ability score of your choice increases by 1.

Age. Stheno reach adulthood at around 25 years and live an average of 150 years.

Alignment. Almost all stheno are evil.

Size. Stheno have a similar stature to humans. Your size is Medium.

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

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

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

Snakespeech. Snakes understand your words, and you have advantage on Charisma checks you make to influence them.

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

Matriarch Training. You are proficient with the poisoner's kit, scimitars and shields.

Snake Hair. You can make melee attacks with your snake hair, which deal 1d4 + your Dexterity modifier piercing damage. If you hit with your snake hair, you can use your bonus action to cause the snakes to inject venom, forcing the target to make a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier. If they fail, they take a number of d6s equal to your proficiency bonus as poison damage. If they succeed, they take half the amount. Once you inject venom, you can't do so again until you finish a long rest.

Racial Feat: Petrifying Gaze

Requirements: Stheno, level 8

As an action, you gaze at a living creature you can see that can also see you within 30 feet of you. The target makes a Constitution saving throw DC 8 + your proficiency bonus + your Constitution modifier. If they fail, they begin to turn to stone and are restrained, repeating their saving throw at the start of their turns. If they make two additional failures, they become petrified. If they succeed a saving throw, the effect ends. Your petrification can be removed by the *Greater Restoration* spell or similar magic.

Once you use this ability, you can't use it again until you finish a long rest.



Illustration by Vanessa Rossek

ULSANYA

THE UNCOMFORTABLE TRUTH

There are individuals whose ancestry includes both elves and orcs, a union shunned by some elves, who named them *ulsanya*, literally “uncomfortable truth”.

Bearing the lithe frame of an elf and muscular strength of an orc, *ulsanya* children grow up delighting in their capable bodies. Most begin walking within a year, and many are accomplished athletes by the time they are seven years of age.

Ulsanya tend to be passionate, competitive, ambitious, and move through their daily lives with an unparalleled sense of urgency. Some find worthy causes to pledge themselves to, and others dedicate their lives to their own pursuits.

Racial Feats for Ulsanya

Dungeon Masters are encouraged to make the *Elven Accuracy*, *Orcish Fury* and *Prodigy* feats available to *Ulsanya*.

ULSANYA RACIAL TRAITS

Ability Scores. Your Strength, Dexterity, and one ability score of your choice increases by 1.

Age. *Ulsanya* reach adulthood at around 15 years and live an average of 100 years.

Alignment. *Ulsanya* are passionate and driven, and might fervently adopt or rebel against the society they are born into.

Size. *Ulsanya* have a similar stature to that of humans. Your size is Medium.

Speed. You have a base walking speed of 35 feet.

Languages. You can speak, read and write Common and one additional language, choosing from Elvish or Orcish.

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

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

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Weapon Training. You are proficient with two martial weapons of your choice.

Bodily Mastery. You are proficient in the Athletics or Acrobatics skill. Difficult terrain due to plants, bushes or rocky terrain does not hinder your movement.



Illustration by Daniel Denova

YETIFOLK

COLD HANDS, WARM HEARTS

Hardy and reclusive, most yeti prefer to patrol the same forested mountains or snowy mountain peaks, and almost all yeti prefer a life of near-total solitude. They are tall, hirsute creatures, covered in fur. Some have decorative horns atop their heads.

Yeti form tight-knit family groups only for a short time and for a singular purpose: to rear their young, which are almost always single births. There is almost no substance known that is more nutritious than the blue milk of a nursing yeti, and infant yeti reared on the stuff grow so quickly that in a few short years, the trio separate and each goes their own way. After rearing or losing a child, most yeti wait at two or three decades before starting a new family.

YETIFOLK RACIAL TRAITS

Ability Scores. Your Strength and Wisdom scores increase by 1.

Age. Yeti reach adulthood at around 4 years and live an average of 200 years.

Alignment. A life of elected solitude leads most yeti toward neutral alignments. Some welcome or even aid travelers through the peaks, glad of the company for short stints. A few evil yeti enjoy actively preying upon those less well adapted to their home climate.

Size. Yeti are between 7 and 8 feet tall and weigh between 300 and 400 pounds. Your size is Medium.

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

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

Peakvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot see color in darkness. Your vision is also unobscured for 30 feet in fog, snow or sleet.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Peak Performance. You have resistance to cold damage, and difficult terrain due to snow or ice does not hinder your movement. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Subrace. Choose one of the following subraces: *Yeti*, or *Sasquatch*.



Illustration by Jon Neimeister

YETI

Yeti make their homes in shallow caves. Their fur is white, and they use the most inhospitable peaks they can survive in to stay hidden away from others.

Ability Scores. Your Constitution score increases by 1.

Yeti Magic. You know the *frostbite*^{XGE} cantrip. When you reach 3rd level, you can cast the *ice knife*^{XGE} spell once as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

SASQUATCH

Sasquatch are yeti who have left the peaks and made their homes in boreal forests. Their fur is brown. They are strict vegetarians, and have a great love for the creatures of the forests. More commonly seen, but less numerous, they are generally bashful creatures who vanish without warning once they realize they have been observed.

Ability Scores. Your Wisdom score increases by 1.

Sasquatch Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *pass without trace* spell once, you must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.