

Humans

Rovers

Natives of the Shifting Sands, the Rovers travel in nomadic clans atop colossal mechanical beetles left behind by an ancient civilization. Guided by forgotten instruments, they are among the only people capable of navigating the ever-shifting desert.

Play a Rover if you want to be:

- *A Scrappy Trader.* Rovers make their living by trading, scavenging, and bartering across the Shifting Sands. They're persuasive, resourceful, and accustomed to making a profit from whatever they can get their hands on.
- *A Keeper of Ancient Technology.* The Rovers have inherited fragments of the ancient Temrian civilization, whose forgotten machines and instruments still shape their way of life. They possess knowledge of ancient technology that has been lost to much of the world, and many Rovers are skilled at repairing, repurposing, and coaxing these strange machines back to life.
- *A Seeker of Fortune.* Rover clans wander endlessly across the Shifting Sands in search of opportunity. Some seek ancient ruins and forgotten treasures, others chase rumors of valuable discoveries, and many simply follow wherever the next profitable opportunity leads. For a Rover, the journey itself is part of the adventure.

Painted Ones

Natives of the Painted Downs, the Painted Ones wield magical pigments drawn from the colorful clays and minerals of their homeland. Their living tattoos and painted sigils channel powerful magic, making every mark upon the body both art and spell.

Play a Painted One if you want to be:

- *An Artist of Magic.* To the Painted Ones, art and magic are inseparable. They harvest magical pigments from the colorful clays and minerals of the Painted Downs, using their artistry to channel the arcane through their paintings and tattoos.
- *A Living Tapestry.* Painted Ones adorn their bodies with magical tattoos that grant them powers relating to the elements, nature, and war. Each Painted One chooses their markings according to their own talents and traditions, creating a unique collection of magical abilities.
- *A Preserver of Tradition.* Painted One culture is built around the preservation of knowledge through art. Stories, histories, religious traditions, and family lineages are recorded in intricate murals, patterns, tattoos, and glyphs. To a Painted One, learning the meaning behind an ancient mark is as important as learning to read a book.

Wildlings

Natives of the Wilderlands, the Wildlings have adapted to life among monstrous beasts and untamed wilderness. Their feline eyes, heightened instincts, and resilient nature allowed them to survive where few others could.

Toscans

Natives of the northwestern highlands, the people of Toscano are renowned for their disciplined military tradition and unwavering sense of duty. For generations, they have stood watch upon the Great Wall, guarding Nemract against the horrors of the Necrophage, swearing to one day reclaim their homeland from the swarm.

Play a Toscan if you want to be:

- *A Disciplined Soldier.* Toscano has a proud martial tradition, and its people are raised to value discipline, training, and readiness. From childhood, Toscans are taught that every person has a role to play in defending their homeland.
- *A Guardian of the Great Wall.* For generations, Toscans have stood watch along the Great Wall, defending Nemract from the horrors of the Necrophage. They are hardened by years of fighting mutant monsters and enduring the harsh conditions of the frontier, and few people know the dangers beyond the Wall better than they do.
- *A Loyal Comrade.* Toscans place enormous value on loyalty, duty, and the bonds forged between those who stand together. They do not easily abandon their comrades, their communities, or their sworn responsibilities. To a Toscan, a promise made is a promise that must be kept, even when keeping it comes at a personal cost.

Phasmanians

Once heirs to a mighty seafaring empire, the Phasmanians now endure a fractured civil war fought with armies of Soulforged constructs. Their fallen homeland is haunted by the remnants of its former glory.

Play a Phasmanian if you want to be:

- *A Master Mariner.* Phasmanians are renowned sailors, navigators, and shipwrights. Many are more at home on the deck of a ship than on solid ground, and their centuries of maritime tradition have given them an almost instinctive understanding of the sea.
- *An Heir to a Fallen Empire.* Phasmanians carry themselves with the pride of a people who once ruled a vast and prosperous empire. They can be haughty, formal, and deeply conscious of status, often clinging to the traditions and grandeur of their ancestors even as their civilization crumbles around them. Many remain willfully blind to how far their empire has fallen.
- *A Master of the Soulforged.* Phasmanian civilization perfected the creation of Soulforged constructs, and generations of their people grew up surrounded by these artificial servants and soldiers. Even after the empire's collapse, Phasmanians retain an advanced understanding of constructs, ancient machinery, and the techniques used to bind souls to artificial bodies.

Frostfolk

The Frostfolk are hardy survivors who call the frozen reaches of the Frostfall home, enduring one of the harshest climates in Nemract. Their settlements depend upon ancient arcane technology salvaged from The Ark, a colossal megastructure buried in the ice at the continent's southernmost edge.

Half-Humans

Espers

Born from the cursed lands of the Shrouded Heath, Espers exist between life and death. Their bodies are formed of living shadow, causing them to flicker between the mortal world and the realm beyond.

Play an Esper if you want to be:

- *A Walker Between Worlds.* Espers exist between the mortal world and the realm of the dead, their bodies formed from living shadow and partially anchored to the Ethereal Plane. They can perceive what lies beyond the veil and, with practice, briefly slip between worlds.
- *A Fleeting Form.* Espers do not reproduce in the way other peoples do, and their cycle of rebirth is separate to that of the Fell and the realms of the Raven Queen. New Espers simply appear as children among the reeds and grasses of the Shrouded Heath, with no memory of a previous life. Their communities adopt these foundlings as their own, raising them as family regardless of blood or origin. After around sixty years, an Esper's form gradually begins to unravel, returning to the wind before another generation eventually emerges.
- *A Cursed People.* The Shrouded Heath was once home to a thriving people before Sotek's undead armies harvested every soul in the land. Though the sorcerer was defeated, his underworld realm permanently severed the region from the natural cycle of life and death. Espers are the echoes of those who died in that catastrophe, and their homeland is now covered in an eternal mist.

Cynocephalians

Created long ago through profane rituals to guard Sotek's underworld, the Cynocephalians are jackal-headed protectors whose sacred duty has outlived the empire that created them. Their unique powers allow them to shield others from death itself.

Mothfolk

The Mothfolk dwell within the caves of the Dragonspires, where they glide silently through the darkness on delicate wings. Gentle and curious by nature, they are drawn to light, knowledge, and ancient mysteries.

Yuan-Ti

Native to the Coils, the Yuan-Ti are serpentine people gifted with an innate mastery of venom and toxins. Their ancient kingdom prizes patience, cunning, and the quiet pursuit of power.

Mycari

The Mycari are the result of a complete symbiosis between humans and sentient fungal colonies. Bound together as a single organism, they share a profound connection to the vast underground networks of spores that sustain them.

Daemonlings (Half-Race)

Born of unions between mortals and elemental spirits, Daemonlings inherit physical traits that reflect their supernatural lineage. Horns, antlers, crystalline skin, or living flames are all common signs of their elemental heritage.

Classical

Dwarves

Native to the Glimmering Caverns, Dwarves have lived for generations among enchanted crystal formations that have hardened them against arcane magic. Deeply spiritual, they regard the crystals as sacred gifts from the earth itself.

Elves

The Elves of the Flooded Forest have been forever changed by the arcane corruption of the Gloomvale. Though graceful and wise, their bodies and magic bear the unmistakable marks of the forest's lingering influence.

Dragonborn

The Dragonborn are heirs to a once-mighty empire now fractured by civil war. Though they claim allegiance to the last remaining dragon, their ancient ruler has fallen silent, leaving the empire divided and uncertain.

Halflings

Halflings are a peaceful and hospitable folk whose fertile homeland feeds much of Nemract. They are celebrated for their farms, breweries, and love of simple comforts, finding joy in honest work and good company.

Orcs

Native to the Outlands, the Orcs were driven from their ancestral territories by the Starfall that gave rise to the Necrophage. Their scattered tribes now wander the Wastes, bound by a shared determination to one day reclaim the lands they lost.

Monstrous

Vermlings

Native to the Witchwoods, Vermlings are clever scavengers with a talent for engineering and mischief. Though often dismissed as thieves and tricksters, their ingenuity rivals that of any master craftsman.

Goliaths

Half-giants born of the Plane of Earth, Goliaths possess bodies reinforced with living stone. Their immense strength and unwavering resolve make them formidable guardians and warriors.

Salamanders

Hailing from the Plane of Fire, Salamanders are nimble reptilian folk naturally resistant to heat and flame. Their fiery temperament is matched only by their passion for craftsmanship and adventure.

Aviansie

Born of the Plane of Air, the Aviansie are graceful birdfolk who value freedom above all else. Their mastery of the skies makes them exceptional scouts, messengers, and navigators.

Morgowri

Native to the Plane of Water, the Morgowri are amphibious fishfolk who thrive beneath the waves and along the coasts of Nemract. Their societies are deeply connected to the tides, rivers, and the ancient secrets hidden beneath the sea.

Necrophage Drone

Necrophage Drones are insectoid beings that have somehow become severed from the hive mind of the Necrophage, awakening with no memory of the lives they led before their disconnection. Burdened by grotesque insectoid features like mandibles and compound eyes, these lost souls must forge identities of their own in a world that rarely sees them as anything more than monsters.

Constructs

The Endless

The Endless are ancient suits of vampiric armor inhabited by the souls of rulers who abandoned their mortal bodies eight centuries ago. Once feared as tyrants, many now wander Nemract seeking redemption by destroying the aberrations born of the Dark Star's scourge.

Soulforged

Created as living weapons, the Soulforged are magical constructs built to wage the endless wars of Phasmania. Though forged for battle, many now struggle to define their own purpose beyond the commands of their creators.

Shardkin

Born from fragments of the shattered World Gate, Shardkin are crystalline beings driven by a singular purpose: to restore the gateway that once connected the planes. Each carries within itself a fragment of the gate's ancient memory, compelling them toward their monumental task.

The Kindred of Asterra

Asterra is home to numerous sapient creatures. The Elders constructed Asterra as their final masterpiece, a perfect world that would serve as a nexus to all the beings of the universe. The World Gate once allowed for interplanetary travel between the elemental planes, and even interstellar travel between all the realms of the universe. As the home of the World Gate, the continent of Nemract in particular is full of races whose ancestors arrived from realms far beyond. That was before Hadar, the Dark Star, came from realms far beyond and destroyed the World Gate. In a bid for the phenomenal power of the Elders that rest within, Hadar descended upon Asterra with an army of aberrations. Asterra was surely lost - until the three Chosen combined their powers to defeat the Dark Star. In absorbing Hadar's divinity, the three Chosen became one: Triune, the God of balance and order.

Upon Hadar's defeat, the Third Age began. It has been more than eight hundred years since the Dark Star's tyranny, and yet the World Gate remains broken. Stranded within Asterra, denizens of the elemental planes have built a life as best they could, and can only hope that the Shardkin one day restore the gate to what it was.

The creatures below consider themselves native to Asterra, for it has either been thousands of years since their ancestors journeyed through the World Gate to the promised sanctuary, or their sapience began within Asterra itself.

Rules for Inter-Special Races

1. Choose which species you want to take the Skill Bonuses from, which species you want to take the Size from, and which species you want to take the Speed from.
2. Each race may have one or more "Inherent" traits, labeled with an (I). When creating an inter-species character between two races, you will take all "Inherent" traits from both races.
3. Each race will then have 1 or more features labeled as (A), and then 1 or more features labeled as (B). The set of features labeled as A and the set of features labeled as B should be roughly equal to each other in power. When creating an inter-species character, the player must select either the set of (A) features or (B) features from one race, and then the set of (A) features or (B) features from the other race. You may also choose both sets of (A) features or both sets of (B) features.
4. Each race will also have 1 or more "Weakness" features, labeled as (W). These features are some natural weakness that the race may have, such as sunlight sensitivity or being naturally more easily compelled by dragons. When creating an inter-species character between two races, you must take all "Weakness" traits from both races.

Wildlings

Natives of the Wilderlands, the Wildlings have adapted to life among monstrous beasts and untamed wilderness. Their feline eyes, heightened instincts, and resilient nature allowed them to survive where few others could.

Wildlings Details

- **Skill Bonuses.** +1 Survival, +1 Perception.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.

Wildlings Features

- **Low-Light Vision (I).** You have Low-Light Vision.
- **Keen Senses (I).** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Sixth Sense (I).** Creatures you can't see don't gain advantage on attack rolls against you.
- **Mask of the Wild (A).** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Feline Agility (A).** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.
- **Fearless (B).** You have advantage on saving throws against being Frightened. If the source of the effect is a Beast or Monstrosity, you can also add double your proficiency bonus to the saving throw.
- **Cornered Beast (B).** When you are first reduced below half your hit point maximum, your survival instincts erupt into action. Until the end of your next turn, you gain the following benefits:
 - You ignore difficult terrain.
 - You gain advantage on attack rolls, saving throws, and Strength and Dexterity ability checks.
 - Opportunity attacks made against you are rolled with disadvantage.
 - You gain one additional Move Action.

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

- **Tunnel Vision (W).** Your survival instincts can sometimes override reason. While you are Frightened or below half your hit point maximum, you have disadvantage on Intelligence checks and Intelligence saving throws.

Daemonlings

Born of unions between mortals and elemental spirits, Daemonlings inherit physical traits that reflect their supernatural lineage. Horns, antlers, crystalline skin, or living flames are all common signs of their elemental heritage.

Daemonling Details

- **Skill Bonuses.** +1 Nature, +1 Religion.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.

Daemonling Features

- **Darkvision (I).** You have Darkvision with a range of 60 feet.
- **Daemonic Manifestation (I).** You know the *Thaumaturgy* cantrip.
- **Supernatural Instability (W).** Your supernatural powers can sometimes manifest unexpectedly. Whenever you roll a natural 1 on a saving throw, roll on the Wild Magic Surge table.

Subraces

Emberling

- **Fire Resistance (A).** You have Resistance to Fire Damage.
- **Daemon of Fire (A).** You know the *Control Flames* cantrip. Once you reach 3rd level, you can cast the *Hellish Rebuke* spell once. Once you reach 5th level, you can also cast the *Flaming Sphere* spell once. You must finish a long rest to cast these spells again with this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select the race).

Rootling

- **Poison Resistance (A).** You have Resistance to Poison Damage.
- **Daemon of Nature (A).** You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once. Once you reach 5th level, you can also cast the *Barkskin* spell once. You must finish a long rest to cast these spells again with this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select the race).

Tremorling

- **Tremor Sense (A).** As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. You can use this Bonus Action a number of times equal to your proficiency Bonus, and you regain all expended uses when you finish a Long Rest.
- **Daemon of Earth (A).** You know the *Mold Earth* cantrip. Once you reach 3rd level, you can cast the *Earth Tremor* spell once. Once you reach 5th level, you can also cast the *Earthbind* spell once. You must finish a long rest to cast these spells again with this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select the race).

Tideling

- **Riverwalker (A).** Your body is adapted to an aquatic environment. You can breathe underwater and gain a swimming speed equal to your walking speed + 10 feet.
- **Daemon of Water (A).** You know the *Shape Water* cantrip. Once you reach 3rd level, you can cast the *Fog Cloud* spell once. Once you reach 5th level, you can also cast the *Mirror Image* spell once. You must finish a long rest to cast these spells again with this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select the race).

Cloudling

- **Thunder Resistance (A).** You have Resistance to Thunder Damage.
- **Daemon of Air (A).** You know the *Gust* cantrip. Once you reach 3rd level, you can cast the *Feather Fall* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Gust of Wind* spell once. You must finish a long rest to cast these spells again with this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select the race).

Changeling

- **Shapechanger (A).** As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Medium and Small. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die.

Mycari

The Mycari are the result of a complete symbiosis between humans and sentient fungal colonies. Bound together as a single organism, they share a profound connection to the vast underground networks of spores that sustain them.

Mycari Details

- **Skill Bonuses.** +1 Nature, +1 Survival.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.

Mycari Features

- **Sporesense (I).** You have Tremorsense with a range of 10 feet while standing on natural earth, stone, or dense vegetation. Your fungal colony constantly perceives subtle vibrations through the ground.
- **Fungal Memory (A).** Your symbiotic colony carries faint echoes of memories gathered from generations of Mycari and the countless organisms it has consumed. Once per long rest, when you make an ability check using a skill or tool with which you lack proficiency, you can gain proficiency in that skill or tool for that check.
Additionally, your colony can absorb remnants of memories from the recently deceased. After spending one minute analysing a corpse whose brain remains intact, you learn:
 - One emotion it experienced shortly before death.
 - One vague sensory impression associated with that emotion.
- **Rapport Spores (A).** As an action, you release rapport spores in a 20-foot radius centered on yourself, temporarily adding nearby creatures to your fungal network. The spores spread around corners and affect each willing creature of your choice within the area that has an Intelligence score of 2 or higher and isn't an Undead, Construct, or Elemental.
For the next hour, affected creatures are linked through your fungal network. While two linked creatures are within 30 feet of one another, they can communicate telepathically. A creature doesn't need to share a language to communicate in this way, but it can communicate only simple ideas, emotions, and sensory impressions.
Once you use this trait, you can't use it again until you finish a long rest.
- **Death Feeds Life (B).** When a creature of size small or larger you can see within 30 feet dies, your fungal colony feeds upon the nutrients released, allowing you to gain temporary hit points equal to your proficiency bonus. This feature can be used once per turn.
- **Symbiote (B).** When you are reduced to 0 hit points but not killed outright, your fungal symbiote temporarily assumes control of your body as its host falters. You immediately gain temporary hit points equal to twice your level + your Constitution modifier.
While you have these temporary hit points:
 - You remain conscious.
 - You are immune to Psychic damage.
 - You cannot speak.
 - You cannot cast spells or concentrate on spells.

- On each of your turns, you can take only one Standard Action, one Move Action, or one Bonus Action.
- When *Death Feeds Life* activates, you instead gain 1 additional temporary hit point.
- You cannot gain temporary hit points from any other sources.
- When you are healed, lose temporary hit points equal to the number of hit points you regain.
- If you have 1 or more hit points, you may choose to regain control at any time. When you do so, lose all temporary hit points.

When the temporary hit points are gone, you fall unconscious if you are still at 0 temporary hit points. If you are at 1 or more hit points, you instead regain full control of your body and remain conscious.

Once you use this feature, you can't do so again until you finish a long rest.

- **Snapped Synapses (W).** When you take Psychic damage, you cannot regain hit points or gain temporary hit points until the end of your next turn, as the fungus struggles to repair its neurological connection. This limitation is ignored by the *Symbiote* feature.

Elves

The Elves of the Flooded Forest have been forever changed by the arcane corruption of the Gloomvale. Though graceful and wise, their bodies and magic bear the unmistakable marks of the forest's lingering influence.

Elves Details

- **Skill Bonuses.** +1 Arcana, +1 Survival.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.

Elves Features

- **Darkvision (I).** You have Darkvision with a range of 60 feet.
- **Magic Adept (A).** Choose one cantrip from any spell list, and choose one 1st-level spell from any spell list. You can cast the chosen 1st-level spell once without expending a spell slot, regaining the ability after a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select the race).
- **Mana Burn (A).** Once per short or long rest, you may channel your own life force into magic. When you cast a spell of 1st, 2nd, or 3rd level, you may choose to expend your vitality instead of a spell slot. After the spell is cast, you take 1d10 necrotic damage per spell level. This damage ignores resistance and immunity and can't be reduced or prevented.
You can instead use this trait to cast the 1st-level spell you learned from Arcane Adept. When you do so, you may cast it as a 1st, 2nd, or 3rd-level spell by taking the appropriate damage.
- **Arcane Savant (B).** You gain proficiency in the Arcana skill.
- **Waterway Navigator (B).** All Elves learn to navigate the waterways between the sylvan trees of the Flooded Forest. You have advantage on Wisdom (Survival) checks made to navigate rivers, swamps, marshes, and other inland waterways. You also gain proficiency with water vehicles.
- **Ritual Cannibalism (B).** Elves relive the memories of their deceased loved ones by consuming their flesh, before burying their bones at the base of a sylvan tree. During a short rest, you may consume a small portion of the flesh of a humanoid or beast that died within the last 48 hours. You relive one vivid memory chosen by the DM, typically one tied to a strong emotion or defining moment.
In addition, choose one skill or tool with which the creature was proficient. You gain proficiency with that skill or tool until you finish your next long rest.
Once you use this feature, you can't use it again until you finish a long rest.
- **Corrupting Influence (W).** Your mind has been permanently altered by the arcane corruption of the Gloomvale. You have disadvantage on saving throws against spells and magical effects that would charm you or allow another creature to control your actions.

Necrophage Drone

Necrophage Drones are insectoid beings that have somehow become severed from the hive mind of the Necrophage, awakening with no memory of the lives they led before their disconnection. Burdened by grotesque insectoid features like mandibles and compound eyes, these lost souls must forge identities of their own in a world that rarely sees them as anything more than monsters.

Necrophage Drone Details

- **Skill Bonuses.** +1 Intimidation, +1 Animal Handling.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.

Necrophage Drone Features

- **Low-Light Vision (I).** You have Low-Light Vision.
- **Necrophage Metabolism (I).** You can eat raw or spoiled meat without ill effect, and you have advantage on saving throws against poison and disease.
- **Insectoid Adaptation (A).** Your body possesses specialized insectoid adaptations. Choose two adaptations from the Insectoid adaptations list below.
- **Insectoid Adaptation (B).** Your body possesses specialized insectoid adaptations. Choose two additional adaptations from the Insectoid adaptations list below.
- **Solitary Mind (W).** Your mind was shaped to function as part of a collective, and the absence of the hive leaves you vulnerable when completely alone. You have disadvantage on saving throws against being Charmed or Frightened while there are no friendly creatures within 30 feet of you.

Insectoid Adaptations

- **Additional Arms.** You have two additional arms. These arms can manipulate objects, open doors, draw or stow weapons, and perform other simple tasks, but they cannot wield weapons or shields effectively in combat.
- **Compound Eyes.** Gain proficiency in the Perception skill. You have a +5 bonus to your passive Wisdom (Perception) score.
- **Mandibles.** Your mandibles are natural weapons, which you can use to make unarmed strikes. If you hit with them, the attack deals 1d6 + your Strength modifier piercing damage instead of the normal damage for an unarmed strike.
- **Chitinous Carapace.** Your skin is covered by a thick shell. You gain a +1 to your AC.
- **Vestigial Wings.** When you fall and aren't incapacitated, you can use your wings to slow your descent, reducing the distance fallen by up to 100 feet when calculating falling damage. Additionally, you can glide, allowing you to move up to 5 feet horizontally for every 1 foot you descend.
- **Antennae.** You have advantage on Wisdom (Perception) checks that rely on smell. Additionally, you can detect the presence of creatures within 10 feet of you that you can't see, provided they aren't behind total cover.
- **Scarab Horn.** You have a large horn capable of lifting and shoving creatures. When you take the Shove action, you gain advantage on your attack roll, and you can push the target up to 15 feet away from you on a success.

- **Climbing Appendages.** You gain a climbing speed equal to your walking speed. You can move up, down, and across vertical surfaces and upside down along ceilings.
- **Leaping Legs.** Your walking speed increases by 5 feet and your jump distance is tripled, and you don't need to move before making a long jump or high jump.
- **Camouflage.** When you make a Dexterity (Stealth) check, you can make the check with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Acid Spit.** As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Constitution modifier. The target takes 1D10 acid damage if they fail. The damage increases to 2D10 at 5th level, 3D10 at 11th level and 4D10 at 17th level.

Cynocephalian

Created long ago through profane rituals to guard the Sotek's underworld, the Cynocephalians are jackal-headed protectors whose sacred duty has outlived the empire that created them. Their unique powers allow them to shield others from death itself.

Cynocephalian Details

- **Skill Bonuses.** +1 Religion, +1 Medicine.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.

Cynocephalian Features

- **Jackal Senses (I).** Your senses of smell and hearing are better than most, granting you advantage on Wisdom (Perception) checks involving these senses.
- **Ethersight (I).** You can see into the Border Ethereal out to a range of 15 feet while you are on the Material Plane. The border ethereal is where the ethereal plane interacts with the material one; Ghosts, shades, and many other ghastly beasts exist in this liminal space. You perceive creatures and objects occupying the Border Ethereal as faint, translucent silhouettes.
- **Keeper of Souls (A).** You know the *Spare the Dying* cantrip. Once you reach 3rd level, you can cast the *Gentle Repose* spell once. Once you reach 5th level, you can also cast the *Warding Bond* spell once. You must finish a long rest to cast these spells again with this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select the race).
- **Lore of the Dead (A).** Whenever you make a Wisdom (Religion) or Intelligence (History) check relating to rituals and rites involved in burying, preserving, or raising the dead, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply.
- **Deathless Sentinel (A).** You have advantage on saving throws against being Frightened, Charmed, or Possessed by Undead creatures.
- **Psychopomp (B).** You can perform the last rites of a creature that has recently died or a restless spirit, guiding its soul toward the afterlife. When you complete the rites, you may ask the spirit up to five questions, as with the *Speak with Dead* spell. A restless spirit that has been guided into the afterlife may choose to reveal a final memory, grant you a vision of an important event from its life, or offer other knowledge it possessed in life, at the DM's discretion.
- **Soul Anchor (B).** When you or an ally within 30 feet of you would be reduced to 0 hit points, you can use your reaction to cause that creature's soul to cling to its body and feed it new life. Instead, the creature is reduced to 1 hit point. Once you use this feature, you can't use it again until you finish a long rest.
- **Born of Profane Rites (W).** The first of your kind were created through profane rituals that bound the souls and forms of thousands of dead together. For the purposes of spells and magical effects cast by other creatures that specifically target Undead creatures, such as *Turn Undead*, you are considered Undead.

Painted One

Natives of the Painted Downs, the Painted Ones wield magical pigments drawn from the colorful clays and minerals of their homeland. Their living tattoos and painted sigils channel powerful magic, making every mark upon the body both art and spell.

Painted One Details

- **Skill Bonuses.** +1 Performance, +1 Arcana.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.

Painted One Features

- **Mage Painters (I).** You gain proficiency with Painter's Supplies. Additionally, you can use your Painter's Supplies as a spellcasting focus for spells you cast.
- **Living Pigments (I).** Your tattoos and painted markings are alive with faint magical energy. You can cause any number of your tattoos or painted markings to change their color, shape, or position on your body as a bonus action. You can also cause them to faintly glow, shedding dim light in a 5-foot radius.
- **Colors of the Elements (A).** Choose one Tattoo from the list below.
 - **Flame Tattoo.** Painted in brilliant reds and oranges, the flames flicker across your skin. You have resistance to Fire damage.
 - **Frost Tattoo.** Pale blue patterns crawl across your skin like frost spreading across a window. You have resistance to Cold damage.
 - **Storm Tattoo.** Jagged strokes of blue and violet dance across your body. You have resistance to Lightning damage.
- **Colors of Nature (A).** Choose one Tattoo from the list below.
 - **Sun Tattoo.** A radiant sun of golden rays is painted upon your skin. You can shed bright light in a 20-foot radius and dim light for another 20 feet. You can suppress or restore the light as a bonus action.
 - **Rainbow Tattoo.** Bands of brilliant color swirl and shift across your skin. You learn the *Color Spray* spell. You can cast it once without expending a spell slot, regaining the ability to do so when you finish a long rest.
 - **Beast Tattoo.** The painted image of a beast coils across your skin. Choose Claws, Fangs, or Horns when you gain this tattoo. As a bonus action, you can cause the tattoo to manifest as your chosen natural weapon. While manifested, you can use it to make unarmed strikes. On a hit, the attack deals 1d6 + your Strength modifier damage of the appropriate type: slashing for Claws, piercing for Fangs, or bludgeoning for Horns. You can cause the natural weapon to disappear as a bonus action.
- **Colors of War (B).** Choose one Tattoo from the list below.
 - **Warrior Tattoo.** A painted warrior raises its weapon in preparation for battle. Once per short or long rest, when you miss with an attack roll, you can reroll the attack.
 - **Thorn Tattoo.** Dark vines with painted thorns wind across your body. When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to deal 1d6 piercing damage to that creature.

- **Phoenix Tattoo.** A brilliant phoenix spreads its wings across your body. Once per long rest, when you would be reduced to 0 hit points but aren't killed outright, you can instead drop to 1 hit point. When you do so, your Phoenix Tattoo erupts in magical flames, and you shed bright light in a 20-foot radius until the end of your next turn.
- **Inscription (B).** You learn one 1st-level spell from any spell list. You can cast this spell once without expending a spell slot, and you regain the ability to do so when you finish a long rest. Additionally, you can inscribe this spell into a magical glyph using your pigments. Once per long rest, you can inscribe the spell into a glyph on a creature, object, or surface. As part of creating the glyph, you specify a condition that will cause it to activate. The glyph remains for 24 hours or until activated.

When the specified condition occurs, the glyph activates and the spell is cast without expending a spell slot. The spell must have a casting time of 1 action or 1 bonus action and must be capable of targeting the creature, object, or surface bearing the glyph, or the creature that activates the glyph. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you select the race).
- **Washed Away (W).** Your magic is bound to the pigments embedded in your skin. When you are completely immersed in water, your magical tattoos temporarily lose their potency. While you are submerged, you cannot use your Tattoo or Inscription features.