

Genasi

The Genasi inherited the attributes of their elemental forebears:

- Fire Genasi: Embodying the fierce passion of the Inferno, ignited by Volcanor, the Elemental Lord of flames.
- Water Genasi: Carrying the fluid adaptability of the Tides, shaped by Aquaria, the Elemental Lady of the water.
- Earth Genasi: Inheriting the unyielding resilience of the Terran realm, forged by Geodia, the Elemental Lady of stone.
- Air Genasi: Bearing the whispers of the Winds, inspired by Zephyr, the Elemental Lord of the skies.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. You can't raise any of your scores above 20.

Creature Type. You are both Humanoid & Elemental.

Age. Genasi live to be upwards of 300 years old.

Size. You are Medium or Small. You choose the size when you select this ancestry.

Speed. Your walking speed is 35 feet.

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 discern colors in that darkness only as shades of gray.

Languages. You know common and primordial.

Subrace. Air, Earth, Fire or Water Genasi.

Air Genasi

Native to The Tzardom of Ashenstead

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Lightning Resistance. You have resistance to lightning damage.

Elemental Ancestry. You are unaffected by cold from environmental sources.

Mingle with the Wind. You know the Shocking Grasp cantrip. Starting at 3rd level, you can cast the Feather Fall spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the Levitate spell with this trait, without requiring a material component. Once you cast Feather Fall or Levitate with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Water Genasi

Native to the north central continent

Swimming Speed. You have an innate swimming speed equal to your walking speed.

Acid Resistance. You have resistance to acid damage.

Elemental Ancestry. You are unaffected by cold from environmental sources.

Amphibious. You can breathe air and water.

Call to the Wave. You know the Acid Splash cantrip. Starting at 3rd level, you can cast the Create or Destroy Water spell with this trait. Starting at 5th level, you can also cast the Water Walk spell with this trait, without requiring a material component. Once you cast Create or Destroy Water or Water Walk with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Fire Genasi

Native to The Gorvothkur Dominion

Fire Resistance. You have resistance to fire damage.

Elemental Ancestry. You are unaffected by heat from environmental sources.

Reach to the Blaze. You know the Produce Flame cantrip. Starting at 3rd level, you can cast the Burning Hands spell with this trait. Starting at 5th level, you can also cast the Flame Blade spell with this trait, without requiring a material component. Once you cast Burning Hands or Flame Blade with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Earth Genasi

Native to The Realm Of Everautumn

Earth Walk. You can move across difficult terrain without expending extra movement if you are using your walking speed on the ground or a floor.

Elemental Ancestry. You are unaffected by heat from environmental sources.

Merge with Stone. You know the Blade Ward cantrip. You can cast it as normal, and you can also cast it as a bonus action a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. Starting at 5th level, you can cast the Pass Without Trace spell with this trait, without requiring a material component. Once you cast that spell with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).