

ADDED PROFICIENCIES/LANGUAGES

Additional skills

- Diplomacy (CHA)

Calming hostile creatures with reason, convincing creatures of higher social status to agree to your terms, ending conflicts without violence or intimidation, opposite of intimidation- can result in advantage on any charm effects against a creature

- Breath Control. (CON)

Resisting airborne toxins, holding your breath longer than normally able, shouting or projecting your voice louder than normally able

- Culture (WIS)

Interacting with cultures that are not your own, knowing the laws or social norms of distant settlements, survival in urban areas

- Engineering (INT)

Using the basic parts of a steam or gear powered gadget to construct it, adding to technology or gadgets using raw materials, fixing broken gadgets or technology, recognizing mechanisms or technology and how they work

Additional tools

- Beastmaster's Kit (WIS or CHA)

For aiding animal handling checks, training wild beasts over a period of time, adding additions or properties to weapons - specifically a particular creature's weakness (salt, raspberry juice, stardust, etc)

- Engineer's Tools (INT)

Tinkers tools for slightly more complex gadgets (anything steam or gear powered)

- Trapper's Kit

Replaces *Thieves Tools* in disarming or setting traps, with the right materials, tinkers/engineers tools, and/or a high enough roll, can set unique traps or add properties or specialized mechanisms to traps

- Wilderness Supplies (WIS or INT)

For aiding survival and nature checks, setting up stable and safe campsites, purifying water while in the wild, and fixing up inedible food into nourishing food

- Diviner's Kit (WIS)

For aiding religion checks, reading omens, diagnosing curses, hexes, or other rare spells, and performing complex prayers or rituals

- Scribe's Kit (INT)

Decoding ancient languages or languages not known to you, communicating with primitive tribes without a known language, reading mystic runes or lost scrolls

- Lorekeeper's Kit (WIS)

For aiding history checks, connecting obscure pieces of lore or history to well known stories, recognizing ruins, or artifacts, knowing the titles or names of important figures in distant places

Languages

Common

- Spoken most commonly by all races

Gremish

- The old language of gremlins, now only spoken by more traditional gremlins, and some in the south, also helpful in reading ruins in the Sand Tombs of Kadaan

Ethereal

- The language of the gods, titans, seraph, and those from the Etherium, now helpful in reading ancient ruins, speaking with the seraph and titans, and other otherworldly entities

Dryaarism

- Traditional language of dryads spoken by nearly all dryads, and is the only language spoken by most dryads in the Oakthorn Keep and Wilds

Azhala

- A guttural, tribal language only spoken by the centaurs in the Avalon Valley, usually involves stomping the ground and grunts, sometimes spoken by Gundans and few Icarian Archers. Can help read *Ethereal* to a degree

Rograni

- Religious language of the Roarai, followers of the Cinderborne Ascendency, and many in the Iron Hills and the North

Stone Speech

- Usually just called "Stone," it is the strange language of the mountains, instinctively spoken by all Stone Dwarves when spoken to them and studied by Faunadeer in the North. Can be used to help communicate with the gargoyles and golems in the North

Grimm

- The language of evil creatures with corrupted essence such as imps, fomorians, witches, trolls, goblins, and cambions, and helpful in reading demonic ruins or incantations

Wildling

- Language of werewolves, wild men, and some of the more primitive clans in the north, thought to come from the word of Canin, the God of the wilds and beasts

Thieves Cant

- Spoken by basically everyone in the Sand Tombs of Kadaan, especially the Clay City, and all thieves, bandits, or marauders

MAP



i did not do any artwork shown here, working on citing the artists though most were found on pinterest or google images, or made through ai, and had several copies of their work across different image sites without anything citing them

SPECIES

Character Creation Basics

At character creation, you choose 1 *Regional Background* * and either a standard species or elite species. After rolling for ability scores, you then gain a +2 +1 ASI, or a +1 +1 +1 ASI; if a species gives you ASI points following that, you add that to these ASI points.

Only mentioned in the *Human* traits are the *Draconin Feats*, which are a list of added skill trees and features based off different factions, artifacts, or types of magic in Dracon, and can be earned through roleplay either by seeking them out or stumbling across them- learning skills or receiving boons from them

Spellcasting

If a species gives you a spell list, you are able to cast each spell it gives once per long rest without expending a spell slot, or using verbal, somatic, or material components (unless the spell has cost value). If you are not a spellcaster, choose your highest mental ability score, that becomes your spell casting modifier. Some *elite species* have different systems to this, and they are noted with their traits

Species Details

The lore provided for each species varies from “the general consensus among other Draconins and settlements and/or legends about their race” to true fact and history- can be discussed and edited based on personal preference during character creation.

For example- not all Faunadeer are so kind and wise, and not all Kappa are so animalistic and primitive- some lore can't be completely changed, but anything can be edited.

The maximum Age shown is indicative of the latest point in a species' lifespan where they could become an adventurer. For example, a human cannot start their adventure after the age of 60, while a gremlin, who can live until around 120-150, cannot start their adventure after the age of 100. Even species who are technically immortal such as vampires or ghouls have been capped at 400 for their maximum age to avoid continuity mistakes in the PC's history vs Dracon's history.

Human

Spread far and wide, humans are the most common and diverse of all Draconin species. They inhabit every corner of the land, from the sun-soaked savannahs of Avalon to the bitter Iron Hills of the north, the bustling coastal cities of Triton, the spectral marshes of the Deadlands, and the vast open plains of Daus. As one last of the 3 species forged before First Sunset to populate Dracon, human essence quickly became the foundation from the gods forged later species. Among others, humans served as the template for Draconin races like centaurs, stone dwarves, and the fae. While their beliefs and attitudes vary widely depending on their homeland, humans share a deep spiritual connection to the gods. Most revere Jubani, the most benevolent and active of the pantheon—known as the Lady of Laughter, Wishing One, Her Haven, and She Who Listens. Though in other regions, some may follow deities such as Bagra, He Who

Wrote Tomorrow; Dynatha, She Who Flooded the Seas; or even a Grimm god such as Necron, the Before and the After. This boundless variety in faith, culture, and motive has made humans a vital part of Dracon's ever changing legacy, leaving their mark on every region, adventure, and conflict across the continent's four ages.

- AGE
 - 20-60
- SIZE
 - Medium (5-6½ft)
- SPEED
 - 30ft walking
- Proficiency in 1 skill of your choice and 2 tools, or musical instruments of your choice
- +1 to 1 ability score of your choice
- Take 1 *Draconin Feat* at character creation
- ***Wishing One:*** Once per long rest, you can roll an additional **1d6** and add it to any skill check of your choice. You may use this feature after seeing your original check but not after you know whether it failed or succeeded. You cannot use this with a *Bardic Inspiration* or *Guidance* spell, or similar bonus, though you can use it on a roll you have advantage on. At level 8 this becomes a **1d8** and at level 12 this becomes a **1d12**.

Dryad



Dryads are a spiritual people, both protectors and scholars of the natural world, drawing their magic from Haevesta—She Who Laid the Valleys, Queen of Green, and the Harvester. Created during the First Sunrise to protect the natural world against the growing evil, Dryads as sacred keepers of Dracon's untouched natural beauty. During the War of Sarrak, Dryads were among the few species to take up arms alongside the gods, fae, and elves, fighting to safeguard the natural world. For their bravery, they were blessed by Haevesta with extended lifespans and a deeper connection to her magic. Dryads who remain within their hidden woodland stronghold,

Oakthorn Keep, are known as the “Wardens of the Green,” devoted to guarding the wildlands. Others, however, have ventured beyond their city to explore Dracon’s vast and varied natural wonders. More attuned to the natural world than even the Beastfolk of Feruian Forest, Dryads embody the wild, harmonious spirit of Dracon, standing as eternal guardians of its pure, unspoiled majesty.

- AGE
 - 40-200
- SIZE
 - Small to Medium (4-5½ft)
- SPEED
 - 30ft walking
- *Speak with plants* once per long rest
- You know the *Dryaarism* language
- **Warden of the Green:** You gain advantage on all nature checks and once per long rest can add a +3 to a nature or animal handling check. You can add this bonus after making the roll but before knowing whether it failed or succeeded
- *Bonus Cantrips*
 - *Druidcraft*
- *Bonus spells*
 - *Entangle* (lvl 1)
 - *Plant growth* (lvl 4)
 - *Barkskin* (lvl 4)
 - *Transport via plants* (lvl 8)

Gremlin



Gremlins are often dismissed as greedy, troublesome pests, but their true nature is far more complex. They are a species of extremes, with personalities that veer sharply to either

end of any spectrum. Some are fiery and explosive, set off on a hair trigger. While some are patient and quiet, but tunnel visioned to meet their goals. Others still are altruistic to a fault, unable to ignore the plight of the innocent. Despite their diversity, gremlins share a few common traits: intuitive minds, a small stature, bumpy leathery skin in any shade of dull green, maroon, brown, yellow, black, or gray, and wiry, balding hair. Once rich in history and culture, gremlins now face widespread prejudice, treated as second-class citizens across Dracon. This systemic mistreatment has pushed many down darker paths than the gods ever intended, leaving their once-proud legacy slowly fading into obscurity.

- AGE
 - 20-100
- SIZE
 - Small (3-4ft)
- SPEED
 - 25ft walking
- *Enhance ability* twice per long rest
- +2 to 1 ability score of your choice
- Expertise in 1 skill of your choice
- Proficiency in additional 2 artisan tools, gaming sets, or instruments of your choice. You can choose to know the *Gremish* language or any other language instead of 1 of these proficiencies.
 - You may also choose to know the *Gremish* language and 1 additional skill proficiency instead of the options above.

Crocottan



Once human, the ancestors of the crocottans were cursed during the Age of Chaos for aiding a dark titan, their forms twisted into hyena-like beasts to mirror their perceived betrayal. This divine punishment has persisted for over 2,000 years, giving rise to a distinct culture of hyena folk now living in the Age of Rain. While their curse grants them beastly resilience and strength,

Crocottans have suffered greatly from the persecution of others, as the gods intended for punishment. Though many have long since redeemed themselves, earning respect and trust is a struggle, as the shadow of their ancestors' sins still lingers. Some crocottans defy this stigma with honor, while others embrace the malevolence expected of them.

- AGE
 - 20-60
- SIZE
 - Medium (5-6½ft)
- SPEED
 - 35ft walking (can reach 40ft walking with 2 free hands/on all fours)
- +2 to *passive perception*
- *Dark vision* 60ft
- **Wild Sense:** Advantage on skill checks that require smell or hearing and advantage on your choice of survival or animal handling once per long rest
- *Claw attack* that can be made as a bonus action and deals **1d4** + DEX or STR + proficiency bonus in slashing damage. Increases to a **2d6** at level 4 and **3d8** at level 8. At level 12 you can choose to make 2 *claw attacks* on your bonus action if you have 2 free hands

Roarai



The roarai, or dragonbloods, first emerged at the end of the Age of Fire, their origins shrouded in mystery and often attributed to a powerful curse or spell, though the truth remains unknown. These imposing creatures inspire both respect and fear, their thick, spiked scales, armored tails, and unmatched resilience making them legendary warriors. Tales of their combat prowess and unyielding nature spread rapidly, cementing their reputation across Dracon before any could question their origins too deeply. Highly sought after as knights, soldiers, and enforcers, the roarai have left their mark in countless organizations, both noble and criminal. They are also the founders of the

Cinderborne Ascendancy, a powerful and influential faith that rejects the worship of gods, focusing instead on the strength and potential found within oneself, and one of the 3 most popular religions in modern Dracon.

- AGE
 - 20-60
- SIZE
 - Medium to Large (5½-7ft)
- SPEED
 - 30ft walking
- Knows the *Rograni* language
- Proficiency in your choice athletics or breath control
- Proficiency in smiths tools
- **Rough Scales:** When a creature ends its turn grappling you or being grappled by you, it takes **1d6** + proficiency bonus in piercing damage. At level 3 they also take this damage if they successfully land a melee attack on you. At level 5 this damage increases to a **2d8**, and **3d8** at level 8
- **Tail attack** that can be used as an action and deals **2d4** + STR mod + proficiency bonus in bludgeoning damage in a 5-7ft half cone around you. This damage increases to a **2d8** at level 4 and a **3d10** at level 8. At level 12 this deals **3d12** and all small to medium creatures hit by the *tail attack* are pushed 5ft away from you

Faunadeer



The Faunadeer, not unlike many other species, weren't deliberately created by the gods, nor were they part of Dracon's intended design. Yet, among these "accidental" races, they are said to be the gods' favorite. Thought to have risen from mountain goats and deer during the Age of Clay, their essence was touched by divine presence as gods wandered the land in physical form. Their

minds awakened by Zauisea, the Star Catcher and Watcher Above, a mysterious and wise goddess who found great joy in conversing with these gentle, intelligent beings. Known for their kindness, wisdom, and long lives, faunadeer carry an air of divine favor wherever they roam.

- AGE
 - 20-300
- SIZE
 - Small to Medium (4ft-6½ft)
- SPEED
 - 30ft walking
 - 20ft climbing
- Can read and write *Stone Speech* but cannot speak it.
- Choose 1 additional proficiency in an artisan tool, gaming set, or musical instrument or 1 additional language
- **Mountain Satyr:** Advantage on all saving throws to be knocked prone or off balance while climbing. At level 5 climbing speed increases to 30ft
- +1 to your choice of INT or WIS
- Proficiency in your choice of arcana, diplomacy, history, culture, nature, religion, or medicine. If you choose a skill you already have proficiency in, you gain expertise

Centaur



Known as the "Steeds of the Sun" and the "Kings of Avalon," centaurs are proud and noble warriors who once ruled the savannah-like Avalon region. Forged by the gods during the Age of Chaos, they were the first defense against the evils of that age, before later the six legendary dragons took their position and went on to ravaged the land. Their strength and purpose were sculpted for a heroic mission, and their victories against both Draconin and monster alike became the stuff of legend. Though their glory days have faded and their homeland has grown mysteriously silent, centaurs remain

respected as formidable warriors, unafraid to fight for their survival and their needs when seen beyond their savannas. Their legacy as protectors of Dracon endures, even in an age of dwindling tales.

- AGE
 - 10-40
- SIZE
 - Large (6-7ft)
- SPEED
 - 45ft walking
- Knows the *Azhala* language
- Proficiency in diplomacy
- You can ignore 1 point of exhaustion
- **Charge:** Once per short rest, when you move 20-45ft in a straight line and then make a melee attack against a creature, you can add 2x your proficiency bonus to the attack and damage roll. While moving in this *Charge*, you can move through creatures your size or smaller, forcing them to roll a DEX saving throw or be knocked prone. The DC = 10 + STR or DEX + proficiency bonus
- Proficiency in light armor, simple weapons, javelins, spears, and pikes, if you already have proficiency in any/all of these weapons, you gain a +2 to all attack rolls with javelins, spears, pikes, and 1 simple weapon of your choice.

Beastfolk



Beastfolk are a mystical race native to the Feruian Forest, a magical woodland shaped by divine intervention during the Age of Fire, which left a rift between the Etherium and mortal plane. Born from humans who sought refuge in the forest, they were transformed over generations by the Etherium's magic and the long lived fae who protected them. Recognizable by their intricate antlers and their bond with nature, beastfolk can communicate with woodland creatures and

even transform into small animals. While they have long remained hidden within the forest, recent generations have begun to venture beyond its borders, exploring the wider world of Dracon.

- AGE
 - 20-60
- SIZE
 - Small (4-5ft)
- SIZE
 - 25ft walking
- *Speak with animals* once per short rest
- *Darkvision* 60ft
- **Changling:** Once per long rest you can *wildshape* (same feature as official dnd *wildshape*) into a small rodent of your choice. At level 4 you may choose a small fish. At level 8 you may choose a small bird. At level 12 you may choose a *beast* with a CR of 2 or lower, if you do so you gain a point of exhaustion after ending the transformation
- **Bonus Cantrips**
 - *Animal Friendship*
- **Bonus Spells**
 - *Beast Bond* (lvl 1)

Stone Dwarf



Stone Dwarves are the creations of Maltordan, the Mountaineer, He Who Raised Stone, and Architect of the Peaks. Forged from the divine rift in De-Andun, the tallest mountain in the High Peaks of which they would build their vast underground city, of the same name. These stone folk first arose alongside gargoyles and golems during the Age of Chaos to protect the mountains. Known for their stout, stone-embedded bodies and strange traditions, most stone dwarves spend their lives mining and dwelling within De-Andun's endless labyrinth. However, in recent years, some have ventured beyond their mountain home to explore the greater lands of Dracon. These pioneers

are shunned by their kin, who see their departure as betrayal, but they carry their mysterious culture with them, offering outsiders a glimpse into their enigmatic heritage.

- AGE
 - 50-150
- SIZE
 - Small (3-4½ft)
- SPEED
 - 25ft walking
- You know the *Stone Speech* language
- *Tremor Sense* 30ft
- ***Mountaineer:*** Advantage on all perception, investigation, survival, nature, athletics, and acrobatics checks and CON and STR saving throws while underground or within a mountain
- ***Stone Skin:*** At level 8, twice per long rest, as a reaction when you are targeted by a weapon attack that requires an attack roll, you can add +1 to your AC and gain resistance to bludgeoning damage and your choice of piercing or slashing damage until the end of the triggering creature's next turn.
- *Bonus Cantrips*
 - *Mending*
- *Bonus Spells*
 - *Identify* (lvl 1)

Cambion



Born from the union of a pure-essence human and a demonic imperius, cambions are rarely seen in public due to their distinctive red horns and fiery eyes, which have made them targets of fear and persecution. Hunted to near extinction in many regions, most cambions hide their true nature, filing down their horns into shallow stumps and using innate magic inherited from their imp parents to disguise themselves. Despite the prejudice they face, cambions' essence remains

surprisingly pure, identical to that of a human, they are not towards cruelty or madness like that of fomorians, vampires, or witches. Yet, relentless persecution drives some to embrace the darkness others expect of them, while a rare few strive to defy these stereotypes and prove their humanity against all odds, and most simply try to fade into the background and survive.

- AGE
 - 20-100
- SIZE
 - Medium (5-6½ft)
- SPEED
 - 30ft walking
- Resistance to fire damage
- Proficiency in breath control
- *Darkvision* 30ft
- Instead of taking an ASI or Feat at levels 4, 8, and 12, you may instead upgrade your **HELLBEAST** * (at bottom of doc) by 1 tier
- *Bonus Cantrips*
 - *Thaumaturgy*
 - *Hellfire (MCDM)*
- *Bonus Spells*
 - *Hellish Rebuke (lvl 1)*
 - *Disguise Self (1) (once per short rest)*
 - *Augury (lvl 4)*
 - *Fireball (lvl 8)*

Fomorian



The first curse upon Dracon was cast during the apocalyptic "First Night" at the end of the Age of Clay. The dark god Sarrak- the Patron of Suffering, Black Grimm, or Poison of Men, unleashed a divine curse that corrupted the human settlers of the eastern region, twisting

their minds into madness and their bodies into grotesque parodies of their former selves, and forever tainting the soil of that land into the Deadlands. Fomorians are larger and stronger than ordinary humans, but their physical forms mirror their fractured minds—limbs of uneven proportions, bloated torsos, and grotesque deformities mark their cursed existence. After serving as grunts in the War of Sarrak, fomorians spent centuries terrorizing villages in scattered, roaming hordes. But in recent ages some have attempted to break from this legacy, seeking peace and integration into the very societies their ancestors once plagued. However, with those brutish clans still a threat, these "reformed" individuals struggle to gain the acceptance they desperately desire.

- AGE
 - 20-80
- SIZE
 - Medium to Large (5½-7ft)
- SPEED
 - 35ft walking
- Knows the *Grimm* language
- Expertise in *intimidation*
- Proficiency in simple and martial weapons, and in light and medium armor, if you already gain proficiency in both these weapons, you gain +2 to attack rolls with 1 martial weapon or 2 simple weapons of your choice
- **Unsettling gaze:** Once per long rest, when you see a creature make a *persuasion*, *insight*, *intimidation*, or *deception* roll against a creature who can see you, you may use your reaction to make an intimidation check contested by their target's WIS save. On a failed save, they subtract the number they lost by from the original check. You cannot do this on your own intimidation check

Brackinfin



The Brackinfin are not native to Dracon; their origins trace back to an ancient, otherworldly colony deep in the White Croyan Seas, who's origins predate Dracon itself. During the Age of Fire, the dragons Traydon, God of the Waves, and Fayran, Storm Caster, clashed violently along Dracon's coastlines, leading to a small group of Brackinfin getting separated from their colony, stranded on the rocky shores and chaotic waters of Pearl's Edge. Unable to return and uncertain if their colony even survived, the Brackinfin made their home in the undersea caverns of Pearl's Edge. Over centuries, they adapted to life in Dracon, slowly integrating with the mainland while sharing magic and technology unseen by Draconins—and perhaps even the gods themselves.

- AGE
 - 20-100
 - SIZE
 - Small to Medium (4½-6ft)
 - SPEED
 - 30ft walking
 - 30ft swimming
 - +2 to INT +1 to WIS (can reverse these)
 - -1 to your choice of DEX or STR
 - *Ocean vision* 120ft
 - Can breath underwater
 - **Trance:** Does not need to sleep, instead, enters a *Trance*-like state where you are aware of your surroundings, in order to rest. You choose an additional tool, gaming set, or musician instrument proficiency, and while in a *Trance* you can swap this tool proficiency out for another
 - **Merpeople of Brackinfin:** Advantage on all INT, WIS, and DEX saving throws while submerged in water, and on all types of INT and WIS checks while submerged in water
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Kappa



Dismissed as "sea rats", when they first arrived on Dracon's mainland during the Age of Fire. Kappa originate from the Etrovin Islands, a vast archipelago to the southwest of Triton that has gone completely unexplored in all 4 ages of history. They began as little more than feral sea beasts, swarming boats and attacking crews with their iron-strong jaws. However, as they fled inland to escape Traydon, God of the Waves, their simple minds revealed surprising intelligence and adaptability. Today, while still viewed with disdain, many Kappa find roles as pirates or ship hands, their natural affinity for the sea making them valuable—if not entirely trusted—crew members.

- AGE
 - 5-20
- SIZE
 - Small (2-3ft)
- SPEED
 - 25ft walking
 - 40ft swimming
- Ocean Vision 120ft
- Can breath underwater
- *Speak with animals* at will with fully aquatic creatures
- **Sea Rat:** Advantage on STR, DEX, and CON saving throws while submerged in water. Advantage on perception, nature, and survival checks while submerged in water. Advantage on attack rolls and +10ft to all movement speed while submerged in water or wet (submerged within the last 20 minutes/DM discussion)
- Gains a *bite* attack that can be used as an action and deals **2d4** + STR or DEX + proficiency bonus in piercing damage. This damage increases to a **3d6** at level 4 and a **4d6** at level 8.

Doppelganger (elite species?)

Doppelgangers are artificial creations, forged by witches using a forbidden ritual that mimics the process of creating essence without divine magic, using alchemic experiments recovered from long lost kingdoms or ruins. Designed to spy, infiltrate, steal, or assassinate, these alchemically-created beings are identical clones of their intended targets, but because of the strange nature of their creation, doppelgangers are capable of morphing their essence to mimic other individuals. This transformation requires a ritual involving a physical trace—such as hair, sweat, or blood—of the creature they wish to copy.

Doppelgangers rarely live beyond 10 years unless the process used to create them is nearly perfect, and even then, their bodies will fall apart not long after this point. They begin with child-like minds, steadfastly loyal to their creators, but as they age, their independence grows, and their man-made essence begins to burn out like a flame. Depending on the flaws in their creation, they may develop selfish, violent, or even mentally unstable tendencies, gradually descending into madness by the end of their short lives, or they may simply retain their child-like ignorance until their forms eventually melt into a puddle of collapsed molten essence. Though indistinguishable from their original counterpart, doppelgangers are dangerous and misunderstood creations. Most dismiss their existence as mere stories—until the day they encounter a perfect replica of themselves. By then, it's already too late, as they are quietly replaced, and the world carries on, none the wiser.

- AGE
 - 1-10
- SIZE
 - Same as chosen species
- SPEED
 - Same as chosen species
- At character creation, choose 1 standard species from the list above. You gain all of their racial benefits and features and create your character based off that species.
- You learn the *Many Faces* ritual and can cast it once per long rest. This ritual can be cast on any playable species, including *Elite Species*, except Ghoul, Vampire, and Fae.
- Disadvantage on saving throws that would leave you charmed (cannot be made neutral or given advantage by any means)
- **Mask of Many Faces:**
 - This ritual can be performed once per long rest and involves the Doppelganger spending 1 hour in a completely secluded room/unseen by other creatures, with something from a target's body (hair, blood, sweat, etc). At the end of that hour, the Doppelganger transforms into the target, taking on all their physical and chosen characteristics, including racial features, and chosen proficiencies and bonuses of that individual creature. The Doppelganger keeps their *Regional Background* but any proficiencies, features, or bonuses they gained from their race is lost and replaced with those chosen by the target at character creation. If the Doppelganger gains spells from their new form then they only gain the spells

that correlate to their total class level, even if the target was a higher level. The Doppelganger may also experience feelings or memories of their target when in locations of importance to them, or have memories of the target triggered by outside events. The Doppelganger then remains in that form until they successfully perform the “Many Faces” ritual again, but can remember up to 3 of their forms, cutting the casting time down to 10 minutes instead of 1 hour and no longer requiring a physical trace for those forms. The Doppelganger cannot be seen while performing the “Many Faces” ritual or else they take **2d10** psychic damage if started 15 or less minutes ago, **5d12** psychic damage if 15-45 minutes ago, or **8d12** psychic damage if in the last 15 minutes. The ritual then fails and you cannot perform it again until you have finished a long rest

Elite Species

After rolling for ability scores you gain a +1 +1 ASI at character creation (Ghouls only receive +1 ASI). If your *elite species* grants additional ASI increases or decreases you add that on top of this ASI.

These guys are a bit too complex, I may need to either tone them down, add additional drawbacks, or completely rework their features

Tu-Te



The Tu-Te are short-statured frogfolk native to Blackwater Swamp and Raven Point. Once ordinary swamp and tree frogs, they gradually evolved over ages, their essence twisted

by the lingering dark magic of Sarrak's curse from the Age of Clay. This slow transformation awakened their intelligence, though their essence remains slightly corrupted, akin to the Fomorians but without the same overt madness. Proudful and volatile, the Tu-Te are a warrior people with a hair-trigger temper, often taking on foes far larger than themselves. Despite their ferocity, many dismiss them as little more than primitive curiosities—an attitude the Tu-Te are always eager to challenge.

- AGE
 - 10-30
- SIZE
 - Small (6in-1½ft)
- SPEED
 - 20ft walking
 - 10ft climbing
- *Darkvision* 30ft
- *Ocean Vision* 15ft
- Proficiency in breath control
- As a bonus action you may *leap* 15ft in any direction
- **CHOOSE BETWEEN Sticky, Camouflage, OR Poisonous AT LEVEL 3. CHOOSE AN ADDITIONAL TRAIT AT LEVELS 5 AND 8**
- ***Sticky***: Your climbing speed increases to 20ft, and you can stick to any solid surface with only 1 limb, gaining advantage on saving throws that would knock you from that spot. You also gain advantage on saving throws that would knock things from your grip
- ***Camouflage***: As an action you may change the color of your skin over the course of 20 seconds, either into a primary color or to camouflage into your background gaining a +3 to stealth checks
- ***Poisonous*** (only choose 1 other trait): When creatures of your choice make physical contact with your skin for more than a second, you can use your reaction to release a slimy substance and force all those creatures to roll a DC 15 CON saving throw or become poisoned until they succeed the saving throw (which they can attempt each round at the end of their turn) or they are healed with a healing spell or a DC 12 medicine check. While poisoned like this, you can choose 1 of 3 effects- target has disadvantage on 1 attack roll, damage roll, or saving throw of your choice each round, target loses -2 to their AC, or target takes **1d6** poison damage at the end of each of their turns

Gundan



The Gundan are gentle giants, a wise and protective species created by the goddess Dynatha, also known as She Who Flooded the Seas, Mother of Streams, and The Path, during the First Night in the Age of Clay. They were tasked with holding back the dark forces of Kret Tack Runes from descending through Triton and guiding weary travelers across the dangerous Icarian Isles. Hulking and powerful, the Gundan are beings of immense strength and unshakable will, their intimidating forms balanced by an innate kindness and pure hearts. Despite their simple minds, the Gundan are naturally gifted judges of character, able to sense the intentions of others with remarkable accuracy. Their essence was forged to defend the weak and to stand against evil, and while they are peaceful by nature, a single Gundan is as strong as a fully grown hill troll. When provoked, their wrath is as awe-inspiring as their compassion, ensuring they are both feared and revered by those who cross their path.

- AGE
 - 20-60
- SIZE
 - Large (7-9ft)
- SPEED
 - 35ft walking
- +1 and +1 in your choice of either STR or WIS (can put +2 in 1 ability score or +1 and +1 in both ability scores)
- Can hold breath for 5 minutes and/or breath through *trunk* appendage
- Advantage on STR saving throws
- Gains a *Trunk* appendage. It has a reach of 5 ft and can be used as a bonus action. Your *trunk* can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; or grapple someone. While you have a creature grappled with your *trunk* you can choose to try and make them prone, forcing them to roll a STR saving throw or be knocked prone. The save DC is 10 + STR + proficiency bonus, and if they fail the saving throw and are knocked prone the grapple then ends. You can

use your *trunk* to make an unarmed attack that deals **1d6** + STR mod + proficiency bonus in bludgeoning damage. This damage increases to a **2d8** at level 4, **3d10** at level 8, and **4d12** at level 12. Your *trunk* can't wield weapons or shields or do anything that requires manual precision, however you can breath through your trunk

- **Guides:** Once per long rest, when you roll a Survival, Animal Handling, Religion, Perception, Culture, or Nature check, you can choose to add +5 to the check. You declare this before making the roll. At level 8 you also gain advantage on the check.

Vampire



The most elusive, mysterious, and tragic of Draconin species, most vampires begin their existence as "thralls"—mindless servants bound entirely to the will of the shadow lord who turned them. These shadow lords, or Immortal Strigoi, are beings of pure dark magic, originally Immortal Elves who served Eclipsis, also called the Moon Shader, the Darkness Beneath the Dirt, and Harbinger of the First Night. Through a forbidden ritual, the Strigoi cast a shadow over their essence, imbuing themselves with an evil magic and becoming monstrous entities of control and darkness. During the War of Sarrak, the Strigoi enslaved humans with their magic, spreading their shadow to create thralls who acted as assassins and spies. True vampires only emerged later, when Strigoi were hunted down by the monster hunters of Baddoc Hold or the Adair wizarding family, inadvertently releasing their thralls from mental slavery. Once freed, these vampires retained their cursed nature but regained control of their minds. Now scattered across Dracon, vampires lurk in the shadows, their essence constantly at war with the darkness within. Their immortality comes at a price, as the shadow slowly corrodes their minds and essence unless they consume the essence of others to sustain themselves, prolonging their cursed existence.

- AGE
 - 20-400
- SIZE

- Medium (5-6½ft)
- SPEED
 - 35ft walking
- Darkvision 60ft
- Knows the *Grimm* language
- Proficiency in breath control
- *Essence Vision* 30ft (eyes turn black and you can sense all creatures within 30ft and their alignments. Creatures who can see you know you're a vampire)
- Immunity to *necrotic* damage, when targeted by *necrotic* damage you gain temporary HP equal to your proficiency bonus, and advantage on the next saving throw you make within 1 minute
- Weakness to radiant damage and -2 AC while in direct sunlight
- Gains a *Fang* attack that deals **1d4** + INT or WIS + proficiency bonus in *necrotic* damage. This damage increases to a **2d6** at level 4, **3d8** at level 8, and **3d12** at level 12. When you successfully land your *fang* attack, you regain HP equal to 1/2 the damage done, and the target must succeed on a WIS save or become unable to take reactions reactions until the end of your nex turn. DC = 8 + WIS or INT mod + proficiency bonus. If you successfully deal 10 or more damage with your *fang* attack, your AC debuff while in direct sunlight is removed until your next short rest.
- Instead of taking an ASI or Feat at levels 4, 8, and 12, you may instead upgrade your **DART ARTS** * (at bottom of doc) by 1 tier
- *Bonus Cantrips*
 - *Toll the Dead*
- *Bonus Spells*
 - *Darkness (lvl 1)*
 - *Unseen Servant (lvl 1)*
 - *Charm Person (lvl 1)*
 - *Vampiric Touch (lvl 4)*
 - *Misty Step (lvl 4)*
 - *Shadow Blade (lvl 4)*
 - *Alter Self (lvl 8) (can choose "bat wings" to gain a flying speed of 40ft)*
 - *Shadow of moil (lvl 8)*

Fae



Born during the First Sunrise alongside humans, gremlins, and dryads, the Fae are beings of pure *Ethereal* energy, created to maintain and personally experience the magic of *Dracon*. Unlike Immortal Elves, who originated in the *Etherium* long before *Dracon*'s creation, the Fae are deeply tied to the continent's magic and its people. Wise, curious, and long-lived, they are revered by most *Draconins* as beings of divine purpose and insight. However, not all Fae conform to these noble ideals. Known as "Vex," some use their innate mastery over *Dracon*'s magic for selfish or darker ends, earning them a more sinister reputation. Fae resemble humans but are distinguished by their glowing eyes, which shift in color with their mood—though those with enough control can mask this trait at will.

- AGE
 - 20-400
- SIZE
 - Medium (5ft-6½ft)
- SPEED
 - 30ft walking
- +2 to your choice of WIS, CHA, or INT
- -1 to your choice of STR or DEX
- Knows the *Ethereal* language
- Expertise in Arcana
- Choose an additional proficiency in History, Religion, Culture, Medicine, or Athletics
- **ARCANE ESSENCE:** Advantage on all spell or magic based saving throws. Can cast *detect magic* for free once per long rest, when doing so, you can make note of the magics "signature" if performed by a playable species on this list. If you cast *detect magic* on a spell or effect from that same caster again, you will be able to match both spells to the same caster. You do not learn the name or species of the caster, but with a high enough *arcana* check on any use of *detect magic*, you may be able to infer traits about the caster or spell (DM discretion- poorly cast, quickly cast, demonic/divine intent, etc)
- *Bonus Cantrips*

- *Guidance*
- *Resistance*
- *Prestidigitation*
- *Bonus Spells* (you can cast **1** of these spells once per short rest at their highest possible spell slot for your species/class level, without expending a spell slot)
 - *Magic Missile* (lvl 1)
 - *Counterspell* (lvl 4)
 - *Dispel Magic* (lvl 8)
 - *True Seeing* (lvl 12)

Ghoul



Whether their essence was cursed by a titan, a witch, a vex, or the carelessness of an inexperienced necromancer, ghouls exist throughout Dracon, living out endless days as their bodies inevitably decay. Bound to the mortal plane, their souls endure even after their physical forms crumble, doomed to become eternal “wisps.” A ghoul’s existence passes through three phases. Most begin as “flesh,” with decaying bodies as their skin and muscle rot away. In time, they become “bone,” sentient skeletons held together by the desperate magic of their essence. The final stage is the “wisp,” an incorporeal spirit of unshaped essence invisible to most mortals, except fae or divine entities, trapped to wander the mortal realm until the end of days or divine intervention.

- AGE
 - 20-400
- SIZE
 - Small to Large (4-7ft)
- SPEED
 - 25-30ft walking (25ft if 5ft or less in size)

- Resistance to necrotic, thunder, and psychic damage
- Weakness to radiant damage
- You are an *undead* creature and count as such for spells and features that affect *undead* creatures
- You do not need to sleep, eat, drink, or breath (but can be knocked unconscious)
- During a *short* or *long* rest you are aware of your surroundings and are simply tending to your withering flesh (if *flesh*) or cracked bones (if *bone*)
- +4 CON
- -1 and -2 in your choice of any mental ability score (can put -3 in 1 single ability score or -1 and -2 in 2 different ability scores)
- Advantage on all saving throws that would leave you charmed
- **CHOOSE BETWEEN EITHER Flesh OR Bone at character creation. You become a Bone throughout gameplay as a Flesh, or simply start as a Bone**
- **Flesh:**
 - Vulnerability to fire damage (x2)
 - You start with a set amount of *decomposing flesh* based on your size (50-small, 75-medium, 100-large. You lose *decomposing flesh* at a rate of 10 each day (end of long rest/DM discretion), or you lose an amount equal to how much damage you take from fire or slashing damage. When you lose all of your *decomposing flesh* you become a *Bone*
 - You can consume flesh, both dead and alive, to regain *decomposing flesh* and HP or temporary HP (if at full), based on how alive the creature is. Died within 1 month - **1d8**, died within 1 day- **2d10**, currently alive **3d10**. If you've been afflicted with any non magical poison, disease, or status effect and regain or gain 25 or more HP/temporary HP this way you are immediately cured. Must consume up to 50% of a creature of medium size or larger, or 75% of a creature of small size to gain any of these benefits
 - You can still sense and move through all severed body parts as long as they are on the same plane as you, this connection lasts until the severed body part is destroyed or the damaged part of your body is healed/reconstructed
 - You can smell all live flesh within 300ft and differentiate between different types you've tasted (different creatures or species)
- **Bone:**
 - Disadvantage on all spell saving throws
 - Using your free object interaction, you can remove a bone from your body and use it as a martial or thrown weapon in which you are proficient. You can only remove 1 bone of each size at a time, and can choose between these: small bone (finger/joint) **1d4** + DEX + proficiency bonus, medium bone (rib) **2d6** + STR or DEX + proficiency bonus, or large bone (arm) **3d10** + DEX or STR + proficiency bonus.
 - You can still sense through and move all severed body parts (bones) as long as they are on the same plane as you, this connection lasts until the removed/severed bone is destroyed or you reattach another to replace it

- A removed bone can be targeted and has its own AC equal to your AC - 1 (small), 2 (medium), or 3 (large), and has hitpoints that you roll for when removing a bone. Their HP is equal to **2d8** (small), **3d10** (medium), or **4d12** (large). Depending on how many bones you are missing or have removed you may suffer the following conditions: removed/lost 5+ small bones gives disadvantage on all checks that require precise hand movement. Removed/lost 3+ medium bones gives disadvantage on all attack rolls. Removed/lost 2+ large bones gives -3 to AC. You may easily reattach a bone which was already attached to your body, but to permanently attach a new bone you must either have a *mending* spell or similar spell cast, or succeed the designated tool check. You may add additional bones to your body, increasing your size (if not yet *Large*), giving more bones to remove before taking debuffs, and potentially granting new utility options (DM discretion on new utility options and max amount of added bones)

Erlking



Erlkings are dryads corrupted by the dark magic of Elkoran, a titan sealed within the Oakthorn Wilds by Haevesta and the dryads of Oakthorn Keep during the Age of Chaos. Elkoran, drawn to the wardens of the green, whispered secrets of forbidden power into their hearts, cultivating a zealous following. In exchange for their worship, he blessed these dryads by twisting the magic Haevesta had gifted to them, their vibrant forms withering into shapes of wilting flowers and invasive weeds. Though Elkoran was banished from his physical form, his corruptions and their descendants still walk Dracon. Some Erlkings remain loyal to their titan, scheming for his return, while others attempt to distance themselves from their power-hungry past. Regardless of their path, Erlkings are viewed as pariahs by their untainted dryad kin and some other species of Dracon who know of Elkoran and the tale of the Erlkings.

- AGE
 - 30-200

- SIZE
 - Small to Medium (4-5½ft)
- SPEED
 - 30ft walking
- *Speak with plants* once per long rest
- Knows the *Dryaarism* language
- ***Rotting Touch***: As an action you can attempt to drain the essence from a creature within range (touch), rolling an attack roll with your unarmed strike, and on hit forcing the target to make a CON saving throw (DC equals your spell save DC) or take **1d4** necrotic damage that lowers their maximum HP by the damage done (this becomes the creature's new maximum base HP). When you successfully deal damage with *Rotting Touch*, you can regain a spell slot of equal level to the amount of damage done or lower.
- You gain all the *Bonus Cantrips* and *Bonus Spells* provided by the *Dryad* species, as well as the Erlking's *Additional Bonus Cantrips/Spells*, however you use the following spell slot system if you are not spell casting class. All spell slots are regained on a *long rest* or through the *rotting touch* feature. If you are a spell casting class you ignore this.
 - You gain a two 1st level spell slot at level 1
 - You gain one 2nd level spell slot and one 3rd level spell slot at level 4
 - You gain one 4th level spell slot at level 8
- *Additional Bonus Cantrips*
 - *Infestation*
 - *Poison Spray*
- *Additional Bonus Spells (you can cast each of these)*
 - *Thorn Whip (lvl 1)*
 - *Spike Growth (lvl 4)*
 - *Blight (lvl 8)*
 - *Grasping Vine (lvl 8)*

Werewolf



During the War of Sarrak, the human worshippers of Canin—the Herald of the Hunt, Crown of the Wild, and the Howling One—stood alongside the gods, dryads, fae, and immortal elves. In return for their loyalty, they were granted a fraction of Canin's magic and a bond with his wild spirit, transforming them into the first werewolves. Over the ages, they have formed a vast, honor-bound society governed by the Law of the Wild, a strict code upheld by the Canin Brotherhood and the four packs within the Lunaris Wood, where they govern and maintain the immense forest. Werewolves are nearly indistinguishable from ordinary humans, save for their pointed ears and slightly hairier bodies. However, their true nature becomes evident when they shift or transform, able to control various phases of their lycanthropic form at will or fully transform into enormous dire wolf forms of varied descriptions.

- AGE
 - 20-60
- SIZE
 - Medium (5-6½ft)
- SPEED
 - 35ft walking
- Vulnerability to *silver* (x2) and *stardust* (x3)
- **The Howling One:** Once per short rest you can *shift* (choose 1 from official DnD shifter list) on your bonus action. Your *shift* can last a number of minutes equal to your proficiency bonus and at level 8 you can shift 2 times per short rest. While *shifted* you gain advantage on perception checks that require smell or hearing, and on animal handling checks
- Gains the **LYCAN FORM*** (bottom of doc)

Berserker



A myth in villages and settlements south of the High Peaks, the Berserkers are known only to the Stone Dwarves and the kingdom of Terria. These wild men have lived in the arctic Bearen Wood since the Age of Chaos, their numbers few and their origins shrouded in mystery. Terrian scholars theorize they were once adventurers or travelers from the fallen kingdom of TeMarran who, during the Age of Clay, became trapped in the frigid wilderness of the far north and were forced to make a new home here during the harsh Age of Chaos. Their survival was made possible by the quiet, solitary god Aurinat—the Bearen Knight, Aururian Bear, and Lord of the Frost—who blessed them with strength, resilience, and the magic of the wilds. Under extreme stress, these humans can transform into massive werebears, a gift from Aurinat that ensures their survival in the unforgiving tundra. Despite their power, Berserkers remain reclusive, misunderstood by mainland Dracon, and content to live within the icy sanctuary of their arctic woodlands.

- AGE
 - 20-80
- SIZE
 - Medium to Large (6-7ft)
- SPEED
 - 35ft walking
- +1 to CON and STR
- -1 to CHA
- Vulnerability to *silver* (x2) and *stardust* (x3)
- Can understand the *Stone Speech* language but cannot speak or write it
- **Fury of the North:** Once per long rest you can *rage* (same as official DnD rage mechanics) on your bonus action. If you do so, you gain a point of exhaustion at the end. You cannot maintain/start a *rage* while in *Berserker Bear Form*

- Gains the **BERSERKER BEAR FORM*** (bottom of doc)

INCLUDED DND SPECIES

If a player would rather play a traditional DnD race, but does not want to feel underpowered compared to Draconin species, they may pick from one of these options below. In addition to the standard features, bonuses or proficiencies granted by the official DnD race, we will work to add a few features (likely from those mentioned below) to balance them with other Draconin species- either following the regular species guidelines or elite species guidelines depending on where we land

If a player chooses one of these races they MUST be aware that the lore, culture, and histories for their race will not be quite as rich as those mentioned above, however I will do my best to add to/alter the history of Dracon to include these races I MAY also use some of these races/histories in Dracon even if not chosen by a player, simply if I feel they fit or I'd like to widen the pool of NPCs races in the campaign.

Genasai

- Appeared from the great Scar, thought to be the actual magic of the Etherium taking conscious shape using the elements
 - Each type of Genasai will learn at least 1 additional elemental spell at level 1, 4, 8, and 12
 - Each type of Genasai will likely have their physical forms morphed to match their type and will be given features to represent their elemental bodies

Goblin

- Only a handful of goblins have ever developed enough of a brain to venture out of their caverns and join society, though who's to say one or two were not adventurers?
 - Will know the *Grimm* language
 - Will likely have a climbing speed and/or advantage when speaking with dark creatures

Kenku, Yuan Ti, Lizardfolk, Duergar, Bugbear, or Hobgoblin

- These would be individual occurrences, not new races. If a player wants to play one of these races, then they were another Draconin creature who was cursed by either witches, a vex, or a titan to have that DnD race's appearance and racial features.

- Each will have likely feature related to magic resistance and/or dark magic or curses
- Can workshop additional racial features for each race
- **Halfling/Gnome**
 - Appeared recently from the tall grass of Raven Point, more commonly called “Redcaps” though some take offense. No one knows how they were formed or from what they came from
 - Both will likely have features related to divine intervention or their pure essence, possibly an immunity to curses or dark magic
 - Will gain added tool proficiencies
- **Goliath**
 - Half humans who hail from the long forgotten “Wain Giants”, a species of intelligent giants who stood in the Age of Clay
 - Will gain a feature to increase their size
 - Will gain a STR increase and/or an expertise in athletics
- **Warforged**
 - Machines built from the forbidden practices of Gerish, an empire which has been destroyed for centuries
 - Will likely gain features related to resisting/absorbing lightning damage
 - Will likely gain a CON increase or features to represent their metallic bodies
- **Githzerai or Githyanki**
 - Hail from the distant continent of Baltharz (not shown on map), “githzerai” being the community on the inland, while the “githyanki” are on the outer islands
 - Will likely gain the *detect thoughts* spell and receive additional features based on it and/or the *telekinesis* spell
 - Will likely gain advantage on insight checks or a WIS based bonus

REGIONAL BACKGROUNDS

At character creation you choose *1 regional background*. This will correlate to a region in Dracon which your character has either: grew up in, studied thoroughly, or has spent a long period of time there. When a *Regional Background* grants you proficiencies that you already have, you may change them out for other proficiencies you do not have, or can choose **1** duplicate skill proficiency and “specialize” in, so to speak, gaining expertise in that 1 skill? (might change that)

You can add your proficiency bonus (twice if already proficient) to CHA checks and some other skill checks (DM discretion) while either speaking with creatures native to your chosen region or otherwise interacting with your region. You also gain the following features

Kadaan

- You gain a +1 to your choice of all intimidation, deception, or sleight of hand checks
- Can declare advantage on a deception, persuasion, or insight check against a creature with a criminal background once per long rest
- 1 tool choice-
 - tinkers tools, diviners kit, weavers tools, carpenters tools, alchemists supplies, glassblowers tools, cooks utensils
- 1 tool choice-
 - forgery kit, thieves tools, poisoners kit, navigators tools, disguise kit, a vehicle, trappers kit, engineers tools.
 - Can switch any tool out for a musical instrument or gaming set instead
- 2 skill choice- deception, stealth, survival, history, arcana, intimidation, sleight of hand, or engineering

Dawn

- Once per long rest you can reroll a magic based saving throw
- Can declare advantage on a deception, persuasion, or deception check against a creature with a peasant or farmer background, after you see the roll, once per long rest
- 3 tool choices-
 - farmers tools, herbalism kit, forgery kit, leatherworkers tools, wilderness supplies, alchemists supplies, lorekeepers kit, woodcarvers tools, cartographers tools, land vehicle, painters supplies, trappers kit, or diviners kit
 - Can choose an additional tool from the list above and add 2x proficiency bonus when using that tool
- 3 skill choices-
 - arcana, persuasion, religion, nature, culture, performance, animal handling, or athletics
- Can choose 1 musical instrument and 1 gaming set, or 2 of either

Iron Hills

- +1 to attack rolls with 1 chosen martial weapon or 2 chosen simple weapons
- Can declare advantage on a deception, persuasion, or insight check against a creature with a mercenary or adventurer background once per long rest
- 1 tool choice-
 - smiths tools, trappers kit, masons tools, cooks utensils, vehicles, potters tools, brewers supplies or leatherworkers tools
 - Can add an additional tool proficiency or 1 musical instrument or gaming set
- 2 skill choices-
 - athletics, acrobatics, breath control, history, intimidation, investigation, or medicine
- Proficiency in light and medium armor

Trident Coast

- Learn an additional language- advantage on CHA checks when speaking that chosen language with native speakers
- Can declare advantage on a deception, persuasion, or insight check against a creature with a sailor or noble background once per long rest
- 2 tool choice- any of your choice
- 1 skill choice-
 - medicine, history, diplomacy, acrobatics, culture, investigation, nature, or religion
 - Choose 1 additional skill or gain expertise in the skill you chose
- 1 musical instrument or gaming set
- Proficiency with sea vehicles, jewelers tools, and navigators supplies (only when navigating a ship). If you take a 2nd proficiency in either of these, you add 2x your proficiency bonus when using these tools

Deadlands

- +1 to attack rolls against undead and fiends
- Can declare advantage on a deception, persuasion, or insight check against a witch or undead once per long rest
- 2 tool choices-
 - alchemists supplies, brewers supplies, diviners kit, calligraphers supplies, scribes kit, weavers tools, forgery kit, or thieves tools (cannot choose both forgery and thieves)
- 2 skill choices-
 - arcana, deception, sleight of hand, stealth, insight, intimidation, nature, or investigation

Avalon

- Advantage on saving throws that would leave you frightened
- Can declare advantage on a deception, persuasion, or insight check against a creature with an outlander or hermit background once per long rest
- 2 tool choices-
 - leatherworkers tools, navigators tools, wilderness supplies, woodcarvers tools, cobblers tools, cobblers tools, beastmaster's kit, trappers kit, cooks utensils
- 2 skill choices-
 - survival, arcana, nature, animal handling, religion, insight, or performance
- Can choose 1 musical instrument and 1 gaming set, or 2 of either

Barrens

- +1 to CON saving throws
- Can declare advantage on a deception, persuasion, or insight check against a creature with a soldier background once per long rest
- 3 tool choices-
 - masons tools, wilderness supplies, trappers kit, scribes kit, cooks utensils, smiths tools, alchemists supplies, diviners kit, forgery kit, or woodcarvers tools
 - Can switch a tool out for 1 musical instrument or gaming set
- 2 skill choices-

- deception, perception, athletics, intimidation, nature, survival, animal handling, or breath control

LYCAN FORM *

- Takes a few seconds (3 turns of combat, starting on your turn? ~might change~) of **concentration** to activate and can be activated once per short rest. Lasts up to **1 hour** or until all temporary HP is destroyed or you fall unconscious
- **+1 STR +2 DEX**
- Gives you Temporary HP = your maximum HP + 1.5x your class level rounded up. This temporary HP disappears at the end of the transformation
- You gain resistance to bludgeoning, piercing, and slashing damage from all sources except magical, *silver*, and *stardust*
- Advantage on perception, animal handling, nature, athletics, and investigation checks
- +1 to **AC**
- *Walking speed* increases to 45ft
- You gain an *unarmed strike* that deals your choice of **1d8** + STR or DEX + 2x proficiency bonus in either *bludgeoning* or *slashing* damage. This damage increases to a **2d6** at level 4, **3d6** at level 8, and **3d8** at level 12
 - Can make 2 *unarmed strikes* on your action and 1 *unarmed strike* on your bonus action
 - You can make 1 additional *unarmed strike* as a action if both of your *unarmed strikes* on your action attack hit
 - You can replace your *unarmed strike* on your bonus action with a *grapple*, dealing **1d4** + STR in bludgeoning on succession. This damage increases to a **2d6** at level 8
- You gain the *pack tactics* feature
 - You have advantage on attack rolls on a creature when an ally who is not incapacitated is within 5ft of that creature
- Lose the ability to speak, cast spells, or hold/use objects and must walk on all fours
- Lose access to all *class features*
- Vulnerability to *silver* and *stardust*. You take 2x damage from *silver* and 3x damage from *stardust*
- If all your Temporary HP is destroyed, you immediately roll **1 death saving throw**. On succession you fall to 1 HP and are unconscious, on failure you immediately die in Lycan form. If you die in lycan form, your soul cannot return to your body by any means, if a spell or effect is used that raises your body, an undead rabid Lycan is risen and is hostile to all creatures. Undead lycans have resistance against radiant, psychic, and necrotic damage and have an INT score of 2 in addition to all standard features

- At the end of your transformation, you roll 1 **DC 12 CON** saving throw, gaining 2 points of exhaustion on a failed save. If you remain in lycan form for more than 1 minute you roll with disadvantage
- At the end of the transformation you immediately lose HP equal to $\frac{1}{2}$ the Temporary HP you lost while in lycan form
- You count as a *beast* for all spells and features that affect *beasts*
- If you lose concentration within the **3 turns(?)** it takes to transform, you roll a **1d10**. A roll of 8-10 causes you to expend a *shift* even if you don't have a shift available. A roll of 3-7 causes the transformation to immediately fail. A roll of 1-2 causes you to turn into a Rabid Lycan. If you fail any saving throw that would leave you charmed or affect your mind, you also immediately become a Rabid Lycan
 - **Rabid Lycan**
 - Activates from previously mentioned triggers or when you are reduced to 0 hit points in standard form and fail your first (only 1st) death saving throw. *Rabid Lycan* gains all of the previous benefits but with temporary HP equal to $\frac{1}{4}$ your maximum HP + your class level. You also lose complete control of your actions, rolling a 1d6 at the start of your turn. On an odd roll, you move in a random direction and can choose to roll a DC 18 CHA saving throw to regain control and revert back. On an even roll you move towards the closest creature and make all your available attacks, including the 3 action attacks whether the 2 action attacks hit or not. The only way to end a *Rabid Lycan* form is through death, charm, or putting you to sleep/knocking you unconscious, though you gain advantage against any charm saving throws. You count as a *beast* for all spells and features that target beasts, and your mental ability scores become 2 (INT), 5 (WIS), and 3 (CHA).

BERSERKER BEAR FORM * (Werebear)

- Takes 1 action to activate and can be activated once per long rest. Lasts **10 minutes** unless all temporary HP is destroyed or you fall unconscious (not die)
- **+4 STR** and **+2 DEX**
- Gives you Temporary HP = your maximum HP + 3x your class level. This temporary HP disappears at the end of the transformation
- You gain resistance to bludgeoning, piercing, and slashing damage from all sources except *stardust*
- Advantage on **DEX** and **STR** saving throws and saving throws from magical effects or spells
 - If you succeed a magical or spell saving throw and would take half damage, you instead take no damage
- *Walking speed* increases to 50ft and you gain a *climbing speed* of 20ft
- +2 to **AC**
- You gain advantage on *perception*, *animal handling*, *nature*, and *intimidation* checks. And **expertise** on athletics checks

- You gain an *unarmed strike* that deals your choice of **1d10 + 2x DEX or STR + proficiency bonus** in either *slashing* or *bludgeoning* damage. Increases to a **2d8** at level 4, **3d8**, at level 8, and **3d10 at level 12**
 - Can make 2 *unarmed strikes* on your action, and 2 *unarmed strikes* on bonus action
 - You can replace one *unarmed strike* on a bonus action with a *grapple*, dealing **1d8 + STR** in bludgeoning on succession. This damage increases at level 8 to **2d10**
- Instead of making any *unarmed strikes* on your bonus action, you can choose to *snarl*, forcing creatures of your choice in 20ft radius of you, who can hear you to roll a CHA saving throw contested by your *intimidation* check, on succession they are frightened of you for 2 rounds
- Lose the ability to cast spells or hold/use objects and must walk on all fours
- Lose access to all *class features*
- Vulnerability to *stardust*. You take 3x damage from *stardust*
- If all Temporary HP is destroyed, you immediately make **1 death saving throw at disadvantage**. On succession you fall to 1 HP and are unconscious, on failure you immediately die in bear form. If you die in bear form, your soul cannot be brought back to life by any means. If a spell or effect is used that raises your body, an undead rabid Berserker Bear is raised and is hostile to all creatures. Undead berserker bears have resistance against radiant, psychic, and necrotic damage and an INT score of 2, in addition to all standard features
- At the end of the transformation, you roll a **DC 18 CON** saving throw or fall unconscious until your next long rest
 - If you succeed the saving throw or somehow awake earlier, you are blinded, deafened, and have a *walking speed* of 5ft until your next long rest. You can roll 1 **DC 13 CON** saving throw every hour, in succession you can end 1 of those conditions early.
- At the end of the transformation, you immediately lose HP equal to ½ the Temporary HP you lost while in Bear Form
- You count as a *beast* for all spells and features that affect *beasts*

DARK ARTS * (vampires)

TIER 1 (level 4)

- Once per short rest, when you cast *Misty step* while in dim light or darkness to move into another space of dim light or darkness within range, you can then move up to half your movement speed and make 1 melee attack against a creature within range as part of the bonus action. At tier 2 you may cast a spell you know with a casting time of 1 action as part of the bonus action.

TIER 2 (level 8)

- Once per long rest, when you cast *charm person* (or a similar charm spell) you can choose to impose disadvantage on the target's saving throw. If the target fails their

saving throw, they enter a state of haze and heightened suggestibility for up to 10 minutes, seeing you as a respected authority figure and following your commands (within reason). The creature must have an INT score of 4 or higher, and if they are charmed in this way they have disadvantage on all attack rolls as they become dazed and glossy eyed. At the end of the spell they know they were charmed by you. At tier 3 this duration lasts 1 hour and they roll a DC 14 WIS save at the end of the spell to see if they know you charmed them, if they fail you may also modify their memory of the period they were charmed as if casting the *modify memory* spell.

TIER 3 (level 12)

- You have learned to pass the Vampiric curse to other humans. Once per long rest, when you use your bite attack you can attempt to infect your target, forcing them to roll a DC 18 CON saving throw and then a DC 15 WIS saving throw. If they fail the CON saving throw they immediately die and the transformation fails, if they succeed the CON saving throw they then roll the WIS saving throw. If they succeed the WIS saving throw they are not transformed and the curse fails, but if they fail the WIS saving throw they become a free vampire (not thrall).

HELLBEAST * (cambions)

Tier 1 (level 4)

- Once per long rest when you are targeted by fire damage from an attack or spell, you may use your reaction to instead receive temporary HP equal to your proficiency bonus and redirect the attack or spell to another of your choice within range or gain advantage on the next saving throw you make within 1 minute. At tier 2 may choose to do this when a creature within 30 feet is targeted by fire damage. At tier 3 you redirect the attack and gain advantage on the next saving throw you make

Tier 2 (level 8)

- Once per long rest you may transform into a larger, more demonic form, becoming 1 size larger than your standard size (unless already *large*), growing a number of horns, and turning your skin into a scaly red, this form lasts a maximum of 5 minutes and grants an amount of temporary HP equal to 2x your proficiency bonus. While transformed you gain advantage on 1 attack roll, damage roll, or saving throw of your choice each round for 1 minute and advantage on STR and CHA saving throws and athletics, perception, insight, and arcana checks. When you deal damage with fire damage while in this form, you can add an additional **1d6** necrotic damage to the roll, at tier 3 this increases to a **2d6**. When you deal damage with any other type of damage you add an additional **1d4** to the roll, at tier 3 this increases to a **2d4**. Creatures who can see you know you're a cambion. After ending the transformation you gain 1 point of exhaustion.

Tier 3 (level 12)

- While transformed into your large, demonic form, you can cast *fireball* as a bonus action once per transformation/long rest. You also have the effects of the *aura of desecration* spell active until the end of the transformation (no concentration), and can choose which creatures within range are affected by the spell. Your bonus to spell attack rolls, spell save DC, and AC all increase by 1.