

Kobold

Ability Score Increase. Your Dexterity score increases by 2.

Size. Kobolds are tricky little blighters, always setting up ramshackle dwellings in places you wouldn't think they'd fit. Your size is Small.

Speed. Your base walking speed is 30 feet.

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

Tricksy. Kobolds might not be particularly bright, but you and your kin possess a rudimentary cunning and sense of teamwork, particularly around the subject of "hitting things that are bigger than you". You have advantage on melee attacks against enemy creatures that have twice as many hit points as you do while an ally of yours that is able to take actions is adjacent to that creature.

Subrace. The subraces presented here are not actually two different types of kobolds, but rather the predominant mindsets that kobolds tend towards. Choose one of the following options:

Trapsy

Ability Score Increase. Your Intelligence score increases by 1.

Trapsy Traps. You pride yourself on your ability to create remarkably effective snares and traps from the materials you have on hand. You can create one of the following devices during a short rest: a springrazor, a clawsnapper, or a sparkspinner. The DC to avoid these traps is equal to 8 + your Intelligence modifier + your proficiency bonus. You have enough raw materials to create up to three of these traps; once you run out, you must spend an hour scavenging your surroundings for more materials.

Springrazor: This device is a delicate, spring-loaded mechanism that expels razor-sharp fragments into the feet and legs of any creature unfortunate enough to step on it, forcing them to succeed on a Dexterity saving throw or take 1d3 piercing damage at the end of each of their turns. A successful Wisdom (Medicine) check stems the bleeding and ends this effect.

Clawsnapper: This mechanism tends to resemble a miniature bear trap. Any creature that steps on the triggering plate in the center must succeed on a Dexterity saving throw or have their speed reduced by 10 feet until they are freed from the trap, which requires a DC 10 Strength check.

Sparkspinner: This contraption is essentially a small amount of phosphorus and a crude flint striker that is set off by a tripwire or triggerstick. The resulting sparks ignite the phosphorus, which explodes with a blinding flash of light, dazzling the creature that set it off. The triggering creature must succeed on a Constitution saving throw or be blinded until the start of their next turn.

Dragonsquee

Dragonsquees are what kobolds call other kobolds that are particularly enamored with dragons.

The word itself is derived from the noise of excitement such kobolds make when the topic of conversation turns to dragons, things related to dragons, or any word that could potentially be overheard as "dragons".

Ability Score Increase. Your Charisma score increases by 1.

Dragons? Squee! You may add your proficiency bonus to Intelligence checks related to dragons.

This One Knows His Stuff. As annoying as your extensive knowledge of dragon-lore might be, it also causes other kobolds to begrudge you an inherent respect, and even dragons might be apt to look

upon you with a certain fondness (albeit a fondness usually found between a powerful mage and the lowly apprentice that will literally lick the mage's boots clean for a scrap of praise) . Using the correct balance of long words and dragon-related facts, you may gain advantage on one ability score check to influence kobolds or dragons. There is no hard limit on how many times you can influence such creatures with your draconic lore; however, overreliance on this tactic will end up with everyone annoyed at you. As a general rule, you can influence a kobold by spouting dragon-related knowledge no more than about once per hour, and a dragon no more than about once per week.

Revenant

Ability Score Increase. Your Constitution score increases by 2. One other ability score of your choice increases by 1.

Size. Revenants resemble more slender versions of their past forms, with a supernatural toughness that contradicts their build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. The entity that recreated you has gifted you with uncanny sight. You can see in dim light within 60 feet in front of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

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

Undead. You count as an undead creature as well as a living creature for the sake of effects that specifically target undead; however, you have advantage on saving throws against such effects.

Unnatural Vitality. When you are reduced to zero hit points, you don't fall unconscious until the end of the turn on which you roll your first death saving throw. During this turn, you may move and take actions as normal. Once you have used this feature, you may not use it again until you have completed a short or long rest.

Past Life. Choose a race other than Revenant. You gain one language proficiency and one racial trait from that race. For the purposes of this feature, you may not choose the **Ability Score Increase** or **Subrace** as your racial trait, although you may choose a trait specific to a subrace.

Mul

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

Size. Mul have the same height as a taller human and the physique of dwarves. An average mul can easily be six and a half feet tall and weigh over 200 pounds Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Extraordinary Stamina. You are resistant to poison damage, and have advantage on Constitution saving throws against disease. If you are not suffering from exhaustion, you also have advantage on Constitution saving throws to avoid gaining a level of exhaustion.

Efficient Rest. You only need four hours of sleep to gain the benefits of a long rest.

Shadar-Kai

Ability Score Increase. Grown shadar-kai have great strength of spirit - their brethren that do not usually succumb to the darkness and gloom of their shadowy realm long before they reach adulthood. Your Charisma score increases by 2. One other ability score of your choice increases by 1.

Speed. Your base walking speed is 30 feet.

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

Darkvision. The darkness of Shadar-Kai realms has forced your race to develop uncanny sight. You can see in dim light within 60 feet in front of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Invigorating Pain. Strong pain guarantees strong emotion, the most surefire defense against the gloom of the Shadowfell. Like all Shadar-Kai, you learn to channel pain into something more useful. When your current hit points are reduced to below half your hit point maximum, you have advantage on your next attack roll, ability check, or saving throw. You must take a short rest to regain the use of this feature.

Mercy in Darkness. Whenever you roll a hit die to heal while in an area of complete darkness, you regain 1 extra hit point. In order to use this feature, you must be completely sealed off from any source of light, or at least 60 feet away from any direct sources of light, such as torches, lanterns, and magical effects.

Thri-Kreen

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

Speed. Your base walking speed is 35 feet.

Languages. You can speak Thri-Kreen, and read and write, but not speak, Common.

Leaper. Your long jump is up to 30 feet long, and your high jump is up to 15 feet, with or without a running start.

Chameleonic Carapace. Your chitinous outer plating changes color to match your surroundings. If you do not move on your turn while lightly obscured or pressed against a rough surface, you may make a Dexterity (Stealth) check to hide.

Extra Limbs. You have two extra arms that grow from the middle of your torso. You may wield one extra two-handed weapon or up to two extra one-handed weapons; however, you may only attack with one set of arms on your turn. If one set of hands is free at the start of your turn, you may take one additional interaction with an object on your turn.

Warforged

Subraces:

Scout

Ability Score Increase. Your Dexterity score increases by 1 (instead of your strength score)

Size. Scout warforged are smaller and lighter than their front-lines kin. Your size is Small.

Freeze. When you are hidden from an enemy and have not moved on your turn, enemies have disadvantage on Wisdom (Perception) checks to detect you. (Replaces composite plating)