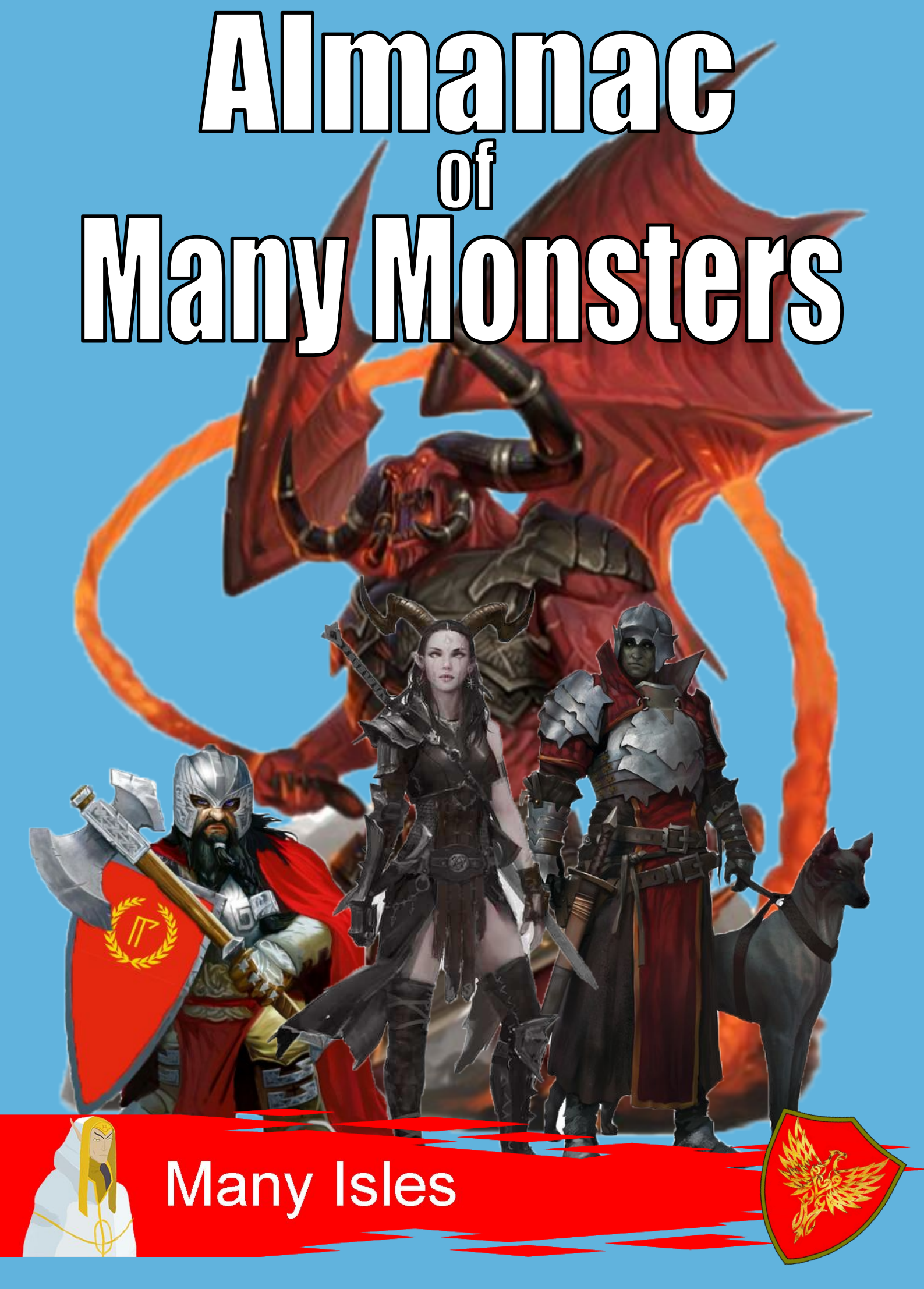
Almanac of Many Monsters



Many Isles

Aasimar

**13'467 b. OW*



Divine Origin. Aasimar are humanoids touched by divine light. They were touched by gods from Mount Celestia and granted holy power by them. They live to serve the good and the lawful, to embellish the world a bit.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Age: You live up to exactly 122 years.
Size: You stand between 4 and 5 feet tall. Your size is medium.
Speed. Your base walking speed is 30 ft.
Darkvision. Blessed by the gods, you have darkvision to 60 ft.
Celestial Resistance. You have resistance to necrotic and radiant damage.
Healing Hands. You can use an action to touch a creature and cause it to regain HP equal to your level. Once you use this trait, you can't use it again until you finish a long rest.
Light Bearer. You know the *light* cantrip.
Languages: You speak Common and Celestial.
Epic Racial: You can use your Radiant Soul or Necrotic Shroud twice between rests.

Subraces

True Aasimar

The "true" aasimar are protectors of good, noble warriors, and admired by all that know them. They are almost minor angels in their own right.

Ability Score Increase. Your Intelligence and Heroism scores increase by 2.
Radiant Soul. You can unleash divine energy within yourself, causing luminous wings to sprout from your back. This transformation lasts for a minute, or until you end it with a bonus action. During it, you have a flying speed of 30 feet and whenever you deal damage to a creature with an attack, you add radiant damage equal to your level to the damage. You need to perform a long rest to perform this again.

Fallen Aasimar

Some aasimar descendants are touched by evil in their youth or early adulthood, causing them to veer from the path of righteousness. They become different creatures, ones who have replaced their inner light with a shadow.

Ability Score Increase. Your Strength and Constitution scores increase by 1.
Necrotic Shroud. You can use an action to let evil energy course through you as two black skeletal flightless wings sprout from your back. Every creature within 10 feet of you must succeed on a Heroism saving throw (DC 8+your proficiency bonus+your Heroism modifier) or be frightened of you for 1 minute. This transformation lasts 1 minute or until you end it as a bonus action. During it, every time you deal damage with a melee attack, you can add necrotic damage equal to 1.5 times your level. You need to perform a long rest to perform this again.

Azer



Enclaves of the Pillars of Fire. Most azer inhabit the reaches underneath the Pillars of Fire and the southernmost end of Bolmeranda. There, large groups of azers (called Brazers) have built many enclaves. They entertain friendly relationship and war with each other, ready to ally and smash any enemies that penetrate their realm.

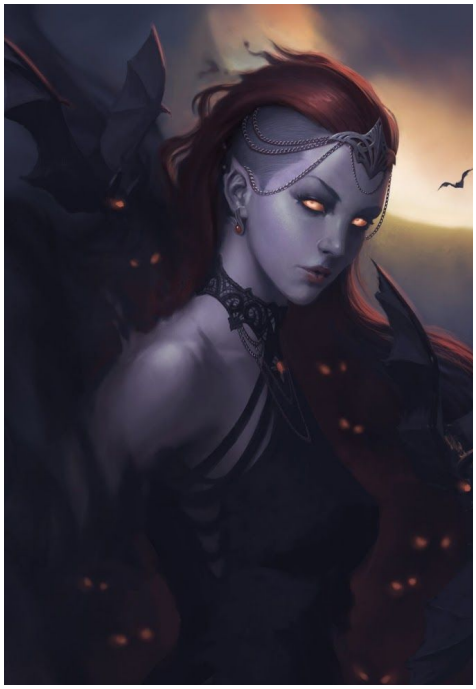
Dwarven Facade. Azers are a distant kin of dwarves, as can be seen from their similar silhouette. This is where the similarities end, however. Azers are made of brass, and under their brass skin is an everlasting flame. They are beings of pure fire, and have a nasty trait in their personality that no dwarves have - that of profiting from others.

Enemies of the Efreet. Long ago, the efreet and the azers were allies. Azers helped create the City of Brass, forging that home of the efreet into one of the most wondrous places in creation. When the azers had finished their work, the efreet betrayed them, making a failed attempt to enslave the azers so as to protect the secrets of the city. Despite occasional raids and skirmishes, however, the two sides have so far refrained from all-out conflict.

Masters of Metal. Just like dwarves and duergar, azers are master crafters and smelters. Their crafts are very sturdy, often of a brassish color, and adorned with odd patterns reminding one of flames. Their creations are typically made out of a single, pure metal.

Hit Points at first level: 12+Constitution modifier
Hit Points at higher levels: 1d12+Const. mod.
Hit Dice: 1d6 per character level
Age: Azers reach adulthood around 50 years in age, and can live up to 400.
Size: You stand between 4 and 5 feet tall. Your size is medium, and you weigh between 150 and 250 pounds.
Speed. Your base walking speed is 25 ft, and can hardly be reduced by any effects.
Ability Score Improvement. Your Strength score increases by one, your Constitution score increases by 3 (and can exceed 20, but not 25), and your Dexterity and Intelligence scores decreases by 2.
Fire Resistance. You are resistant to fire damage.
Flaming Locks. Your hair sheds bright light in a 10 ft. radius, and dim light for another 10 feet. Whenever a creature starts their turn within 5 feet of you, they take fire damage equal to your Wisdom modifier.
Brass Body. You are immune to poison damage and have proficiency in all Constitution saving throws and skills.
Languages. You know Ignan and maybe Common.
Epic Racial: You now shed light in a 20-foot radius, of a color you choose. Additionally, any metallic weapons you hold turn burning hot. This lets you always deal additional damage equal to your Wisdom modifier to melee attacks. You are immune to fire damage.

Dhamphyr



Mark of the Vampire. Dhampyrs are born from women, typically elves, who are bitten by a vampire while they are pregnant. Such women often die in the process of birthing the dhampyr, leaving the child without parents or home. Dhampyrs are outcasts in society and although they are not burned to dust in sunlight, it still is of great discomfort for sunlight to directly touch their skin.

Almost Succubi. Dhamphyr look like beautiful elven women, stuck through their entire lives looking as if they were only 100 years old. They distinctly have thick dark hair and a very faint or nonexistent shadow. When the moon shines upon them, their skin seems to shimmer white, and faint red outlines can be seen in their eyes. Although they aren't driven by hunger like vampires, dhampirs can suck the life out of a creature, and they greatly enjoy performing this upon unsuspecting humans or elves.

Between Life and Death. Dhamphyrs are neither alive nor dead, and exist in a strange limbo until they are stricken down by blade or stake. Their lives are unnaturally long, and if a dhampyr is not killed, they can continue to live for nearly a thousand years. They are not welcome in most pure undead hordes, and many towns, upon learning of the dhampyr's heritage, will incite a mob to attempt to oust or kill the dhampyr.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Age: Dhamphyrs grow at the same speed as elves, and can live up to 10'000 years.

Size: You have the size and looks of an elf. Your size is medium.
Speed. Your base walking speed is 30 ft.
Ability Score Increase. Your Intelligence and Constitution scores increase by 2.
Bite. Your sharp fangs are a natural weapon. If you are within 5 feet of an incapacitated, grappled, paralyzed or otherwise restrained or willing creature, you can use an action to enter the same space as it and drink its blood. You deal piercing damage equal to 1d4+your Strength bonus and an additional necrotic damage equal to twice your character level. The target must make a Constitution saving throw against your Heroism score, or become paralyzed. You regain half of the necrotic damage caused by this attack as hit points. If a creature is reduced to 0 HP by this attack, roll a d6: on a 5-6, it becomes a vampire spawn and obeys you. Otherwise, it dies.
Supreme Darkvision. You have darkvision to 120 ft, and can see color in darkness.
Seductive Nature. You are proficient in the Deception and Persuasion skills, and have advantage on rolls when trying to seduce a creature.
Dhamphyr Magic. You know the *minor illusion* cantrip. At 3rd level, you can also cast *spider climb* once per day.
Sunlight Sensitivity. Your Dhamphyr Magic, Seductive nature and Epic Racial do not work in daylight.
Languages. You know a language for every 50 years you've lived, or less.
Epic Racial: When an enemy targets you with an attack, you can use your reaction to instantly turn into swarm of bats or a cloud of mist until the end of your next turn. You cannot attack, concentrate or cast spells in this form. This trait cannot be used in direct sunlight.

Doppeliaus

65 OW (524 b. OW) - 401 OW



Magical Mishap. Doppeliaus are beings of magical origin. They were created in 65 OW, right after the Orc Wars' end, by the human Ochebana Empire's wizards. In an attempted cross between lions and gnomes, these creatures had been created. As they were docile, and not ravenous intelligent beasts, it was seen as a failure. The wizards were executed and the doppeliaus placed on an island called Doppelonia. doppeliaus are very docile and love making friends. Their small size and sweet looks makes for great bards and rogues.

Rapid Kingdom. After being abandoned on Doppelonia, the doppeliaus gave their best to survive. They built up to towns in the center of the island, as far away from the ocean and the mean humans as possible. These towns developed later on into cities, which created new towns. The extremely fast doppeliaus reproduction cycle made for an enormous population surge. Doppelonia was completely populated by the semi-humanoid lions after the first dozen years.

Anti-Crunger War. In 71 OW, the Crungers appeared. These half-demons, coming straight from the Abyss, took residence on the neighbor island of Doppelonia, Crungia (the names of the islands named the races, not the other way around). They had killed a doppeliaus on the way there, a fisherman who was trying to throw himself to the sharks. So the doppeliaus called the Crungers murderers, to which the Crungers replied by sinking another fisherman's ship, who had been trying to spy out the new Crunger settlements. War ensued. The Cling-Clang, mutations between pigs and humans, also participated in the war, as doppeliaus were good slaves and it was fun to kill Crungers. This terrible war between the three races ended only when the Dwarven Empire rose, destroying all three. The doppeliaus became submitted in 211 OW, the last one died of old age in the Governor's palace in 401 OW.

Elven Mishaps. In 524 b. OW, silurian elves used high magic to attempt to catch a glimpse of the future 6 centuries from then. Their spells failed, and instead, a hundred poor doppeliaus were transported back in time, to Silur. The angry elves quickly proceeded to slaughter them all, a few fleeing and scattering far and wide over Oshmondu, to die out centuries before their race was to be called into existence.

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.-1
Hit Dice: 1d8 per character level
Age: You live up to exactly 122 years.
Size: You stand between 4 and 5 feet tall. Your size is medium.
Speed. Your base walking speed is 25 ft.
Languages: You speak common and doppeliaus.
Ability Score Increase. Your Wisdom and Intelligence scores increase by 1.
Arcane Origin. You have proficiency in arcana.
Nimble Beasts. You have advantage to hide.
Magic Resistance. You get 1d4 less damage from spells and can add 1d4 to your spell's damage.
Assassins. If you attack with surprise, you deal an extra 1d6 damage.
Languages. You know Common and Doppeliaus.
Epic Racial: You are now able to cast a first-level wizard spell as a cantrip.

Dwarf

The dwarves are a race as ancient as time, that existed from the very beginning and lived till the very end. Their souls are unchanging, their empires, everlasting. Change is frowned upon, and they are always convinced they are supremely powerful - which, sometimes, is true.



Genus of Clay. Dwarves are part of the great Dwarvenkind class. They are humanoids.

Short and Stout. Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. Their courage and endurance are also easily a match for any of the larger folk.

Fortresses of Stone. Dwarves build some of the most impregnable fortresses around. Most of them are usually embedded in the rock, and that which is outside are impregnable walls and doors of iron. Most of any clan's home is built for defense, and the taking of a dwarven enclave is a hard task indeed.

Gods Demand. Dwarves are quite pious. They build many altars for their gods, and their gods often help them. Mining, fighting, crafting are all seen as ways of showing admiration to the gods - powerful incentives, which help drive the dwarves to their great achievements.

Perfection. Dwarves seek the path to perception. No day can be wasted, as they must work and craft to live up to their god's standard. They stubbornly continue doing their work until it is done, and then immediately start another one - be it mining a special ore, crafting a special hammer, or fighting a race.

Molded of Clay. According to dwarven legends, they were formed out of clay and given hearts of mithral as the world was created by Moradin, granting them their strong minds and tough bodies.

Weakend Versions of the Mighty. More probably, dwarves are actually regressed versions of Krynn, who were formed by unknown forces and always present. Dwarves are Krynn who took a liking in the countryside of Waterlond and stayed there, weakening with time as they lost their cosmic powers and became mundane. This was probably when gods took care over the dwarves, seeding the legends of being formed by Moradin.

All for One, One for All. Dwarves have a very strong sense of community. If living in a clan, each will faithfully do their job and protect the clan's stronghold with their lives, if it must be. If living in a greater state, such as under a king, they will do anything for the King, as his word is equal to a god's word. Their loyalty and devoutness is absolute.

Long Memory, Long Grudges. Dwarves live up to 400 years old, and their memory is one of the best around. They will remember the slightest wrongs, and they will labour to redeem a greater wrong. Their stubbornness is partly due to this.

Technologically Advanced. Whenever their time frame, dwarves are always within the leaders of technology - be it armor, ships, mining, agrarian cultivation, or firearms, they're always one of the main players.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Constitution score increases by 2, and your Heroism by 1.
Age. Dwarves mature the same as humans, but they're considered young until they reach the age of 50. On average, they live up to 400 years.
Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is medium.
Speed. Your base walking speed is 25 feet.
Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
Magical Failures. Your Spellcasting Save DC and Spellcasting Attack Bonus, if you have any, are reduced by 2.
Languages. You can speak, read, and write

Common and Dwarvish.

Subraces

Mountain Dwarves

Tough and strong as the stonework they dwell among, they see themselves as the god's progenitors of their race and the exemplars of dwarven culture.

Martial Tradition. Due to the large wealth they accumulate, mountain dwarves are often well versed in martial ways. In clans, every adult usually has a battle armor at home and a weapon on him. In kingdoms, they make up the bulk of the armies.

Center of Kingdoms. In dwarven kingdoms, the main clans and king are often mountain dwarves, because of their wealth, stubbornness, and geographical location - mountain dwarf fortresses are often at the center of dwarven realms.

Miners Exquisite. They consider mining an art in itself, and their shafts are creations of pure beauty - to a dwarf's eye, that is. The mines are as important to mountain dwarves as the ores they extract from them, and they will fight to regain any such lost mines.

Iron Minds. Seen by other people, mountain dwarves are grim and shut-in, as well as stubborn. Mountain dwarves either ignore these comments or see them as qualities.

Ability Score Increase. Increase your Strength and Constitution scores by 1.
Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.
Dwarven Toughness. Your HP increases by 1 for every level you gain.
Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
0-300 OW:
Ability Score Increase: You have proficiency in investigation.
Physical Expert: You know how to create and operate gunpowder, as well as how to operate guns (if they exist in the time you exist).
300-460 OW:
Ability Score Increase: You have proficiency in arcana and history.
Son of the Krynn: You can intuitively cast the fireball spell as a fourth-level spell once per day.
460 OW+
Ability Score Increase: All your ability scores increase by 2, except Heroism and Wisdom.
Dwarven Power: You have a +4 bonus to any attack rolls you make, deal an extra 1d12 fire damage to any attacks you hit, have an additional 10 HP, an additional 5 Hit Dice, and are automatically stable when unconscious.
Son of the Krynn. You have a hovering speed of 50 feet, can turn invisible as a bonus action and have truesight. You can cast any Valkyrie spells up to 2nd level as cantrips, except healing spells. You can intuitively cast fireball as a sixth-level spell.
Epic Racial: Increase your HP maximum by 25.

Gold Dwarves

They see themselves as the true keepers of dwarven culture. They prefer living underground, more so than other dwarves.

Lovers of Gold. Due to their usually continuous existence underground, they have gained a liking for garments that glitter, and often decorate the central halls of their strongholds with gold and gems.

Suspicious of the Poor. Due to their great wealth, gold dwarves are often suspicious, taciturn and secretive when talking to other creatures - especially when they don't show signs of wealth.

Keepers of Mines. In larger empires, gold dwarves often serve the functions of miners, crafters, guards of wealth or storerooms, or priests.

Ability Score Increase. Increase your Strength and Wisdom scores by 1.
True Miners. You are an expert in all things concerning mining, stone, mining tools, metals, and gems.
Wealth. Add 200 gp to your starting equipment.
0-300 OW:
Ability Score Increase: You have proficiency in investigation.
Physical Expert: You know how to create and operate gunpowder, as well as how to operate guns (if they exist in the time you exist).
300-460 OW:
Ability Score Increase: You have proficiency in arcana and history.
Son of the Krynn: You can intuitively cast the fireball spell as a fourth-level spell once per day.
460 OW+
Ability Score Increase: All your ability scores increase by 2, except Heroism and Wisdom.
Dwarven Power: You have a +3 bonus to any attack rolls you make, deal an extra 1d12 fire damage to any attacks you hit, have an additional 10 HP, and are automatically stable when unconscious.
Son of the Krynn: You can intuitively cast the fireball spell as a fourth-level spell once per day.
Epic Racial: You are now able to cast heat metal, stone shape and stoneskin as a cantrip, and can cast wall of stone once per day.

Shield Dwarves

They are the anomaly of the dwarven race. Open and generous, they are often spread thin in communities of other races.

Ambitious of New Horizons. Shield dwarves are likely to form only small families, and live in exotic realms of other creatures with them. They are open and friendly, and form connections with other creatures much more easily. When they live in a stronghold, however, they can be as stubborn and reclusive as any other dwarves.

The Kingdom's Outsiders. In a kingdom, shield dwarves usually serve as messengers, servants, or special military units - such as scouts or commando troops, or aerial fighters.

Ability Score Increase. Increase your Intelligence and Heroism scores by 1.
Like Them. Your base speed is 30 feet, and you can choose an additional language you can speak.
Epic Racial: Increase your HP maximum by 15. You can now cast *shield* as a cantrip.

Hill Dwarves

Hill dwarves are the most common of dwarven races, and usually live in hilly regions that lack mountainous peaks.

Fortresses of Stone. Due to the missing mountains, hill dwarves often build strong fortresses of stone that start above ground and end in corridors deep below ground.

Thinkers of the Race. Hill dwarves are the most wise and reflective part of the dwarven race. Having less of an intuitive drive for achievement, they have much more time to think. They're the most intelligent ones, and in kingdoms, they often serve as counselors or field workers, depending on their renown.

Ability Score Increase. Increase your Wisdom and Constitution scores by 1.
Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.
Dwarven Toughness. Your HP increases by 1 for every level you gain.
Epic Racial: Increase your HP maximum by 15, and you can cast heat metal, stone shape and stoneskin as cantrips.

Midgets

Also known as cavern or cave dwarves, these are the failure of the dwarven race in all other dwarve's eyes. They're smaller, much thinner, weaker, lacking of skills, and have many other disadvantages on the other dwarves.

Lone Tribes. Midgets live in cave complexes between the Underdark and the surface world, or in caves on the surface world. They form small familial tribes which are generally led by grotto hobgoblins - similar exiles that also serve the role of tribe's protector.

Few States. Due to the fact that midgets often go out of each other's way, they hardly ever form larger communities. However, Molin was an exception to this. Large groupings of tribes met together, building villages on the surface, and even forming separate "empires". This is unique in the whole midget race.

Ability Score Increase: Your Intelligence score increases by 1.
Miners: You intuitively know the way in underground locations you know.
Weak: You can take the disengage action as a bonus action.
Weaker: Your HP decreases by 1 for every level you gain.
Epic Racial: Your HP increases by 15.

Organisations

Dwarves usually live in secluded strongholds, in groups called clans, but sometimes band together under the rule of a king. These kings rule empires of impressive might.

Dwarven (Fireforge) Empire

The most famous dwarven kingdom is, as its name already says, the Dwarven Empire. In 20'000 b. OW, dwarven colonists set out from Waterlond's Eternal Empire to take over an island in the Colupan archipelago called Eisenhowl. They then set out to survive the aeons and finally grow into a bonfire that destroyed the whole universe.

Arabor, in all our Hearts. Two years after the dwarves made Eisenhowl their own, they had completed a first network of mines: Arabor. Very quickly, a mighty fortress sprung out of the mountains, and Arabor, as capital of the new empire, grew into the hearts of all its people. When it was taken by orcs after a bloody war, they fought stubbornly over two hundred years to take it back - which they eventually succeeded in.

Fireforge Supremacy. The original colonizers were mainly mountain dwarves, along with a fair share of shield and hill dwarves. The strongest of these clans was the mountain dwarven Fireforges, and they were the ones who build Arabor and ruled from it. Every single ruler of the empire had Fireforge blood, and the emblem of the empire was the Fireforge clan's banner.

Fireforge's numbers decreased greatly with the years, however, to reach an all-time low of 1 (the king) in 0 OW.



Battlehammer Numbers. The most numerous clan of the empire was always the mountain dwarven Battlehammers. Great warriors, they built up a large part of the empire's army.

Dain Fireforge, the High King. The most notables of kings was a certain Dain Fireforge. This dwarf spent some of his youth years exploring the human realm of Denise, before abruptly fighting in the war that took Eisenhowl from the dwarves. He became a powerful warmage, symbolized as fire, and fought for two hundred years to regain it before dying killing an orc demi-god, ascending to godhood himself.

RDAWC. The dwarves created the Royal Dwarven Alliance of Weapons Constructing in 212 b. OW. Oriented towards discovery and science, it developed many impressive weapons for the empire, before being replaced by magic in the empire's late years.

Builders of the Stormvessel. The RDAWC developed stormvessels, ships of immense power that dominated the naval craft of the pre-Orc War age.

Discoverers of Gunpowder. The Dwarven Empire developed gunpowder in 72 b. OW, which at first thought to be a failure. It revolutionized battlefields.



A Queen! After the death of Dain Fireforge's son, the son's daughter rose to the throne, originally in concert with her two sisters, but then as autocratic ruler, a true queen. This young dwarf grew to be a demi-god, Imily-Tur, which revolutionized the empire by making every single one of its people powerful warmages. Her evil nature drove the dwarves to a horrible flail for the world, however.

Eternal Empire

Dating from before time started, the Eternal Empire in Waterlond lasted until 427 OW, when it was destroyed by its own people.

Eternal Presence. The Eternal Empire was a stable entity, always present on Waterlond, hardly changing. It is the birthplace of normal dwarves, where they first unevolved from Krynn into mundane creatures.

Mithral Hall. Mithral Hall, a place lying deep in the hearts of every dwarf around, lies at the center of the Eternal Empire.

Red Kingdom

This midget realm was located on Molin, the island which is the only place where cavern dwarves banded together into a state.

Evil Midgets. The people of the red kingdom, which neighboured the blue and green kingdoms, was much more brutal and larger this neighbours, which made it their opponent. A war sprung out of this, but both sides were overrun by goblinoids.

Goblinoids Rule from the Shadows. As the midgets were waging war against their neighbours, a force from the goblinoid Trensandor empire swept over the country. The kingdom was left unchanged, but since then was actually ruled from the shadows by the Trensandors.

Elf

35'011 b. OW

Ancient Roots. Elves are incredibly old, almost as much as saurials and nigfodsel. They found their origins in the feywild before most other races came to existence, and have been present in many places and many times.

Fey Beauty. Elves look like a slim, sleek version of humans, with pointy ears. They are beautiful and like showing that to others.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Size: You stand between 5 and 6 feet tall. Your size is medium.
Speed. Your base walking speed is 30 ft.
Ability Score Improvement. Heroism and Dexterity scores both increase by 2, and your Strength and Constitution scores decrease by 1.
Fey Ancestry. You can halve resting times by meditating instead of sleeping. You have resistance to being charmed by magical means, except when the charmer is fey, and have darkvision to 60 ft.
Keen Senses. You have proficiency in the Perception skill.
Languages. You know Elvish and probably Common.

Subraces

High Elves

Staple Race. Most elven states, including the Silurian kingdom, have a backbone formed by high elves. They are very numerous and have a knack at forming civilizations.

Most Considerate. High elves are good at uniting other elven races together, often making them diplomats and state officials. They are very calm and look upon everything with an educated eye.

Mixed Flair. Most high elves have pale white skin and blonde hair.

Ability Score Increase. Your Intelligence score increases by 1.
Age: High elves become adults around the age of fifty, and are still considered young until they are 250 years old. They live up to 800 years in age.
Epic Racial: You learn a 1st level wizard spell that you can cast at will. You use Intelligence as a modifier.

Plain Elves

Grassy Plainsmen. Plain elves, as their name suggest, adore living in tall grass and wide plains. They can build whole communities there, their frail building melding almost inseparably into the ground.

Looks of Grass. Plain elves have greenish skin and hair, as well as a small stature - around 4 to 5 feet tall.

Good-Natured. These elves are known for their good nature and willingness to help people, even though they just as often hide away from those same people.

Nature-Born. You have proficiency in the Nature, Survival and Stealth skills.
Hide: You can always attempt to hide when in a natural environment.
Age: You live up to 500 years.
Epic Racial: You gain a flying speed of 35 ft and know the scorching light cantrip.

Moon Elves

Lovers of the Darkness. Moon elves are nocturnal creatures. They often live in beautifully arranged caves between the Caverealm and the surface, coming out at night to observe the moons and the stars.

True Elven Art. In contrast to the quite similar drow, moon elves love beauty in the way surface elves do. Their caves often have sparkling rivers flowing through, with a chaos of curves and silver shapes forming intricate patterns all around. They consider their own bodies work of art, too, and often wear full-body tattoos in silver and black shades along with silvery jewelry.

Good-Willed Chaotics. Even though their lives in the dangerous underworld has made the moon elves into ruthless fighters without a social structure, they are still good-natured and will not kill in cold blood. They maintain no hatred against any race, and often stand as middle ground between drow and surface elves.

Deep Magic. Moon elves are powerful in the ways of magic, using the tattoos on their bodies as a kind of focus. They often cast magic related to the earth and the moon.



Female Clans. The chance of a moon elf birth resulting in a female is extremely high. Therefore, most populations

have huge female populations, their numbers often being 10 times greater than those of males. This has resulted in a clan build with females standing above males, although no discrimination can be found.

Mother Families. Due to the many females and chaotic nature of moon elf populations, their families often consist of one beautiful and strong woman being the chief of a dozen or so moon elves, one or two of which are males. All of the members of these families consider their matron a mother, even though they rarely have common blood with her. They mate only within families, giving their children to others as they receive new ones.

Silver Beauty. Most moon elves have deep purple skin, blue eyes, and light blue or silver hair. Their bodies, which they present freely, are often covered in silver and black tattoos, some of them natural.

Ability Score Increase. Your Intelligence score increases by 1.
Age: Moon elves stay young for a long time. They are considered children (and therefore eligible as mothers) for five centuries, and live up to 900 years.
Survivor in Darkness. You have proficiency in the Survival and Acrobatics skills, and know how to find your way and survive in the Underdark. You have weapon training in simple weapons and all bladed weapons.
Deep Magic. You have resistance to all magical radiant, necrotic, force and bludgeoning damage. Additionally, you have an innate ease in casting stone-related spells when using the tattoos on your body as spellcasting focus.
Epic Racial: You can now turn invisible at will along with any equipment you are wearing or carrying, using an action. You can stop being invisible at any moment in your turn. You also have a climbing speed equal to your base speed.

Sun Elves

Reclusive and Glorious. Sun elves in times past used to form secluded clans of their own, living away from all other races - including other fey, and elves - in perfect unison with the sun, and all things radiant. In larger states, they often formed houses with a powerful word.

Like the Sun. Sun elves have golden skin and blonde hair, seeming to radiate like a small sun.

Rule of Order. All sun elven societies, and those in which they are present, have a very rigid structure that everyone abides by. Sun elves love order, and they'll go to some lengths to impose it.

Ability Score Increase. Your Intelligence score increases by 1.
Age: Sun elves age quickly, and are considered adults by the age of 40. They live up to 900 years.
Child of the Sun. You have resistance to radiant damage.
High Magic. You may add 1 to any spellcasting-related scores and attack rolls.
Epic Racial: You gain a flying speed of 35 ft. Additionally, you can shapechange into a ball of light shedding bright light in a 50 ft. radius. You are still aware while in that form and have the same statistics, although you cannot interact with the world around you.

Wood Elves

Sylvan Children. Wood elves live in the forest, and will defend it dearly. Hardly anyone may enter their woods and come out alive.

All Shades of Brown. They have a white to oakish skin tone, with brown or black eyes and similar hair.

Style of the Woods. As clothing, sylvan elves prefer a kind of loose, leaf or tree -shaped ornamentation and armor attached upon thin, tight fabric of red and green colors.

Ability Score Increase. Your Dexterity score increases by 1.
Age: Wood elves are considered adult around 60 years in age, and live up to 600.
Fleet of Foot. Your base speed increases by 5 ft.
Elven Weapon Training. You have proficiency with simple weapons and bows.
Of the Forests. Choose three from Stealth, Animal Handling, Nature and Survival. You are now proficient in those skills.
Epic Racial: Your base speed is increased by another 10 ft. Furthermore, as an action, you may touch a tree or similar plant. You teleport up to 100 ft. to a space within 5 feet of another tree.

Drow

Split from the Surface. Once, the Elven Empire reigned supreme over Oshmondu. The dark elves lived in unison with all the other elves, and the many houses formed an intricate network of alliances. However, the dark elves eventually came to revering demons, which caused a great war of secession which resulted in the drow living forever beneath the earth, in the Caverealm.

Sarrazzanaz, Home of the Drow. In a huge cavern filled with columns of stone, many artfully swung dark houses line the rock. This place is Sarrazzanaz, the greatest city of the drow. Many smaller cities and fortresses can be found spread around the Caverealm, but all of them have house representation in the great City of Spiders.

Children of Darkness. Drow have black or white skin, with accordingly red or black eyes. They have white hair.

Ability Score Increase. Your Constitution score increases by 1.
Age: Drow are considered adult around 80 years in age, and live up to 750.
Child of Stone. You have proficiency in the Survival and Acrobatics skills, and know how to find your way and survive in the Underdark. You have weapon training in simple weapons and all bladed weapons, as well as all weapons of drow origin.
Sunlight Sensitivity. You have disadvantage on rolls relying on sight whilst in strong sunlight.
Drow Nature. You have resistance to poison damage and advantage on any checks made to resist being paralyzed.
Superior Darkvision. You have darkvision to 120 ft., and can discern colors.
Epic Racial: As an action and whilst you are in darkness, you may teleport to a spot within 200 ft. that you can see. You don't provoke opportunity attacks by doing this.

Sand Elves

Litchy Natives. A rare kind of elves can be found in the deserts of Litchy, where they formed states of their own.

Solitary Realms. The sand elven states in Litchy's deserts were ones with a pure sand elven population, and no other races. They hate other races, especially when these enter upon their territory. They'd kill without remorse whenever anyone trespassing came within bowrange.

Ability Score Increase. Your Constitution and Dexterity scores increase by 1.
Age: Sand elves grow up quickly, becoming adults around 15 years in age and living two centuries.
Child of Sand. You have resistance to fire damage and can easily survive in deserts, needing only a ration of water per week instead of per day.
Sand Camouflager. You can easily hide in deserts. You have proficiency in Stealth, advantage when trying to hide in deserts.
Epic Racial: As a bonus action, you can take the Dash action, running up to 100 ft. instead of your speed without provoking opportunity attacks. Once you've used this ability, roll a d4 at the start of each of your turns: if you roll a 2 or 4, you may use this ability again.

Fairy



Fey by Blood. Fairies are native to the feywild, from whence their race sprung. Since their creation, they have spread far and wide, inhabiting most forests where fey magic is at work.

Dangerous Protectors. Often, woods inhabited by fairies were considered as off-grounds by other peoples, due to their highly protective and sometimes offensive character. They protect their woods dearly.

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.-3 (min.1 increase)
Hit Dice: 1d6 per character level
Age: Fairies mature at the same rate as humans and are considered adult once they are 40, although they always maintain a cherubic appearance. They live up to 350 years.
Size: You look like an elven child. You are between 1 and 2 feet tall, and your size is Small.
Speed. Your base walking speed is 20 ft, and you have a flying speed of 45 ft.
Ability Score Improvement. Your Dexterity score increases by 3, your Heroism by 1, and your Strength decreases by 2.

Pleasant. You gain proficiency in the Persuasion skill.
Dive Attack. As an action, you can forfeit all your movement speed. You may then move up to 25 ft., perform an attack or similar action, and move 25 ft. without provoking opportunity attacks by the target of your attack.
Dance of Death. From 3rd level on, you may use an action to forfeit all your movement speed. Instead, perform an attack or similar action upon a given target with advantage. You will then be zooming all around the target of your attack. Any attack rolls against you are made with disadvantage. If a creature other than your target attacks you and misses, he must make a DC 15 Dexterity saving throw or use his attack roll to attack your target instead.
Fairy Frailty. Your attacks with slashing or bludgeoning weapons have disadvantage and deal half damage to their targets. However, you have advantage on attacks with piercing weapons.
Languages. You can speak Elvish and Sylvan.
Epic Racial: You may now turn invisible at will along with any equipment you are wearing or carrying, using an action. You can stop being invisible at any moment in your turn. Additionally, your base flying speed is now 55 ft.

Firbolg

**22'000 b. OW*

Firbolg tribes live in secluded forests, away from all other races and living at peace with nature.

Humble Guardians. A firbolg will bravely defend his home, using force if need be. No dragon can hide in a firbolg forest safely.

Hidden Shepherds. Forests inhabited by firbolgs stand under their protection. They do their best, using their magic or skills when needed, to keep animal and plant life thriving. They might grow vines in one place and tear them down in the other, making sure everything can live in peace and prosperity.

Inhabitants of the East. Most firbolg enclaves can be found in baomian forests, although some scattered ones also exist on Bamea, Balebu, and Bachulu. Only on Bao-Mou and Bachulu did they come out of their forests, to mix a bit into other populations and to build their own, small cities.

Friends of the Fairies. Occasionally, a firbolg settlement encounters a group of fairies, or both live in the same woods. If this happens, truly beautiful natural wonders can emerge as they work hand in hand - or the forest withers away as they wage a bloody war.



Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Improvement. Your Strength score increases by 2, and your Wisdom by 1.

Age: A firbolg reaches adulthood around 30, and live up to 500 years.
Size: You are between 7 and 8 feet tall and weigh from 240 to 300 pounds. Your size is medium.
Speed. Your base walking speed is 30 ft.
Firbolg Magic. As an action, you can cast *disguise self*, using Wisdom or your spellcasting modifier for this. You can seem up to 3 feet shorter than normal using this. You can't use this trait again until you rest.
Hidden Step. As an action, you can turn invisible for a minute, or until you interact with the world around you. You can use this once between rests.
Speak with Beasts. Animals and plants can understand your words when you talk.
Languages. Your know Elvish and Giant.
Epic Racial: You can use your *Hidden Step* feature at will, and may use a bonus action to activate it.

Gargoyle



Magical Origin. Gargoyles are animated stone sculptures, originating from statues and roof decorations designed to superstitiously keep fiends away from a certain location, by making those sculptures so ugly even a fiend would cow in terror.

A perverted mage one day must have thought it would've been a great idea to animate these sculptures magically, to make them true guardians of a place. They got out of control, however, and somehow replicated themselves, because gargoyles have become quite common creatures.

Lurking in the Obvious. Thanks to their natural resemblance to statues and the like, gargoyles typically hang themselves on rooftops or bases of toppled statues, pretending to be stone. They can stay in such a position for weeks or months, ignoring everything until a creature comes by they can lustfully murder - so as to "protect" their territory.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d8 per character level
Age: You do not age, and are immune to effects that would alter your age.
Size: You stand from any size, between 1 to 6 feet. Your size is small or medium.
Speed. Your base walking speed is 20 ft, and you have a flying speed of 45 ft.
Ability Score Increase. Your Constitution score increases by 1 for every 1.5 feet of size you have (rounded down). Your Intelligence and Wisdom scores decrease by 2.

Magical Nature. You are immune to poison damage and do not need food or water. You also don't need to sleep: you can regenerate at a time you choose, taking an action. You can gain one short and one long rest per day by doing so.
Mimick Stone. You may attempt to hide with advantage and in plain sight whenever you are in a rural environment, or where you wouldn't be out of place.
Languages. You can speak Terran, and maybe Elven, Dwarven, or Common.
Epic Racial: Gargoyles don't have an epic racial.

Genasi

Elemental energy sometimes manifests in beings who, through an accident of birth, carry the power of the planes in their blood. The genasi are one such people, the offspring of genies and mortals. The Elemental Planes are often inhospitable to natives of the Material Plane: crushing earth, searing flames, boundless skies, and endless seas make visiting these places dangerous for even a short time. The powerful genies, however, don't face such troubles when venturing into the mortal world. They adapt well to the mingled elements of the Material Plane, and they sometimes visit—whether of their own volition or compelled by magic. Some genies can adopt mortal guise and travel incognito. During these visits, a mortal might catch a genie's eye. Friendship forms, romance blooms, and sometimes children result. These children are genasi: individuals with ties to two worlds, yet belonging to neither. Some genasi are born of mortal–genie unions, others have two genasi as parents, and a rare few have a genie further up their family tree, manifesting an elemental heritage that's lain dormant for generations. Occasionally, genasi result from exposure to a surge of elemental power, through phenomena such as an eruption from the Inner Planes or a planar convergence. Elemental energy saturates any creatures in the area and might alter their nature enough that their offspring with other mortals are born as genasi. Magical fields might also fluctuate suddenly, resulting in one of *six* genasi - the magical elements of life and lightning also influencing the child's birth.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Age: Genasi reach adulthood in their late teens, and live up to two centuries.
Size: Genasi are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.
Speed. Your base walking speed is 30 ft.
Ability Score Increase. Your Heroism score increases by 2.
Languages. You know Primordial and a language tied to your environment.

Subraces

There are as many variations of genasi as there are magical elements.



Air

As an air genasi, you are descended from the djinn. As changeable as the weather, your moods shift from calm to wild and violent with little warning, but these storms rarely last long. Air genasi typically have light blue skin, hair, and eyes. A faint but constant breeze accompanies them, tousling the hair and stirring the clothing. Some air genasi speak with breathy voices, marked by a faint echo. A few display odd patterns in their flesh or grow crystals from their scalps.

Ability Score Increase. Your Dexterity score increases by 1.
Unending Breath. You can hold your breath indefinitely.
Levitate. You gain a hover speed of 15 feet.
Languages. You know Auran.
Epic Racial. You gain resistance to lightning and cold damage.

Fire

As a fire genasi, you have inherited the volatile mood and keen mind of the efreet. You tend toward impatience and making snap judgments. Rather than hide your distinctive appearance, you exult in it. Nearly all fire genasi are feverishly hot as if burning inside, an impression reinforced by flaming red, coalblack, or ash-gray skin tones. The more human-looking have fiery red hair that writhes under extreme emotion, while more exotic specimens sport actual flames dancing on their heads. Fire genasi voices might sound like crackling flames, and their eyes flare when angered. Some are accompanied by the faint scent of brimstone.

Quick Reproduction. In contrast to other genasi subraces, fire genasi have a very high birth rate, usually 10 children per female. Many die in their

younger age, which might be tied with brutal domination of the efreet.

Lower Folk. In the Efreet Empire, fire genasi serve as commoner folk and slaves of their efreet masters. It is quite common for groups of fire genasi to attempt escaping the empire, but they're often hunted down and punished harshly by hunting teams.

Ability Score Increase. Your Intelligence score increases by 1.
Darkvision. You have darkvision to 60 feet. You see in shades of red, instead of grey.
Flameborn. You have resistance to fire damage.
Fire Wave. As an action, you can cause a ball of fire to erupt from you. All creatures in a 10 foot radius must make a DC 15 Dexterity saving throw and take 1d10+your level damage on a fail, or half as much on a success. You can use this ability again after a short rest.
Languages. You know Ignan.
Epic Racial. You gain immunity to fire damage.

Life

A life genasi doesn't have a genie parent, and you don't have roots in the Elemental Planes. You were born from magic, as the element of life immersed your soul into an infinite sea of healing and blossoming. Life genasi often have feminine traits of their race, a slight green or yellow tinge to their skin, and laugh whenever possible. You most likely follow the ways of goodness, striving to bring everlasting health and happiness to any living thing. You extend your love far beyond solely the members of your race, embracing anything alive, be it a cat or a tree.

Ability Score Increase. Your Wisdom score increases by 1.
Happy Soul. You have resistance against being charmed, and creatures have disadvantage when attempting to resist you charming them.
Liveful Soul. Whenever a healing spell is cast on you, you regain additional HP equal to your character level. You can choose to grant this additional HP to another creature you touch.
Languages. You know Sylvan.
Epic Racial. You may gain immunity to the effects of Hygieia spell. You must choose whether to use this ability after a Hygieia spell is cast, but before it affects you.

Lightning

When powerful fields of the Weave surround and penetrate a creature, it might become so tainted by a magical element that its child is not a member of its race, but much rather a genasi - a lightning genasi, from the magical element rather than from the Elemental Planes.

Lightning genasi have wild hair, and usually grow it long. Male versions have mustaches and beards with spikes of hair going every which way. Your skin is light blue or yellow, and your eyes have a thin vertical pupil inlaid on a deep blue. Lightning genasi have a fierce temper and feel their emotions much stronger than other people would, causing them to sometimes act more out of temper than out of will.

Ability Score Increase. Your Dexterity score increases by 1.
Lightning Nature. You have resistance to lightning damage. Your unarmed strikes deal an additional 2d6 lightning damage. At 10th level, this becomes 4d6, and at 20th, 6d6.
Magic Resistance. You gain a +2 bonus to any saving throws performed against magical effects. Furthermore, you have advantage against being charmed magically.
Languages. You know Ignan.
Epic Racial. You gain immunity to lightning damage, and can cast the *lightning bolt* spell once at its base level. You must take a long rest before being able to cast it again.

Stone

As an earth genasi, you are descended from the cruel and greedy dao, though you aren't necessarily evil. You have inherited some measure of control over earth, reveling in superior strength and solid power. You tend to avoid rash decisions, pausing long enough to consider your options before taking action. Elemental earth manifests differently from one individual to the next. Some earth genasi always have bits of dust falling from their bodies and mud clinging to their clothes, never getting clean no matter how often they bathe. Others are as shiny and polished as gemstones, with skin tones of deep brown or black, eyes sparkling like agates. Earth genasi can also have smooth metallic flesh, dull iron skin spotted with rust, a pebbled and rough hide, or even a coating of tiny embedded crystals. The most arresting have fissures in their flesh, from which faint light shines.
Natives of Bolmeranda. Earth genasi have built a kingdom to the north of Bolmeranda, named Yeben.

Ability Score Increase. Your Constitution and Strength scores increases by 1.
Earth Walk. You can walk across difficult terrain made of dirt or rock as if it were normal.
Stoneforce. If you fail a Strength-related roll, you may reroll and use the new roll. You can use this ability again after a long rest.
Languages. You know Terran.

Epic Racial. You gain resistance to poison and bludgeoning damage from nonmagical weapons.

Water

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish.



Most water genasi look as if they just finished bathing, with beads of moisture collecting on their skin and hair. They smell of fresh rain and clean water. Blue or green skin is common, and most have somewhat overly large eyes, blue-black in color. A water genasi's hair might float freely, swaying and waving as if underwater. Some have voices with undertones reminiscent of whale song or trickling streams.

Ability Score Increase. Your Wisdom score increases by 1.
Amphibious. You can breathe air and water, and have a swimming speed equal to your walking speed.
Like Fog. If you fail a Dexterity-related roll, you may reroll and use the new roll. You can use this ability again after a long rest.
Languages. You know Aquan.
Epic Racial. You gain resistance to poison and bludgeoning damage from nonmagical weapons.

Gnoll

**32'000 b. OW*

Hyena Demons. In 32'000 b. OW, demonic hordes under the Demon Lord Yeenoghu washed over the ancient lands, attacking the Draconic Order. The hordes were defeated, but the continent was littered with corpses, on which hyenas feeded - birthing the first gnolls.



Savage Hunters. For gnolls, only the insatiable hunger matters. Often in tribes, but sometimes alone, they hunt down and destroy anything they are in measure of destroying. They never relinquish their prey, except if even greater prey at a cheaper price is offered.

Unquenchable Hunger. A gnoll's hunger for blood stops nowhere. Whenever a minor discontent, such as the need for a new tribe leader, erupts, the greatest fight to the death against each other. In general, gnolls are prone to feasting upon whatever comes in their way.

Hyena-Born. Gnolls don't reproduce. Whenever they kill creatures, hyena packs following the tribe might eat from the corpses, undergoing the mutation that wrought trolls in the first place.

Rare Adventurers. Sometimes, a gnoll tribe is shattered, or a gnoll flees as his companions attempt feeding on him. Some of these singular gnolls might undergo an enlightenment as they survive alone, becoming slightly less savage and communicating with others of like mind, keeping from eating them for the sake of eating others. These gnolls are still hardly acceptable in society and remain with an insatiable hunger, but they will keep as good terms as possible with their companions before their hunger drives them away - or against their companions.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d10 per character level
Ability Score Increase. Your Strength increases by 2, and your Dexterity by 1. Your Intelligence and Wisdom decrease by 2.
Age: You are full-grown within hours, and live about 50 years.
Size: Gnolls are tall and broad-shoulder, standing 6 to 7 feet tall. Your size is medium.
Speed. Your base walking speed is 30 ft.
Bite. Your jaws are a natural weapon. They count as a melee attack. If you hit, you deal piercing damage equal to 1d4+your Strength modifier. The die increases to 1d6 at level 8, 1d8 at 11, and 1d10 at 16.
Rampage. When you reduce a creature to 0 HP with a melee attack, you can use your bonus action to move up to half your speed and make a melee attack.
Bloodrage. When you are reduced to half your HP or fewer, you enter bloodrage: you gain a number of temporary HP equal to half your level at the start of each of your turns, and deal an extra 2 damage on melee attacks.
Languages. You speak Gnoll.
Epic Racial: When you score a critical hit, you deal additional necrotic damage equal to your Strength modifier.

Gnome

Love of discovery is the force that drives the life of a gnome, whether one is investigating the nature of magic or trying to invent a better back scratcher. Gnomes have a keen interest in mechanical devices, the natural world, and magical affairs.



Genus of Clay. Gnomes are part of the Dwarvenkind class. They are humanoids.

Vibrant Nature. A gnome's energy for living shines through its entire body. Their faces are usually adorned with broad smiles, and their bright eyes shine with excitement.

Races

Forest Gnomes

Also called dirt gnomes, these creatures live hidden in large woods. They evade incursions into their realms by large numbers, but they aid individuals and small groups.

Animal Helpers. Forest gnomes can communicate with many of the small animals around them. Other creatures would believe these animals to be the gnomes' pets, but the gnomes consider them as neighbours. These neighbours always warn them of approaching danger, often as said danger is still miles away.

Experts in Illusion. Forest gnomes have an innate magical ability, letting them create simple illusions. They camouflage their underground homes in this way. Creatures may walk by or even camp above a dirt gnome burrow without ever realizing there's a multitude of gnomes beneath them.

Soldiers of Empires. Although their burrows don't form states, when a forest gnome burrow comes under the rule of empiral gnomes, their males often make up the main body of the empire's army.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d6 per character level
Ability Score Increase. Your Intelligence and Constitution scores increase by 1.
Age: You live up to 300 years.
Speed. Your base walking speed is 25 ft.
Darkvision. You have darkvision to 60 ft.
Natural Illusionist. You can cast the cantrip *Minor Illusion* at will.
Forestborn. You can communicate simply with medium and smaller animals.
Languages. You can speak Gnomish.
Epic Racial: You may now turn invisible at will along with any equipment you are wearing or carrying, using an action. You can stop being invisible at any moment in your turn.

Hill Gnomes

These gnomes, also called felrugneblin, look highly similar to dwarves and live in high mountain ranges.

Armored and Hidden. Although only slightly taller than most gnomes, the armor they constantly wear make them seem considerably larger. Their body covered in iron plates and their eyes hidden behind red visors, felrugneblin are a scary sight.

This armor server to protect them in the common way, but also shields against acids, poison, and fire, and is completely airtight.

Engineers. Next to their armor suits, hill gnomes have a wide array of utilitarian machines, such as jackhammers and flame throwers. Their creativity is limited to the useful, but what they produce is of very high quality.

Hidden in their Strongholds. Hill gnomes can hardly ever be seen in the outside world. They prefer living far beneath the mountains, sometimes without even an exit, mining in their suits and never showing their faces.

Families of Necessity. Although felrugneblin live longer than most gnomes, they still die. Women stay pregnant for two months before giving birth, usually continuing work as normal until the last few weeks. Children are then educated in nurseries, without any familial ties. At the age of 11, they are given their suits and their adult lives commence.

Ability Score Increase. Your Constitution score increases by 1.
Age: You live up to 400 years, but only 250 in your home mine. You are considered adult by the age of 11, as you are given your armor
Speed. Your base walking speed is 25 ft.

Darkvision. You have darkvision to 60 ft.
Tinker. You master artisan's tools related to mining and weaponry and know how to wield mining apparati.
Starting Equipment. In addition to your class's starting equipment, you may choose to additionally wear Felrug's Armor. It has an AC of 18, and gives resistance to fire and poison damage.
Languages. You can speak Gnomish.
Epic Racial: You have immunity to fire and poison damage, as well as resistance to bludgeoning damage.

Svirfneblin

Deep gnomes are the pragmatic and grumpy cousins of the gnome race. The Underdark, where they live, is full of dangers, which is why their attitude is so dark. They endure these difficulties because it also holds loads of treasures. Their favourite ore is ruby.

Hidden but Homey. Svirfneblin protect their enclaves with labyrinthine tunnels, traps, and armed guards. Inside, however, it is well decorated and lighted, as deep gnomes strive to make the place comfortable.

Community. They are very open and community-oriented, meaning their houses don't have doors or window coverings. The rooms are sparsely furnished, and beds are hammocks strung up against the walls.

Ability Score Increase. Your Constitution score increases by 1.
Age: You live up to 350 years.
Speed. Your base walking speed is 25 ft.
Darkvision. You have darkvision to 60 ft. You can discern colors in darkness.
Stonetinker. You know stoneworker's tools and mining apparati.
Languages. You can speak Gnomish.
Epic Racial: You may cast *Leomund's tiny hut* once between rests, and have resistance to bludgeoning damage.

Rock Gnomes

To rock gnomes, life is a combination of scavenger hunts and periods of bold experimentation. They go in the mine, find some ore or other, and find out what to invent or create with it.

Creating. Gnomes create practical and/or beautiful stuff, but all of this is simply for the cause of creating. Their life is a constant experimentation, and they live it out fully.

Clockwork. Some of their greatest inventions are clockwork - automated machines that can perform various tasks. They often trade these with other gnomish burrows, mainly forest gnomes, to get food so they can concentrate more on creation.

Tunnel View. Once a rock gnome has an idea, they won't let it go. They will work on it, day and night, ignoring everything else until they get it done.

Ability Score Increase. Your Intelligence score increases by 2.
Age: You live up to 400 years.
Speed. Your base walking speed is 25 ft.
Tinker. You master all artisan's tools.
Languages. You can speak Gnomish, and two other languages of your choice.
Epic Racial: Your Intelligence score increases by 4, and may exceed 22, but not 30.

Empiral Gnomes

Empiral gnomes are much more slender than most gnomes, looking more like humans in miniature than gnomes. They're a mix between human and gnomish attitudes.

Makers of Gnomish Empires. From their human side, empiral gnomes have a habit of forming large states. Usually, gnomes meet gnomes from other burrows only for trade, but empiral gnomes sometimes take all these spread out burrows and place them under a centralized government.

Slaves of Greater. Due to their similar but smaller appearance to humans, empiral gnomes are the most common to be found in servitude of humans.

Ability Score Increase. Your Intelligence score increases by 1.
Age: You live up to 350 years.
Speed. Your base walking speed is 30 ft.
Size. You stand between 4 and 5 feet tall. Your size is medium.
Leadership. You have proficiency in Heroism saving throws, as well as two from Persuasion, Investigation, or Intimidation.
Starting Equipment. In addition to your class's starting equipment, you may choose to additionally wear Felrug's Armor. It has an AC of 18, and gives resistance to fire and poison damage.
Languages. You can speak Gnomish.
Epic Racial: You have become very fluent at convincing others. Your minimal roll on a d20 when trying to influence others is 13, and you have advantage on saving throws against being inluenced.

Plain Gnomes

Plain gnomes are quite an oddity in humanoid races in general. They have many celestial characteristics, pointing to their origins.

Wide-Known Characters. Wherever a plain gnome was, everybody knows her. They have some kind of

very open and easy-to-know attitude. They like everyone and everything, be it a great villain or hero of good.

Celestial Origin. At one point, gnomes went to a celestial plane and came back as plain gnomes.

Odd Looks. Whatever gender they may have, plain gnomes look like smallish human females of extreme beauty, with golden hair and pale yellow skin.

Three Genders. Plain gnomes have three genders: female, bimale, and male. Each of these is referred to as she, as they look female. They are attracted to only one other gender: males to bimales, bimales to females, and females to males. They are rarely fertile, but when they are, they are overcome by lust. After a mating, in which all three genders come together in a complicated ritual, they split ways again, each growing a new child. Bimales carry females in their belly area, females grow a bulge on their back for a male child, and males grow bimales in separate eggs that they usually carry wherever they go, connected to the egg by a fleshy band. Children become grown-up at age two.

Ability Score Increase. Your Wisdom, Intelligence and Heroism scores increase by 1.
Age: You live up to 500 years, and are born as a smaller version of an adult.
Speed. Your base walking speed is 30 ft.
Size. You stand between 4 and 5 feet tall. Your size is medium.
Darkvision. You have truesight to 60 ft.
Celestial Rest. Instead of resting for the total amount of time prescribed for a rest, you may meditate for half that time and gain the same effects.
Languages. You can speak Gnomish and Celestial.
Epic Racial: Your Wisdom, Inetelligence and Heroism scores increase by 1.

Crungers

They're the exception of the whole gnomish race. Nobody knows where they came from, how they even came to exist, and how they're related to other gnomes. They're just there and they're gnomes, although they don't even remotely look like them.

Abyssal Monsters. In 71 OW, the entire people of crungers left the abyss, from whence they originated, and settled the island of Crungia, immediately waging war on all creatures around.

Demonic Looks. Although they aren't demons, crungers look like nightmares. They have reptilian faces, muscular purple bodies, and tails they can wield as morningstars. Some of them are even born with wings.

Ability Score Increase. Your Constitution and Strength scores increase by 2.
Age: You live up to 100 years.
Speed. Your base walking speed is 30 ft.
Size. You stand 5 feet tall. Your size is medium.
Languages. You can speak Gnomish.
Epic Racial: Your HP maximum increases by 15.

Organisations

Most of the time, gnomes stay in their burrows. However, occasionally, they band together to create large states - often under the leadership of empiral gnomes.

Errug Empire

In Bolmeranda, empiral gnomes tied various burrows, mainly hill, forest and rock gnomes, under their rule.

Mines as seats of Power. The currency being rubies, mines equal power in the Errug empire. The largest felrugneblin mines are also the seats of power of the empiral rulers.

Feudal State. Organized feudally, the Errug empire is largely self-governed by its various nobles, which are mainly, but not exclusively empiral.

Rovnid Royals

Svirfneblin and felrugneblin in the Underdark allied together, mainly as a trading alliance.

Blindgenstone. The trading center of this empire was Blingdenstone, a large city.

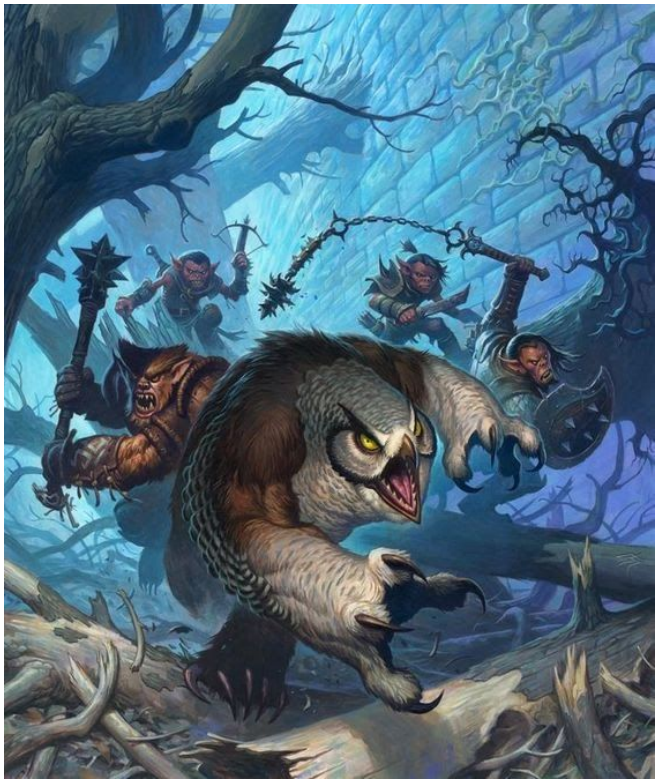
Victim to Drow. The alliance eventually fell to drow armies, scattering the deep gnomes into isolated burrows all over the Underdark and scaring the hill gnomes back into their surface realms.





Goblinoids

**ca. 20'000 b. OW*



This is a large family of creatures. They comprise three distinct subraces: goblins, hobgoblins, and bugbears. They are a very varied family, but when grouped together they are an efficient and strong fighting force working well together. All have fur and pointed ears as well as sharp teeth, the characteristics of goblinoids. From then on, they're all different.

Genus of Pointed Ears. Goblinoids are part of the Elvenkind class. They are humanoids.

Maglubiyet, the Conquering God. The central deity of the goblinoid pantheon is Maglubiyet, a deity residing in Acheron. He's the uniting force of goblinoid hosts: he stiffens the spine of scared goblins, awakens bugbears from their lazy slumber, and sets the pace of hobgoblin legions. He takes three races and unites them into one. He is generally used by the warlord of a host to unite his soldiers and keep them together.

The Clan and the Host. In natural form, the three goblinoid races live in separate groups. Goblins form small villages, bugbears dig pits to sleep and roam the land in families, while hobgoblins form small battalions and raid villages, living in tents they stole. However, when two such goblinoid groups meet, they know it was Maglubiyet's hand that drove them together. They ally and build a fortificated village. As time goes on, they might split apart, or gain more troops as other groups join them. If a particularly witty and powerful goblinoid, usually a hobgoblin, then takes power, he forms a clan, and adopts a title (their names vary always) as ruler of it. If clans ally together, by mutual accord of their rulers more than by the hand of Maglubiyet, they form a host, and strike terror in the hearts of surrounding civilisations. If vast expanses of land are conquered with many clans spread over it, empires are formed by the strongest of the leaders - such as the Trensandor Empire.

Physteus, God of Good. In his massacre of the goblinoid pantheon, Maglubiyet missed a few - including Physteus, earlier god for good hobgoblins. He remained thereafter quite forgotten, except for small spread-out outsiders, usually goblinoid paladins who revered him. In the early Orc Wars, his followers banded together and took an oath for him - the Oath of Goblinoids. Their goal is to turn goblinoids to the good side. They had hardly any impact on the world at large, however.

Races

The goblinoids comprise three common races. Various mutations also exist, caused by magic generally. They rarely are seen in hosts, as they prefer forming small clans of their own.

Hobgoblins

They're the organized backbone of any host, and also its main striking force. Guided by honor and martial precision, they form the armies that smash empires. War is their lifeblood, and disgrace is worse than death.

Brutal Civility. Hobgoblins hold themselves to high standards of honor. Punishments for infractions of the law, whatever it is, are brutal and merciless. They have no appreciation for beauty or art, and their lives consist of farming or building, to advance the community, or killing others.

Implacable Gods. They serve two gods after Maglubiyet, the only survivors of a previously large pantheon. Nomog-Gaeya is a brutal leader, and many believe they must follow his example of an ideal hobgoblin. Bagrivyek is the god of unity and discipline, and sets the base for any hobgoblin society.

Hobgoblin's don't build temples for them, lest they displease Maglubiyet, but they do have small shrines and priests. Nomog-Gaeya's priests wield his favourite weapons, the longsword and handaxe, and usually assist in martial training as well as instructions in strategy and tactics. Bagrivyek's followers carry flails with heads dipped in white paint, and are the police force of some hobgoblin societies. They make judgements about disputes and meditate about honor.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Constitution, Strength, Intelligence and Dexterity scores increase by 1.
Age: You are considered an adult around 20 in age and live up to a century.
Size: Hobgoblins are between 5 to 6 feet tall. Your size is medium.
Speed. Your base walking speed is 30 ft.
Darkvision. You can see up to 60 feet in darkness.
Martial Training. You are proficient with two martial weapons of your choice.
Great Parry. From third level on, you can use the Parry reaction once per turn without using your reaction.
Languages. You can speak Goblin and either Elvish or Common.
Epic Racial: You can increase two abilities of your choice by 1, or one by 2.

Goblins

Goblins occupy an uneasy place in a dangerous world, and they react by lashing out at any creatures they think they can bully. Cunning in battle and cruel in victory, goblins are fawning and servile in defeat, just as in their own society lower castes must scrape before those of greater status and as goblin tribes bow before other goblinoids.

Beast Masters and Slave Drivers. Goblins are weak and often dominated by other races. This results in them trying to dominate whatever they can. They're often found to keep beasts, such as worgs or giant bats, as companions, pets and war beasts. They also make slaves out of whatever weak humanoids they can find.

Family. Pure-goblin society is rigidly structured. There is hardly any social mobility, as those in higher castes strive to keep their power by not sharing their knowledge and skills. There are four castes: Lashers (the "nobility" of goblins, those with important skills), Hunters (skilled in combat but nothing else), Gatherers (they gather any foodstuffs and prisoners in traps) and Pariahs (doing the worst jobs or supervising slaves doing them).

Khurgorbaeyag. The only surviving goblin god is Khurgorbaeyag, the Overseer of All. The cruel god drives his followers to be masters of others - only by wielding the whip can you escape its lash. His symbol is a yellow-and-black striped whip, and the bare knowledge of knowing how to fabricate one can easily elevate a goblin to master lasher caste. This secret is therefore closely guarded by the family that knows it, and used excessively on other goblins and slaves.

Booyahgs. Goblins rarely encounter magic, and to them all magic is booyahg. If one of them becomes any kind of magic practitioner, which is extremely rare, he quite quickly becomes lasher.

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.
Age: Goblins reach adulthood around 8 and live up to 60 years.
Size: You are between 3 and 4 feet tall. Your size is small.
Speed. Your base walking speed is 30 ft.
Darkvision. You can see up to 60 feet in darkness.
Nimble Escape. You can take the Disengage, Dash or Hide action as a bonus action.
Sneaky Killer. You deal an additional 1d6 damage when you hit an attack on which you had advantage. This becomes 2d6 when you reach 8th level, and 3d6 when you reach 16th.
Languages. You can speak Goblin.
Epic Racial: Your Dexterity score increases by 2.

Bugbears

Bugbears rely on stealth and strength to attack, preferring to operate at night. However, they are quite lethargic and lazy.

Bursts of Brutality. Most of the time, bugbears doze and rest. They can easily bully or steal to account for their needs. Whenever a superior force puts them in subservience, they try to flee whether than work or confront the foe. Even in clans or hosts, they often have to be roused from naps and bribed to do something.



This does not give a clue, however, about their terrible ferocity and brutality. For short periods of time, they can become ruthless and savage enemies.

Gangs. Bugbears are quite rare compared to other races, and therefore operate in small familiar groupings, much like gangs, when they aren't involved in a clan.

Malevolent Gods. The bugbears have two remaining gods: Hruggek, a ferocious fighter, and Grankhul, the younger brother, gifted with stealth and eternal vigor. The pair of them fight together all over

the plains. The only reverence to them the bugbears make is by severing heads and sticking them on poles, as a trophy for Hruggek and a symbol for vigilance for Grankhul.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d10 per character level
Ability Score Increase. Your Strength score increases by 3, and your Dexterity by 2. Your Wisdom is reduced by 1.
Age: Bugbears reach adulthood around 16 and live up to 80 years.
Size: You are between 6 and 8 feet tall. Your size is medium.
Speed. Your base walking speed is 35 ft.
Darkvision. You can see up to 60 feet in darkness.
Long-Limbed. You may increase your reach with melee attacks by 5 feet.
Sneaky Killer. You are proficient in the Stealth skill.
Surprise Attack. If you surprise a creature and hit it with an attack on your first turn, you deal an additional 2d6 damage of the weapon's type.
Languages. You can speak Goblin.
Epic Racial: Your Surprise Attack damage becomes 2d12, and you can double your proficiency bonus on Stealth checks.

Aulin

Odd magical mutations, these creatures live spread out all over the uninhabited coasts of the Material Plane and Waterlond.

Masters of Water. Aulins have an innate ability to move and transform water.

Coastal Inhabitants. Aulin settlements are often huts in goblin style build on poles in lakes or rivers, and sometimes the coast. They are rarely more civilized, although some Aulin cities do exist.

Water Tongue. Aulins speak Aulin, which consist of odd slurping sounds coming from within their bodies.

God of Water. Aulins venerate one deity called Bliddoop, originally a bastard giant god who took up the Aulin people, or maybe created them in the first place.

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.
Hit Dice: 1d6 per character level
Ability Score Increase. Increase your Wisdom score by 2, and your Heroism score by 1.
Age: Aulins live up to 200 years.
Size: You are between 3 and 4 feet tall. Your size is small.
Speed. Your base walking speed is 30 ft. You also have a swimming speed equal to your walking speed.
Watervision. You can see up to 60 feet in water, no matter what its murkiness.
Liquid Nature. Aulins can survive up to a week by drinking ten liters of water. However, whenever they spend time in a dry environment, they must make a Constitution saving throw with a DC of 10+the amount of hours spent without drinking water, or gain a level of exhaustion. If they die through this, they dry up and evaporate.
Scalding Splash. You can throw boiling water at a creature, dealing an automatic 1d6 fire damage. The water then evaporates.
Waterspell. You can freely change the temperature of water within 10 feet of you. It cannot become warmer than 60° and colder than 0°.
Languages. You can speak Aulin.
Epic Racial: Your Heroism score increases by 3.

Grotto Hobgoblins

Generally known as chieftains of cavern dwarves, these slender and pale hobgoblins are commonly found leading tribes of cavern dwarves.

Friends of the Caverns. In some unknown way, hobgoblins must have been isolated from their clan and befriended tribes of friendly midgets. These weak creatures must have a powerful creature to lead and protect them, and a hobgoblin is perfect for this effect.

Darkness Used. Grotto hobgoblins have lived in darkness for so long they have become adapted to the lack of food and sunlight. They are slender and weak, but quite agile. Their fur is pale and they have limited darkvision.

Family Isn't. Adapted to the life of midgets, grotto hobgoblins live with their small groups of followers cut off from everything else in small caves. Grotto hobgoblins are andrgynous: if two groups of midgets meet, their leaders might mate. This takes a week. Afterwards, they part ways again, and both bring a new young to life, which will leave its parent after a dozen years with a part of his midget tribe.

Sand Goblins

Also called Inhabitants of the Sands, these are evolved (probably magically) from goblin families that went to live in the desert.

Sand Villages. Sand goblins build houses out of sandstone, half buried inside the desert. They are diurnal and seem to eat sun rays, and get water from unknown sources. They are a very odd race.

Strong Community. More so than with normal goblins, sand goblins need each other to survive. That is why they don't have a strong division in castes: everyone fends for everyone. Booyahgs do exist, however, and have their special standing in sand goblin society.



Stoelins

This race of elemental-golem mix has two variations, called stoelins and hobstoelins. One is just a more powerful version of the first, but the terms are used to show the connection to goblinoids, which isn't apparent from their animated rock bodies.

Miners and Builders. Since it is known, stoelins operated mines on the Material Plane. Long before the dwarves arrived, stoelins were digging up valuable ores and building massive stone fortresses. Their power was quite unrivaled and they were left in peace.

Stone Speakers. Stoelins have their own language, Stoelin, which they use to communicate between each other. It consists of odd scraping rock sounds coming from within them.

Magical Origin. Most tales talk about a mad wizard who was a fanatic of goblinoids and elementals, who lived in a tower full of goblinoids and stone elementals. His name was Brun-Brin. He is said to have fused goblinoid minds and parts of their bodies to the stone, which created the first stoelins. Their reproduction is nonexistent, meaning he had to have created 1'000 creatures. A difficult feat...

Timeless Creatures. Their origins are unsure and lost in the mists of time, but it is known that they left the Material Plane in 5'000 b. OW, with unknown destination. None were seen after that.

Gods of Stone. Stoelins have two gods. Skrongalrn, portrayed as a towering hobstoelin, is the god of war, and generally followed by hobstoelins who build towers in his name. Skronlargin is the god of art and venerated by stoelins in general by decorating stone.

Stoelin
Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d6 per character level
Hobstoelin
Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d6 per character level

Ability Score Increase. Your Constitution score increases by 3, your Heroism by 1, and your Dexterity decreases by 1.
Age: Stoelins don't age.
Size: Stoelins are goblin-sized and small, hobstoelins are hobgoblin-sized and medium.
Speed. Your base walking speed is 25 ft. You also have a burrow speed of 10 ft.
Everlasting Stone. If a stoelin drops to 0 HP, it is automatically stable and disappears into the ground. Five hours later, it reemerges at full HP.
Unmovable Body. You are immune to poison damage and resistant to slashing, piercing and bludgeoning from nonmagical weapons. However, your HP and HP maximum cannot be changed by spells of 6th level or lower.
Languages. You can speak Stoelin and Terran.
Epic Racial: Your Constitution score increases by 3.

Organisations

Trensandor Empire



The Trensandor Empire was formed in 820 before OW, according to one of the most common forms of time measurement. It survived an immensely long time for mortal kingdoms, namely until Maitreya (or the end of the world), which is around 1'300 years.

Hobgoblin Origins. It started as an alliance of hobgoblin-ruled clans in the Colupan archipelago, and was from then on ruled by a single hobgoblin called Trensandor, as would be expected.

Power. From the start on, the empire was a very powerful military force. As the whole state was geared towards the legions, this is no surprise. They had strong para-naval fleets as well as well-ordered hobgoblin legions. Their armies were often bolstered with giants acquired through various deals, and they also had the legendary 128th Battalion - an elite unit of hobgoblins which struck a name for themselves through the ages.

Pivotal Role. Hidden Trensandor fortresses were spread all over the Material Plane, and some outposts reached even into the Outer Planes. This wide spread caused them to be involved in many conflicts. A multitude of human states was at least partly ruled by Trensandor, and their military power caused them to be of great importance in quite some wars.

Human Auxiliary. In 228 OW, the current Trensandor made an elite troop out of human slaves he had acquired in Intralu, empowering them with magic through drow priestesses. These became professionals in the killing of dwarves, who were everyone's major enemy then.

Gschondor Empire

Founded in 2'543 b. OW and lasting until 775 b. OW, the goblin-ruled empire was one of the wickedest manipulators in Ochebana's history.

Goblin's the Boss. The Gschondor was originally a huge goblin realm, spread across the icy wastes of Litchy's extreme north. Manipulative from the start, they became counselors of many hobgoblin clan chiefs around their realm. They managed forging an alliance between all these warlords-with them on top.

Ruled by the Community. The top Lasher caste were communal rulers, in contrast to goblin's usual autocracy. The government consisted usually of around a hundred goblins, and this meant enormous control and hardly any plots of miscontents for the empire.

Merchants. The Gschondor were able merchants, and used hobgoblin ships marvelously to use their skills. Even countries with which they waged war traded with them.

Bromalnor Empire

The bugbear empire was founded in 11'549 b. OW, by the very first goblinoid settlers of the Material Plane. The empire ended with the growth of human empires, which spilled human armies and orcish refugees into their territory.

Brutal Past. The goblinoids coming from the Inner Planes had no wish for a stable government, it was all about the strongest. The hobgoblins were too distraught to form a cohesive force, so the powerful bugbears took power upon themselves, making for a brutal and warlike empire, even for goblinoid standards. Along halfway through the empire's lifetime, the hobgoblins had cohesive enough generals to kill off the reigning bugbear and take power instead, but they were just as brutal and almost as dim-witted as their predecessors.

Orcish Qualities. From their founding on, the Bromalnor were surrounded by orcs, and violence was very common within their own people. They did not take the time to become civilized, intelligent, or use military tactics. They had basic units, such as hobgoblin legions, but drove them into battle just like an orcish warband, leading to a simple contest of power with orcs. This went well only until the enemy was as powerful, or mastered strategy - which eventually happened.

Goliath

**29'851 b. OW*



Lesser Stone Giants. Legend has it that long ago, in the Thousand Years War between dragons and giants, a large clan of stone giants entered dragon territory. They were defeated, but retreated to great mountain peaks and built an enclave there, named Grakk'Norm, where they lived undisturbed for millenia. However, all their descendants sprung from the single surviving giantess: Mill'Unia. Through these many, many years of incest, the giants reduced in size and power, becoming the race of goliaths. As the Draconic Order fell, many goliaths left Grakk'Norm for other mountain peaks, to form clans of their own.

Spread Far and Thin. Goliath enclaves exist beyond Oshmondu. Of course, most enclaves are built on the Maerwatch and other intralian mountains. However, some exist on Balantic, Chutapan and Bao-Mou, and even Bolmeranda, to the far east.

Rigid Honor. Goliaths believe in fair play and justice before everything else. They do not let friends down, and fight for their ideals. However, they consider something a friend only if it is powerful enough to match the great goliaths.

Reverers of the Clan Mother. All goliaths place a single god before all others: Mill'Unia, the clan mother. She was the one giantess that gave birth to all giants that lived on in Grakk'Norm, and therefore the common mother of all goliaths. After her death, she became a kind of lesser god, and made sure that Grakk'Norm stayed hidden from all creatures to weak to dare see the great fortress.

Survival of the Fittest. To goliaths, only the strong survive. That is why, as soon as a clan has established a great enclave, part of it splits off in search of new, taller mountains to build upon. This constant drive for strength results in many dead, and explains why goliath fortresses are still so rare. Goliaths carry this idea over to other races: if others aren't strong enough in their eyes, they will absolutely ignore them with hearts as cold as mountain stone, or kill them as they believe is right.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d12+Const. mod.
Hit Dice: 1d10 per character level
Ability Score Increase. Your Constitution and Strength scores increase by 2, and your Heroism by 1.
Age: Goliaths enter adulthood around 18 and live 150 years.
Size: They stand between 7 to 8 feet tall. Your size is medium.
Speed. Your base walking speed is 30 feet.
Mountaineer. You have proficiency in Athletics, and have advantage on checks made to climb or otherwise brave mountains.
Stone's Endurance. When you are dealt damage, you may roll a d12 and add your Constitution modifier to it: reduce the damage dealt by this amount. You must rest to use this ability again.
Languages. You can speak Giant and maybe Dwarven.
Epic Racial: Your Stone's Endurance increases to 2d12, and you may use it thrice between rests.

Halfbloods

Whenever the member of one race produces children with that of another, then the child belongs to neither - it's a halfblood.

Races

Halfbloods aren't a race, but a term encompassing all children of mixed heritage. Here, they are listed each as a separate race.

Half-Elf (Myrrman)

Whenever an elf produces offspring with an elf of a different subrace, the child is a mixture of the two parents, with some of the abilities of one subrace and some of the other. These are named Myrrsilvi. However, elves are also capable of producing offspring with humans, in which case a Myrrman is produced.

Accepted, but Outside. A half-elf is generally seen by elven society as the result of a mistake and kept to the fringes. In most human societies, however, half-elves are gladly embraced and accepted, although they are still sometimes treated as something alien.

Child of Two Races. In contrast to Myrrsilvi, Myrrman don't have a mixture of the biological traits of its parents. A half-elf has a human stature, with pointier ears than normal and a faint skin shade similar to that of its elven parent. It usually keeps elven eyes, and its hair is typically human. Its abilities, meanwhile, are proper to none of the two races: they're those of a half-elf.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d6 per character level
Ability Score Increase. Your Intelligence and Dexterity increase by 1.
Age: You may live up to two centuries, before dying of old age like a human. You do go through the phases of an elf's growth, but at much greater speed and with less strong effects.
Size: You are as tall as a human. Your size is medium.
Speed. Your base walking speed is 30 feet.
Darkvision. You have darkvision to 30 feet.
Fey Ancestry. You have advantage on saves against being charmed.
Skill Versatility. You gain proficiency in two skills of your choice.
Languages. You can speak Common and Elvish.
Epic Racial: Your gain expertise in a skill of your choice.

Half-Dwarf (Grrugo)

A gnome and a dwarf might mate, producing a gruggo - a sterile half-dwarf.

Accepted. A gruggo is welcome in both dwarven and gnome society, as a slightly odd character but nevertheless one to be friendly with.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d6 per character level
Ability Score Increase. Your Constitution and Wisdom scores increase by 1.
Age: You mature around 10 and live 150 years.
Size: You are between 3 to 4 feet tall. Your size is medium.
Speed. Your base walking speed is 25 feet.
Darkvision. You have darkvision to a range of 60 feet.
Dwarven Blood. You are resistant to poison damage and have proficiency in Constitution saves.
Gnome Blood. You gain proficiency in one skill of your choice.
Languages. You can speak Gnomish and Dwarvish.
Epic Racial: You are immune to poison damage and gain proficiency in two skills of your choice (or expertise, if you choose a skill you're already proficient in, or twice the same one).

Half-Hobgoblin (Hakze Humm, Hakz'Silv)

Interbreeding between hobgoblins and elves, as well as humans, is possible. The result is a half-hobgoblin, called Hakz'Silv and Hakz'Hum respectively. These are very infertile and can produce children with elves, humans, and half-hobgoblins, but have great difficulty in doing so.

Outcast and Admired. In elven society, a Hakz'Silv is looked upon as a disgusting thing and to be killed quickly. Within goblinoid realms, though, the intelligent and wise version of hobgoblin often rises to positions requiring a sense of strategy and leadership. He might be occasionally called impure, but is generally admired.

Dreary Lives. Hakz'Humm have a hard life in goblinoid realms. They are seen as goblin-level creatures and often relinquished to menial labor. Civilized humans sneer upon a Hakz'Humm and laugh at its human parent, whilst those living in rougher lands appreciate the help of a more powerful, better adapted, and still quite human companion.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level



Ability Score Increase. Your Intelligence score increases by 2, and your Strength and Dexterity increase by 1.
Age: Hakz'Humm mature around the age of 20 and live up to 80, whilst Hakz'Silv mature at the same age but live two to three centuries.
Size: You are between 5 to 6 feet tall. Your size is medium.
Speed. Your base walking speed is 30 feet.
Darkvision. You have darkvision to a range of 60 feet.
Bite Through. You can choose to ignore one level of exhaustion for an hour. At the end of the hour, you gain another level of exhaustion.
Languages. You can speak two languages of your choice.
Epic Racial: Whenever you use your Bite Through ability, you can attempt a DC 14 Constitution save to not gain a level of exhaustion at the end of the hour.

Half-Orc (Urk'Hakz)

An orc might mate with a hobgoblin, resulting in the sterile Urk'Hakz. These are highly hormone-driven, aggressive creatures that oddly attract members of either race.

Continuous Rage. A Urk'Hakz is a dangerous creature to approach, as it is likely to randomly lash out and kill others.

Outcast. Neither orcs nor hobgoblins can use Urk'Hakz. Sometimes, they are kept to batter enemy front lines before moving in, or as an exotic and dangerous pet, but that's the extent of their inclusion into society.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Strength, Heroism and Constitution increase by 2; your Intelligence and Wisdom decrease by 3.
Age: You mature around 8 years of age and live up to 40.
Size: You are between about 7 feet tall. Your size is medium.
Speed. Your base walking speed is 30 feet.
Darkvision. You have darkvision to a range of 60 feet.
Rage. You deal additional damage on your attacks equal to your Strength modifier.
Wounded Fury. Whenever you take damage, you must make a Wisdom saving throw with a DC equal to the damage taken. On a fail, you're furious, attacking the nearest creature to you and doubling your *Rage* damage. You may attempt the save again at the start of each of your turns, adding 5 to your roll for each consecutive failure.
Languages. You can speak Orcish and Goblin.
Epic Racial: You can double your *Rage* bonus.

Hamadryad

Deep in the wild woods, hidden inside the trees, live the odd fey mutations - the hamadryads.



Born of the Fey. Most people know that in fey-touched woods, dryads thrive - odd entities attached to trees. These are fierce creatures, ready to destroy for the future of their copse of trees. Playful fey also toll around the woods, joyfully giving the forest this famous life. Hamadryad stand at a middle ground - part flesh, part wood.

Twin Aspects. Born from nature's many faces, hamadryad present themselves in two faces - the fierce and the gentle.

Broken Bonds. Hamadryads grow up as trees in a feminine humanoid shape, slowly growing taller, but no greater than 7 feet. They only come to life when their copse of trees stands in great danger or is even destroyed - then, they erupt out of their roots, mesh wood and flesh, and strike out at their opposers. If their group of trees remains, they will stay there and stalk their shadows, looking for new destroyers to fend off. If their trees were destroyed, which happens most of the time when a hamadryad is awoken, they strafe the world, often searching for revenge or a new paradysic home to protect.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Age. As odd as the oak trees from which they sprung, hamadryads sometimes live only for a few dozens of years - and others, for millenia. Their life as an unawoken tree can last up to a millenia by itself, before the tree dies off and decomposes.

Size. Hamadryads are usually between 5 and 6 feet, but may be 7 feet tall. Your size is medium.
Speed. Your base walking speed is 25 ft.
Ability Score Increase. Your Heroism, Wisdom and Constitution scores increase by 1.
Forest Walk. You can cross forest-based natural ground without suffering from difficult terrain.
Oaken Rest. You don't sleep. Instead, you take root in a place with natural soil where a small tree could go, and take root to transform into a feminine-looking tree, as if you were still unawoken. In this position, you are still aware of your surroundings, and have darkvision to 60 feet. After four hours of resting in this way, the effects of a long rest apply to you.
Languages. You know Sylvan and may speak Elvish.
Epic Racial. If a creature disturbs you whilst you are resting, you have advantage on attack rolls against the creature for two rounds, dealing an extra 2d6 damage on damage rolls.

Human

**13'467 b. OW † 458 OW*

There are many variations of humans, but all resemble each other. They don't have any notable variations from the norm, such as aquatic humans. All are humanoid mammals, with the same general characteristics.

Seen by most other races, humans are young and fretty creatures, as they are quite short-lived. Perhaps it is because of their shorter lives that they strive to create as much as they can in the years they are given, or they want to prove to the other races they are also powerful conquerors and builders. Whatever their drive, humans are the innovators, achievors, and creators of the Material Plane.

Genus of Humanity. Humans form their own class. They are humanoids.

Large Variety. Humans are some of the most ambitious and adaptable of the common races. They had widely varying customs, tastes, and morals across the various cultures they created. And although an individual might have a short lifespan, cultures, trends and traditions survive the aeons and their origins are often lost far in the past.

Ambitious Creatures. Humans generally are a very ambitious race, some even more than others. They seek to win wealth, glory and fame, and impress their fellows. More than other races, humans generally favour cause above territory or groups.

Terminated before Maytreia. The human race, in contrast to most other "common" humanoids, did not survive until the world ended. It was eradicated by 458 OW.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d6 per character level
Ability Score Increase. All your Ability scores increase by 1.
Age: You are considered an adult around the age of 16, and may live up to 70 years.
Size: Your size is an average medium.
Speed. Your base walking speed is 30 ft.
Languages. You can speak Common.
Epic Racial: You gain proficiency with two skills of your choice and may speak an additional language.

Subraces

There are four widespread human races. They are generally evolutionary adaptations to the environment, although they could be found all over the Material Plane from 400 b. OW on.

Denisites



These are white-skinned, blonde humans with blue eyes. They came, originally, from northern reaches, such as Litchy. They're one of the rarest races of humans, except in certain regions where they outnumber any others.

Generally the rulers of human groupings, they also often oppress other subraces.

Naval Prowess. You know how to drive ships.
Merchant. You have proficiency in one Heroism or Intelligence ability.

Sorroln

Often called Savages by the Denisite and Continental races, these black-skinned humans make up the lower masses of human society. Rarely having states or servants of their own, they often form the farming and labouring communities of empires - not even worthy of fighting.

They probably originated from especially warm and sunny areas.

Oppression: You have advantage against checks made to influence your mind.
Fighters: You have proficiency in simple weapons and crossbows.

Continentals

They're the bulk of humanity. They're white-skinned and have brown hair and eyes. Found mainly in many central zones, such as Balebu, they are truly everywhere. They have quite a large sexual segregation, partly due to the fact women almost always give birth to twins and are generally stuck at home.

Oppressors: You have advantage on intimidation checks.
Fighters: You have proficiency in simple weapons and a martial weapon of your choice.

Chonlins

Yellow-skinned humans, they are extremely rare and very widespread. They have an intuition for combat, and are elite warriors.

Fighters: You have proficiency with simple and martial melee weapons.

Northerner

These humans look just like denisites, but with slightly more slender and curvy forms. They live

hidden in icy cold realms such as Balantic or Ancetartic.

Icy Bodies. You body temperature is around 3°. You are immune to cold damage.
Sustenance of the Cold. You hardly need any food to survive, and can eat snow and even ice to sustain yourself.
Warmth Fragility. You fare badly in normally-tempered or warmer climates, often having to hide from the sun and going out at night.

Sandmen

The sandmen live in dry deserts, coming out at night to hunt and drink. They are very territorial and will ruthlessly kill any trespassers. They have dark brown skin and black hair, with red or black eyes.

Drylander. You Constitution and Heroism scores increase by 1, and you have resistance to fire damage.
Easy Sustenance. You can survive on very little food and water.

Organisations

The humans founded various empires over their existence. Some of the most famous ones are listed here, but a multitude more existed.

Denise Empire

This very succesful human state originated around 400 b. OW and ended 425 OW with the creation of the State of Humanity.

Merchants par Excellence. Founded originally by merchants, the naval power Denise was a great merchant nation, dealing with most western human states, as well as other races.

Ruled by Marshalls. Denise government, for a large part of its existence, was governed by three marshalls: one for the army, one for police forces, and one for civilian affairs, who was also the main marshall.

Dark Times. Denise repeatedly sunk into necromancy, with powerful necromancers ruling the masses. They were also good-minded, however, often having fair and good willed rulers.

Ochebana Empire

Founded in 620 b. OW, this state made it into 228 OW before falling prey to its own system.

Powerful Military. The Ochebana Empire was the one to have the largest standing army in human history. It was used for war, but also to keep the state up.

System of Inequality. Through its complete existence, the Ochebana empire oppressed the fairer gender, regularly using women as slaves and keeping them from holding any position whatsoever. The same was performed on people of different race - be it dwarves or black-skinned humans.

Riddled with Revolutions. To to this extremely unfair system, the military state regularly suffered revolutions, which upset the country greatly. In 228 OW, it finally succumbed to one of these revolutions.



Kenku

**420 b. OW*

Kenku are small, wingless humanoids.

An Ancient Curse. Long ago, the kenku were servants of a powerful master. They betrayed that master, trying to steal a valuable object from it. The master discovered this, and cursed them thrice. They lost their beloved wings, becoming bound to the earth. The spark of creativity was torn from their souls, since it had served to plot against the master. Finally, the master took away their voices. Since then, the kenku aimlessly wander Oshmondu, looking for some trickery to commit.

Trickery and Plagiarism. Most kenku live in gangs within a greater city. They have an innate ability to mimic voices, tricking people into ambushes with it. They are usually low-class bandits and thieves, often working under a crime boss of another race because they have lost their ability to plan or think well.

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Age. Kenku reach adulthood around 12 years of age and live to 60.
Size. They stand around 5 feet tall. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Ability Score Increase. Your Dexterity increases by 2, and your Wisdom score increases by 1.
Expert Forgery. You can duplicate other creature's handwriting and craftwork.
Kenku Abilities. You are proficient in two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.
Mimicry. You can mimic sounds you have heard, including voices.
Languages. You know Auran and the language most common where you reside, but can only speak through the Mimickry trait.
Epic Racial. You can easily discern if an item is forged or faked, and see through attempts of lying or deception.

Kut'ashqua

**22'319 b. OW*



Unknown Roots. Even though kut'ashquas have ancient origins, they have been present in Oshmondu for no longer than since 118 b. OW. They had a rich past, originating from perverted rituals and becoming an advanced technological empire, before being driven over Bolmeranda to Oshmondu.

Catlike Forms. Derived from their roots in wild cats, kut'ashquas are very nimble humanoids, with facial features similar to that of cats. Their odd and playful personalities perfectly reflect these roots.

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Age. Kut'ashquas are adult around the age of 4, and quickly reproduce, usually producing four to six children at once. They live up to 50 years.
Size. They stand between 6 and 7 feet tall. Your size is medium.
Speed. Your base walking speed is 35 feet.
Ability Score Increase. Your Dexterity increases by 2.
Nimble Escape. You can take the disengage and dash action as a bonus action.

Cat's Dexterity. When calculating fall damage, you can reduce 10 feet to the theoretical distance you fell.
Languages. You know Shrakaqua, the kut'ashquan tongue, and an additional language fitted to your environment (usually Sylvan, Elvish or Common).
Epic Racial. You may increase your Dexterity score by 2, and it can total up to 30.

Kuo-Toa



Fanatics. The fishfolk always have a "god" to venerate. And even though they have two of their own, often their adored are simply more powerful creatures - or just figments of their imagination, which sometimes come to life.

Caverealm Natives. The kuo-toa originated from some disgusting source in the Caverealm, maybe even at the calling of their gods. Since then, single tribes have spread far and wide, occasionally bringing their madness to places beyond even the Outer Ring.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Age. Kuo-toans are birthed in spawning pools and spend the first year of their life there. They are then considered adults and live up to 50 years.
Size. You stand around 5 feet tall, and your size is medium.
Speed. You have a walking speed of 25 feet, and a swimming speed of 40 ft.
Ability Score Increase. Your Heroism score increases by 2.
Enhanced Darkvision. You have darkvision to a range of 60 ft.
Slippery Skin. You have advantage on trying to escape a grapple.

Spit of Salt. As an action, you can spit at an exposed surface of skin. Roll a d attack against the enemy's dAC. If you hit, the target takes 1d8 poison damage, and must make a DC 15 Constitution saving throw or be poisoned for a minute.
Languages. You know Kuo-Toa and another language you might have commonly heard.
Epic Racial. Your Spit of Salt now deals 2d12 damage. Additionally, you may increase two of your ability scores by 1.

Lizardfolk

Lizardfolk live far from the settlements of other races, preferring to form their own small tribes away from the tumult of others.



Saurial Descendants. A long time ago, the race of the saurials was split. A group of fangbiters disappeared in the End Wood of Bao-Mou, evolving into Lizardfolk. Since then, they have spread to many forests and hidden spots, leading a tribal hunter-gatherer life.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d10 per character level
Age. Lizardfolk reach adulthood around age 12 and can live to be about 60.
Size. Lizardfolk stand 6 to 7 feet tall and average about 230 pounds. Your size is Medium.
Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.
Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.
Bite. Whenever you hit an enemy with a melee attack on your turn, as a bonus action you can make a melee attack against the same enemy. On a hit, the target takes 1d6 + your Strength modifier as piercing damage. You are always considered proficient with this bonus attack.
Hold Breath. You can hold your breath for 15 minutes.
Natural Armor. You have tough scales that repel harm. When you aren't wearing armor, your hAC is 14 + your age divided by 10. You can use your natural armor to determine your Armor Class if the armor you wear would leave you with a lower Armor Class. A shield's benefits apply as normal while you use your natural armor.
Sneaky Survivalist. You are proficient in both the Stealth and Survival skill.
Languages. You can speak, read, and write Common and Draconic.
Epic Racial. You gain a +3 bonus to your hAC if you aren't wearing armor.

Marindas

As Ancient as Time. The Marindas were one of the first mortal races to exist, and they built the very first empires after the Thousand Years War, before even the Elvish Empire.

Odd Brothers. The marins, the older of the two races, are squat and powerful. Dadys are thin, literally built on sticks. However, both are made of the same animated wood, and have the same eyes and mouths.

Subraces

There are two Marinda races: marins and dadys.

Marins

Fathers of the Forests. Many legends and some truth point towards the fact that the marins were the ones to spread forests all over the world, at least on Oshmondu.

Calm and Recluse. Their grand empires fell because the marins weren't warlike. After their greater societies were disbanded, they splintered into small groups and lived in hiding, planting and repopulating forests outside of everyone's sight.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d10 per character level
Age. Lizardfolk reach adulthood around age 12 and can live to be about 60.
Size. Lizardfolk stand 6 to 7 feet tall and average about 230 pounds. Your size is Medium.
Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.
Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.
Bite. Whenever you hit an enemy with a melee attack on your turn, as a bonus action you can make a melee attack against the same enemy. On a hit, the target takes 1d6 + your Strength modifier as piercing damage. You are always considered proficient with this bonus attack.
Hold Breath. You can hold your breath for 15 minutes.
Natural Armor. You have tough scales that repel harm. When you aren't wearing armor, your hAC is 14 + your age divided by 10. You can use your natural armor to determine your Armor Class if the armor you wear would leave you with a lower Armor Class. A shield's benefits apply as normal while you use your natural armor.
Sneaky Survivalist. You are proficient in both the Stealth and Survival skill.
Languages. You can speak, read, and write Common and Draconic.
Epic Racial. You gain a +3 bonus to your hAC if you aren't wearing armor.

Dadys

Built on Sticks. Dadys seem to be built on sticks. They are built in a structure called "modular". On top sits the head module, an orthotope with ocular pickups and a mouth that acts as a nutrient absorber. The head is attached to a torso module, a meter-long bar of wood-like material connected to the hip module, another orthotope. Two arm modules are attached to the torso, with basic movement capabilities (it has no joints, however) and a kind of sticky extremity which allows it to wield tools and weapons. Attached to the hips are arm modules serving as legs.

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.
Hit Dice: 1d4 per character level
Age. Dadys live up to 50 years, and are born adults.
Size. You stand 5 feet tall. Your size is medium.
Speed. Your base walking speed is 25 feet.
Ability Score Increase. Your Strength and Constitution scores both decrease by 3.
Weak Build. You have vulnerability to bludgeoning, force, and fire damage.
Parthenogenesis. Once per year, you grow odd spikes on your back. In the end of summer, they fall off and grow into two new dadys within two weeks, which are quite precise replicas of yourself.
Rebirth. When you die, you have a 75% chance of regrowing into two separate but identical dadys within two weeks.
Languages. You can speak, read, and write Dady and Sylvan.
Epic Racial. Your Wisdom and Intelligence scores increase by 1.

Mruggen

4'191 b. OW

Ancient Origin. In 4'191 b. OW, Intralu was Elvish Empire territory. In Dalla-Mythal, the drow matron Lirra Mala'Mar had odd habits - she mated with her dwarven slaves. With one named Burgdir, she had twelve children - assumedly, the first mruggen. As the empire fell and the elves retreated, the mruggen spread over Intralu. They remained there as dwarves came, as humans came, as orcs repeatedly invaded everything. Since their creation, they were an unerasable part of Intralu.

Mating Cycles. Males hibernate for a month in winter, hunt through spring to autumn, and copulate in autumn. Females form groups foraging for food from winter to summer (they don't hibernate) along with their young, then split up during autumn.

In autumn, the male mruggen is overcome by hormones and hunts the woods in search of a female, with which it then copulates. Afterwards, it runs out on its own again. The females often band together, carrying fetuses for half a year before giving birth to twins.

Male mruggen can also copulate with elven or dwarven females (this also works with switched sexes, but typically, none of these races want to chase mruggen), which sometimes causes problems to settlements as ravenous creatures storm over their walls.

One Territory. Since they were born, mruggen have not spread far. They stayed on Intralu, not going further south than the forest of Elanthor. Generally, they prefer grassy plains or forests to hunt and live.

Bloodthirsty. Male mruggen typically hunt alone, whilst mruggen in groups use the same strategy, but as many. Hiding and stealthily approaching a given target, the mruggen runs up to it, bites it, and runs away again, stalking and waiting for the next opening.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d12 per character level
Ability Score Increase. Your Constitution increases by 2. Your Intelligence, Wisdom, and Heroism decrease by 2. You are proficient in Constitution saving throws and the Stealth skill.
Age. As soon as they are born, child mruggen can walk and communicate in grunts. They are nurtured by their mother groups until early autumn, by which time they must have learned to fend for themselves as the mothers separate and abandon the children. They form groups of their own, helping each other out. Only after three years are the mruggen considered adults, and join the yearly cycle after separating from their groups. They live to around 35 years of age.
Size: Mruggen are typically 3 feet tall; your size is small.
Speed. Your base walking speed is 20 ft.
Darkvision. You have darkvision to 60 ft.
Natural Armor. When not wearing better armor, your hAC is 13.
Cold Body. You have resistance to cold damage, and vulnerability to fire damage.
Bloodthirsty. If you can see an enemy within 15 feet of you, you can use your action to move up to the creature, use an attack, and move up to your speed without causing opportunity attacks by any creatures.
Natural Bite. You can use an attack action to attack with your bite, adding proficiency. Your damage is 1d8+your Strength modifier, and the target must succeed on a DC 15 Constitution saving throw or have its HP maximum reduced by 6.
Languages. You can understand Elvish and Dwarvish, although you probably don't speak it. You speak Mruggen, a grunt-language.
Epic Racial: Your bite now deals 2d12 base damage, and reduces HP maximum by 15.

Moving Myconid

Myconids are inhabitants of the Caverealm. They live in their own safe haven, growing fungus and emitting spores happily amongst each other. They don't move much, and hardly any ever go out into the world. However, sometimes, a mutation occurs: through magical influence, one of the peaceful myconids becomes a creature obsessed with travel, with discovering the world. These are quickly exiled, and live a life with no future: they will explore, and eventually die, their corpses withering away into dirt.

Mood. Due to their destiny of being alone forever, moving myconids are often sour and unhappy. They'll go look at anything worth looking at, but they will rarely socialize or acknowledge other's assistance. Some have greater motives; most just wander aimlessly.



Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity decreases by 1.
Age. Moving myconids reach maturity at 4 and can live up to a century.
Size. Myconids range from 4 to 6 feet and weigh 70 to 120 lbs. Your size is Medium.
Speed. Your base walking speed is 20 feet.
Superior Darkvision. You have darkvision to a range of 120 feet.
Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
Infection Immunity. You are resistant to poison, immune to negative effects of spores, and resistant to most diseases.
Pacifying Spores. As an action, you can eject spores at one creature you can see within 15 foot of you. The target must succeed on a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier or be stunned for 1 minute or until it takes damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You regain use of this trait once you have completed a short or long rest.
Languages. You can speak, read, and write Common and Saurial or Draconic.

Nigfodsel

33'158 b. OW

Nigfodsel are great humanoids with an impressive stature. One would say they come from the ancient dinosaurs, another would firmly believe they have draconic blood - but none really know. Powerful fighters, they have led a hard life in small clades to survive in a hostile world.

Born from Saurials. The true first nigfodsels were born in 33'158 b. OW, from an even more ancient race named saurials. These were odd humanoid dinosaurs. How intelligent, more advanced creatures evolved out of brutish saurials is not precisely known. They might have evolved naturally from fangbiter saurials, or been mixed with draconic blood to be created.

Ancient, but Spread Out. Somehow, nigfodsels have never been able to create true empires. Maybe this is due to their inability to ally together with various clans, or that they never had an opportunity. But through all their existence, they lived only in small clans, spread out over Oshmondu, the Arm of Brass, Bolmeranda, Waterlond, and the Beastlands.

Clan Structure. Nigfodsels form small clans that live hidden or well defended, separate from the rest of the world. They only trade if greatly needed, and generally live in small self-supporting communities.

Allied by Trucmuc. Sometime after the nigfodsels appeared and spread out, a charismatic one named Trucmuc rallied his clan around him and gave them a holy mission: to serve as emissaries and protectors of all nigfodsels. They then spread out and joined many other clans, slowly spreading the Order of Trucmuc and aiding clans in need.

Ability Score Increase. Your Constitution and Strength scores increase by 2.
Age. Nigfodsel become adults at the age of 25, and live up to 140 years.
Size. Nigfodsel are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.
Speed. Your base walking speed is 35 feet.
Ancient Force. As an action, you can cause the area in a 10 ft radius around you to shake with ancient energy. All creatures in that area must make a Constitution saving throw (DC 8+your age divided by 10) or take 2d6 force damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, 5d6 at 16th level, 6d6 at 21st, and 7d6 at 26th level.
Languages. You can speak, read, and write Common and Saurial or Draconic.

Subraces

In the many years nigfodsel lived separately from each other, they developed into different kinds of creatures with odd abilities specific to their subrace.



Fire Nigfodsel

Some nigfodsel went south, to the Arm of Brass, a searing hot expanse in the fire planes.

Fiery Creatures. In line with their red or orange scales and flaming eyes, fire nigfodsel have a fiery temperament, feeling strongly and powerfully. A fire nigfodsel's rage is to be circumvented.

Barbarous Monsters. Fire nigfodsel usually roam the Arm of Brass or other hot locations in small tribes, hunting whatever comes their way. When fought, they turn to a primal rage that makes them unrelenting beasts.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Alignment. You are typically chaotic, with evil or neutral tendencies.
Born in Heat. You have resistance to fire damage.
Flaming Rage. In battle, you fight with primal ferocity. On your turn, you can enter a rage as a

bonus action. During this rage, you are immune to fire damage and your minimal roll for a critical hit is reduced by 1. Whenever a creature damages you whilst you are raging, you must attack that creature to the best of your ability. If you are able to cast spells, you can't cast them or concentrate on them while raging.
Your rage ends if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

Green Nigfodsel

Most nigfodsel nowadays are green. They live spread all over Ochebana, from Oshmondian forests to the Beastlands.

Primal Survivalists. If they don't want to be seen, they are very difficult to see. Green nigfodsel are very stealthy and can escape the greatest of scrutiny. However, if they are discovered and attacked, they can reveal themselves to be mighty warriors.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.
Hit Dice: 1d8 per character level
Alignment. You are typically neutral, with chaotic tendencies.
Forest cannot Harm. You have immunity to poison damage.
Stealth of Nature. You have proficiency in the Stealth skill, and can add 2 to your checks when attempting to hide. Furthermore, armor does not impose stealth disadvantages on you.
Misguiding. You can cast *Minor Illusion* as a cantrip.

Stone Nigfodsels

Some of these draconic humanoids went east, to the mighty lands of crushing rock - Bolmeranda. There, they learned how to survive under the imposing shadow of great mountains, and how to become part of those same immense beings.

Miners and Fortifiers. So as to survive azer and earth elemental raids, the nigfodsel had to dig in and fortify. Over the years, they have become magical burrowers, and know how to fortify cave entrances with perfection.

Clan Alliances. The many strong citadels of stone nigfodsels are usually the home to an extended clan. The many citadels maintain trade and friendly relationships with each other and gnomish empires. The Trucmuc Order is very strong with them, serving as mercenary force that helps out local people for free and an army outside the clan-owned regions.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d8 per character level
Alignment. You are typically neutral, with lawful tendencies.
Akin to the Earth. You have resistance to bludgeoning damage.
Rock Solid. Instead of the "Sturdy Build" ability, you gain 2 HP for every level you gain.
Burrowers of the Great Mountains. You have a burrowing speed of 15 feet.
Magical Failures. Your Spellcasting Save DC and Spellcasting Attack Bonus, if you have any, are reduced by 2.



Orc

**43'454 b. OW*

Savage and fearless, orc tribes are ever in search of creatures to destroy. Motivated by their hatred of the civilized races of the world and their need to satisfy the demands of their deities, the orcs know that if they fight well and bring glory to their tribe, Grak'Uruk will call them home to the plane of Acheron. It is there in the afterlife where the chosen ones will join Grak'Uruk and his armies in their endless extraplanar battle for supremacy.

Genus of Darkness. Orcs are part of the Orc class, meaning they are unrelated to all other humanoid races.

Grak'Uruk, He Who Watches. Orcs believe their gods to be invincible. The leader of this group of invincibles is Grak'Uruk, of whom most orcs are scared to death. He pushes his children that they increase their numbers to spread death and despair upon the realms of elves, dwarves, and humans. He leads his orcs on a mission of ceaseless slaughter, fueled by an unending rage that seeks to lay waste to the civilized world.

Sprung from Bolmeranda. Bolmeranda, during the Celestial Wars, was inhabited by the Oytligher. This ancient race fell under the sway of the then badly-known Grak'Uruk, performing a ritual on themselves which turned them into other beings. So were the orcs born.

A Chosen Few. Orcs do not choose Grak'Uruk, it is he who chooses them. Only those that have proven themselves through strength and ferocity in war are considered true worshipers. He singles these orcs out by bestowing them a powerful dream or vision that shows their acceptance into his inner circle. Sometimes, this creates an Eye of Grak'Uruk.

Booming Birth Rate. In order to replenish their numerous casualties, orcs breed prodigiously, and not only with orcs. The functions of giving birth and raising children are given to Luthic's followers. A 12 year old orc is adult, and most die around the age of 25 due to fighting. They can live till 40, however, staying in perfect shape until almost the very end.



Effective Destruction. When in small clans, orcs bands often work on rotation. One comes back from plundering as the other sets out. Their territory is therefore constantly being attacked, and any human, dwarven or elven settlement in the vicinity is at danger. If a position is too strongly defended to be attacked directly, orcs lurk among supply routes and cut off all traffic.

Surviving En Masse. Sometimes, orc ferocity lets them conquer enormous stretches of land devoid of any other race than orcs. In these cases, they often band together into large clans, which battle each other until all are united under a single leader. These enormous realms, devoid of creatures to raid, often fall back on basic farming to sustain most of the population. However, such realms have two armies: one is always attacking outside realms, be they orcish or other, while the other rests at home.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d10 per character level
Ability Score Increase. Your Strength score increases by 2, and your Constitution by 1. Your Intelligence and Wisdom both decrease by 1.
Age: You reach adulthood around the age of 12 and live for 50 years or so.
Size: Orcs are typically 6 feet tall; your size is medium.
Speed. Your base walking speed is 30 ft.
Darkvision. You have darkvision to 60 ft.
Aggressive. As a bonus action, you may move up to your speed towards an enemy you can see.
Orcish Power. You can add 2 to your h attacks, and deal an extra 3 damage of the weapon's type.
Languages. You can speak Orcish, and maybe another language of your choice.
Epic Racial: You have advantage on your turn after you used the Aggressive feature, and may score a critical hit one lower in these same circumstances.

Organisations

Orcs like to stay in small clans. However, for long periods in the Barbar and Orc War ages, they were simply too numerous and swept over all other creature's territories. This caused them to have to form together into huge clans, or warbands.

All had a single powerful leader, often with demonic or magical roots, controlling masses of orcs. A single notable one, although there were many, was the Orc Alliance.

Orc Alliance

The alliance was formed by multiple clans from the northern Material Plane in the Barbar age, due to the absence of enemies in that region. After centuries of existence, it gained a renowned leader that triggered the Orc Wars - the demon lord Lamik.

This orcish group managed conquering the Material Plane, almost. It was defeated eventually and Lamik killed by dwarven armies, but it marked the greatest conquest of any orcish warband in the world's history.



Saurial

**45'015 b. OW*



Demon-Dragons. A long time ago, a reptilian demon lord mingled with the dinosaur fauna of Oshmondu, mutating them into humanoid dinosaurs - the first saurials.

Hidden and Fierce. Saurials are brutes, almost stupid as that. They live far from any cultivated races, in ancient ruins or barbaric jungle villages.

Size: You stand between 5 and 6 feet tall. Your size is medium.
Speed. Your base walking speed is 30 ft.
Age. Saurials mature by the age of 7 and live less than a century.
Ability Score Improvement. Your Strength score increases by 1, and your Intelligence decreases by 2.
Lukewarm Blood. Your blood is warm, but not as warm as with other creatures. You are naturally adapted to hot climates and are quickly affected by colder temperatures.
Languages. You know Draconic.

Subraces

A few variations of saurials exist.

Bladeback

Dorsal Fins. Bladebacks have stegosaurus-like blades going down their back and tail. They have a blockish stature, often green tinges of scale, and a good nature.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Heroism score increases by 1.
Slicing Defence. Whenever a creature within 5 feet of you hits you with an attack, you may use your reaction to deal piercing damage to the attacker equal to your Strength modifier.
Epic Racial: Your Constitution and Heroism scores both increase by 1.

Fangbiter

Raptors. Fangbiters look like smaller tyrannosaurs, and often have reddish scales.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d6 per character level
Ability Score Increase. Your Dexterity score increases by 2.
Fierce Bite. Whenever you use your action to make an attack, you may use your bonus action to make a bite attack against it, dealing 1d8+Strength piercing damage on a hit.
Epic Racial: Your Bite attack now deals 4d8 damage instead of 1d8.

Hornhead

Horned. You have a powerful stature, with three horns adorning your head. Your scales are often tinged violet or yellow.

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d6 per character level
Ability Score Increase. Your Constitution score increases by 2.
Powerful Build. You count as one size larger when determining your carrying capacity.
Charge. You can use your action to move up to a creature within 15 feet of you. It may use its reaction make a DC 15 Dexterity saving throw, taking 1d12+your Strength piercing damage and falling prone on a fail, or moving 5 feet in its chosen direction and not taking any damage on a success. Forfeiting the roll counts as a failure.
Epic Racial: Your Charge now deals 4d12 damage.

Tiefling

Devilish Origins. Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes: some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelopes' horns. They have thick tails, four to five feet long, which lash or coil around their legs when they get upset or nervous. Their canine teeth are sharply pointed, and their eyes are solid colors—black, red, white, silver, or gold—with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.



Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Intelligence increases by 2, and your Heroism increases by 1.
Age: You reach adulthood around the age of 16 and live for a century.
Size: Your size is Medium.
Speed. Your base walking speed is 30 ft.
Darkvision. You have darkvision to 60 ft.
Hellish Resistance. You have resistance to either fire or necrotic damage.

Infernal Legacy. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest.
Languages. You can speak Infernal, and the language of the culture you grew up in.
Epic Racial: Your darkvision increases to 120 feet, and you make Heroism saving throws with advantage.

Triton



Deep Folk. Tritons guard the ocean depths, building small settlements beside deep trenches, portals to the elemental planes, and other dangerous spots far from the eyes of land-bound folk.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Strength, Constitution and Heroism scores increase by 1.
Age: You reach adulthood around the age of 15 and live up to 200 years.
Size: Your size is Medium, and you are 5 feet tall.
Speed. Your base walking speed is 30 ft, and you have a swimming speed of 30 feet.
Amphibious. You can breathe air and water, and have darkvision in water up to 80 feet.
Cloud the Enemy. You know the *fog cloud* cantrip.
Infernal Legacy. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest.

Languages. You know Primordial, and maybe another language of your choice.
Epic Racial: Your underwater darkvision increases to 200 feet.

Quasiceremorph



Ceremorphosis Failures. Ceremorphosis is the process in which an illithid tadpole eats the brain of a humanoid to form a new illithid. Sometimes, this process isn't fully completed, because the tadpole is from weak blood or diseased. In this case, a not-exactly-mind flayer springs up - the quasiceremorph. Usually, they're killed on the spot.

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level
Ability Score Increase. Your Intelligence increases by 2, and your Wisdom increases by 1.
Age: A quasiceremorph can live from 200 to 300 years.
Size: Your size is Medium.
Speed. Your base walking speed is 30 ft.
Darkvision. You have darkvision to 60 ft.
Psionics. You can cast *disguise self* once per day, and know the *message* cantrip.
Extract Brain. As an action, you can make a melee attack against a creature within 5 feet of you, hitting automatically if it is immobile. On a hit, the creature is grappled by you, and takes psychic damage equal to your Intelligence modifier d10s. If a creature is reduced to 0 HP by this, you devour its brain, and may use hit dice as if you'd just completed a short rest.
Hybrid Nature. You have two creature types: humanoid and aberration.
Languages. You can speak Undercommon and Deep Speech.
Epic Racial: You are immune to psychic damage.

Thanks to You!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit of Many Isles, or for great RPG content on Patreon, or even for worldbuilding on Karte-Caedras!

Thanks to u/NewPageOfSwords