

# Races

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# Firbolg

*Firbolgs are fey-oriented half-giants. Their tribes cloister in remote forest strongholds, preferring to spend their days in quiet harmony with the woods. When provoked, firbolgs demonstrate formidable skills with weapons and druidic magic.*

## Firbolg Features

Source: Volo's Guide to Monsters

- **Ability Score Increase.** Your Wisdom score increases by 2, and your Strength score increases by 1.
- **Age.** As humanoids related to the fey, firbolg have long lifespans. A firbolg reaches adulthood around 30, and the oldest of them can live for 500 years.
- **Alignment.** As people who follow the rhythm of nature and see themselves as its caretakers, firbolg are typically neutral good. Evil firbolg are rare and are usually the sworn enemies of the rest of their kind.
- **Size.** Firbolg are between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Firbolg Magic.** You can cast [Detect Magic](#) and [Disguise Self](#) with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

- **Hidden Step.** As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Speech of Beast and Leaf.** You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.
- **Languages.** You can speak, read, and write Common, Elvish, and Giant.

# Alseid

Alseid are graceful woodland cousins to centaurs, blending the torsos of elves with the lower bodies of nimble deer. Because they rarely venture far from their wooded glades, some call them “grove nymphs,” although they’re certainly more closely related to elves than nymphs. Alseid see the forest as an individual and a friend. They are suspicious of outsiders who do not share this view. Lost travelers who demonstrate deep respect for the forest may spot a distant alseid’s white tail and chase after it as it bounces toward a road that leads out of the forest. Disrespectful strangers may follow the same tail to their doom.

## **BRANCHING CROWNS**

Alseid have antlers growing from their foreheads. Antlers grow very slowly, branching every 10 years for the first century of life (so an alseid with six points per antler should be between 60 and 70 years old). Further points only develop with the blessing of the forest. No 14-point imperial alseid are known to exist, but many tribes are governed by princes with 13 points, indicating that they’ve done a great service to the forest on at least three occasions. Because antlers signify status, alseid don’t fight with them the way deer do. Cutting an alseid’s antlers is one of the direst punishments an alseid can receive. Elf rangers sometimes report seeing lone alseid exiles, wandering the Margreve, their antlers sawn off near the scalp.

## **ANCIENT MAGIC AND NATURE’S CHAMPIONS**

Alseid have a deep connection with the Old World magic of the Margreve. Their leaders favor the druid and ranger classes, and sorcerers and Old Wood warlocks often arise from deep forest glades infused with energy.

## **ALSEID NAMES**

Alseid name their offspring using a combination of Elvish and Sylvan syllables. Their names are often extremely long, and many alseid choose shorter nicknames for themselves when speaking with other species. Alseid do not have family names.

Individual Names: Roanxilana (Anxi), Erymleetidoral (Erym), Sarioneldorivh (Dorivh), Thanarifaren (Anari), Levesaelynore (Salyn), Nalesariabella (Abella)

## **ALSEID TRAITS**

Your alseid character has certain characteristics in common with all other alseid.

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

**Age.** Alseid reach maturity by the age of 20. They can live well beyond 100 years, but it is unknown just how old they can become.

**Size.** Alseid stand over 6 feet tall and weigh around 300 pounds. Your size is Medium.

**Alignment.** Alseid are generally chaotic neutral, though variations are common, particularly among those rare few who leave their people.

**Speed.** Alseid are fast for their size, with a base speed of 40 feet.

**Type.** You are of the monstrosity type.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Alseid Weapon Training.** You have proficiency with spears and shortbows.

**Light Hooves.** You have proficiency in the Stealth skill.

**Quadruped.** The mundane details of the structures of humanoids can present considerable obstacles for you. You have to squeeze when moving through trapdoors, manholes, and similar structures even when a Medium humanoid wouldn't have to squeeze.

In addition, ladders, stairs, and similar structures are difficult terrain for you.

**Woodfriend.** When in a forest, you leave no tracks and can automatically discern true north.

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

# Changeling

*Changelings can shift their forms with a thought. Many changelings use this gift as a form of artistic and emotional expression. It's also an invaluable tool for grifters, spies, and others who wish to deceive. This leads many people to treat changelings with suspicion.*

- **Ability Score Increase.** Your Charisma score increases by 2. In addition, one other ability score of your choice increases by 1.
- **Age.** Changelings mature slightly faster than humans but share a similar lifespan — typically a century or less. While a changeling can transform to conceal their age, the effects of aging affect them similarly to humans.
- **Alignment.** Changelings tend toward pragmatic neutrality, and few changelings embrace evil.
- **Size.** In their natural forms, changelings average between 5 to 6 feet in height, with a slender build. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Shapechanger.** As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.
  - You stay in the new form until you use an action to revert to your true form or until you die.
- ◦ **Change Appearance.** As an action, you can transform your appearance or revert to your natural form. You can't duplicate the appearance of a creature you've never

seen, and you revert to your natural form if you die.

- You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics. You can make yourself appear as a member of another race, though none of your game statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this trait to become quadrupedal, for instance. Your clothing and other equipment don't change in appearance, size, or shape to match your new form, requiring you to keep a few extra outfits on hand to make the most compelling disguise possible.
- Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.
- **Unsettling Visage.** When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses.
  - Using this trait reveals your shapeshifting nature to any creature within 30 feet that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Divergent Persona.** You gain proficiency with one tool of your choice. Define a unique identity associated with that proficiency; establish the name, race, gender, age, and other details. While you are in the form of this persona, the related proficiency bonus is doubled for any ability check you make that uses that proficiency.
- **Changeling Instincts.** You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.
- **Languages.** You can speak, read, and write Common and two other languages of your choice.

# List of Races

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# Monstrous Races

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# Custom Lineage

# Unearthed Arcana

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# Setting Specific

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# Geppettin

Ever a joy to children, geppettin resemble living playthings made of wood, cloth, or porcelain. Though easily mistaken for puppets, geppettin are not manipulated by a just-out-of-sight puppeteer; they are animated, sentient, and independent.

## Diverse Oddities

As a race, the geppettin are an oddity. Though rare, they are numerous enough and share enough similarities with each other that they may be counted as an actual race of people, and not just freak mishaps of magic. While it may be that there are dedicated creators of geppettin, as there are with golems, a significant number of them have come to life on their own.

Physically, geppettin are quite small, often slightly shorter than halflings. Their physical features vary greatly from type to type, but they are almost always humanoid in shape. For simplicity, geppettin are classified by the materials by which they are composed: *bisque* are porcelain, *marionettes* are wood, and *raggedy* are made of fabric.

Despite being made of somewhat flimsy materials, sentience seems to grant them an odd hardiness. As well, due to their non-living nature, they never hunger, rarely tire, and are adept at being innocuous. Most find some form of work or profession in entertainment, but a few find fantastic success as spies and assassins.

## Charming, Yet Uncanny

Though they bring delight to children, geppettin instill a cold fear in many adults: the type of fear that accompanies the uncanny realization that something inanimate is, in fact, alive. A person's first reactions to a geppettin can be most telling, and usually fall into two camps: those that find the geppettin delightful, perhaps recalling cherished childhood memories, and those that are taken by an unnerving phobia, feeling a sudden chill upon seeing a doll move of its own impetus.

## Geppettin Names

Like other constructs, geppettin rarely name themselves. Typically, a construct has no conception that living creatures obsessively name everything, and have a name bestowed upon them—in this case, geppettin are normally named by children, or are given terms of endearment by adults.

Names. Birdie, Cuddles, Desmond, Dusty, Hobbes, Fluffie, Frowny, Lizzie, Patches, Princess, Puppup, Red Jacket, Teddy

## Geppettin Traits

As a geppettin, you have the following racial traits:

**Ability Score Increase.** Your Dexterity score increases by 1, and your Charisma score increases by 1.

**Age.** As constructs, geppettin do not age, and are mature as soon as they become sentient.

**Alignment.** Geppettin, as varied as they are, run the gamut of alignments: Raggedies are generally good, bisques tend towards evil, and marionettes are usually in between.

**Speed.** Your base walking speed is 25 feet.

**Size.** Geppettin are Small creatures, rarely breaking 3 feet in height.

**Darkvision.** Geppettin have superior vision in dim light and darkness. You can see in dim light within 60 feet of you as if it was bright light, and darkness as if it was dim light. You can't discern color in darkness, only shades of gray.

**Construct Anatomy.** Even though you were constructed, you are a living creature. You are immune to nonmagical diseases. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You can still be placed into a torpor by sleepinducing magic.

**Innocuous.** Geppettin are generally indistinguishable from non-living dolls of the same type. Because of that, they can be very stealthy when required. You have advantage on Charisma (Deception) checks you make to appear as a mundane toy.

**Languages.** Geppettin can read and write Common as well as one other language based on their creator's race (your choice).

**Subrace.** Geppettin are divided into subraces based on material. Choose bisque, marionette, or raggedy for your subrace.

## BISQUE

Bisque geppettin are a form of porcelain doll, crafted with exacting specification and often luxurious clothing materials. Though they are designed to look as realistic as possible, they are often thought to be the most terrifying of geppettin, due to their lifeless visage. Though their faces are often very fragile, their construction is generally much harder than their brethren.

**Ability Score Increase.** Your Constitution score increases by 1.

**China Doll.** Any Wisdom (Insight) check made to discern your true emotions has disadvantage.

**Surprise Attack.** Bisque know that their small size and natural stealth lead to being very efficient

stalkers. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

**Terrifying.** Your lifeless eyes and face tend to instill fear in people, often without even trying. You gain proficiency in the Intimidation skill, and have advantage on any Charisma (Intimidation) rolls in which you are attempting to scare someone that was not initially aware you are alive.

## MARIONETTE

Marionettes are made mostly out of wood, with painted faces and carved clothing. Due to their construction, their jointed limbs are quite flexible, and they are known to be fantastic dancers.

**Ability Score Increase.** Your Dexterity score further increases by 1.

**Clipped Strings.** You can manipulate your old strings, using them to attack. When you make a melee attack with a light weapon on your turn, the weapon gains the Reach property if it didn't already have it.

**Pantomime.** Fitted with strings, all marionettes are taught to dance. You gain proficiency in the Performance skill, and have advantage on Charisma (Performance) checks made to dance.

## RAGGEDY

Raggedy geppettin, also commonly called plushies, are any form of stuffed or soft doll. Though they often look humanoid, they may also look like animals, monsters, or any other form of anthropomorphic creature.

**Ability Score Increase.** Your Charisma score further increases by 1.

**Adorable.** Raggedy, before coming to life, were designed to be appealing to children. As such, you gain proficiency in the Persuasion skill, and have

advantage on Charisma (Persuasion) rolls you make against children or other humanoids that are fond of cute things.

Stuffed with Fluff. Raggedy are filled with a lightweight, soft material. When you take bludgeoning damage, you can use your reaction to gain resistance to the damage, and you are also knocked 5 feet away from the source of the damage.

# Transformations

# Seraph

## Becoming a Seraph

To be chosen by an Arch Seraph is to become a vessel for the principles they uphold. This is a charge not to be taken lightly, and those who display righteousness with the intention of becoming a Seraph are usually overlooked for this reason. When becoming a Seraph, consider why your character was chosen. Do you display hidden merit? Are you devoted to a cause they will value?

## Transformation Features

A Seraph has the following transformation features:

### Prerequisites

Ability Scores: Wisdom 13

Roleplay: You must have been exalted by an Arch Seraph, divine cosmic energies, or have some other plausible reason to have become a Seraph.

Discuss with your GM how you can achieve this in-game.

Some of your abilities require your target to make a saving throw to resist their effects. The saving throw DC is calculated as follows:

Transformation Save DC = 8 + your proficiency bonus + your Wisdom modifier

### Level Milestones

The following are examples of possible level milestones for the Seraph:

- 

Defeating a powerful force of darkness.

- Create a hallowed landmark for pilgrims.

- Establish a parish of worshipers who uphold your virtue.

- Establish a portal between the Material Plane and the Empyrium.

- Redeem a soul that was considered beyond redemption.

#### Transformation Level 1

Starting at 1st level, you gain the following Transformation Boons and this level's Transformation Flaw.

Transformation Boon: Celestial form

Your Wisdom score increases by 2 and your Constitution score increases by 1. An ability score cannot be increased beyond 16 this way.

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Seraph

You become a Celestial in addition to any other creature types you are. Spells and abilities that affect Celestials of a specific CR have no effect on you.

Transformation Boon: Angelic Wings

You have manifested feathered wings. You have a flying speed equal to your normal speed. You cannot wear armour or clothing that has not been modified to accommodate your wings.

Transformation Flaw: Planar Binding

Your body and soul are bound to a divine plane of existence. You have disadvantage on death saving throws as the plane attempts to pull you back

to it. If you would be killed, your soul has been taken back to a plane of existence of the GM's choice. This plane is your new home, and you become an NPC under the GM's control.

If you are on the divine plane responsible for your transformation, this flaw has no effect.

#### Transformation Level 2

Starting at 2nd level, you can pick one of the following Transformation Boons. You also gain this level's Transformation Flaw.

#### Transformation Boon

##### Divine Protection

When you or an allied creature you can see within 30 feet is targeted by an attack, you can use your reaction to shield them with holy light. The target gains a +4 bonus to AC against the attack. You may use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses of this feature when you finish a long rest.

#### Transformation Boon:

##### Divine Retribution

When you or an allied creature you can see within 30 feet takes the attack action, you can use your reaction to imbue them with holy zeal. Immediately after the target completes the attack action, they can make an additional attack as a bonus action. On a hit, the hit target takes an additional 1d8 radiant damage. You may use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses of this feature when you finish a long rest.

#### Transformation Boon: Divine Clemency

When you or a creature you can see within 60 feet takes damage, you can use your reaction to cast a spell of 1st level or higher. This spell must target the damaged creature and restore hit points to it. You may use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses of this feature when you finish a long rest.

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### The Realms of Etharis

#### Transformation Boon: Divine Expedition

At the beginning of another creature's turn, you can use your reaction to move yourself up to your speed or allow an ally that you can see, within 60 feet, to move up to their speed. Movement made this way does not cause attacks of opportunity. You may use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses of this feature when you finish a long rest.

#### Transformation Flaw:

##### Divine Appearance

Your appearance has radically transformed. Your body radiates a divine glow, while your wings are prominent and powerful appendages. You can contain this form and present the appearance of the humanoid you once were, but this is taxing and requires concentration. Moments of stress are likely to reveal your true nature. In the following situations, your true form is revealed:

- Concentrating on a spell.

-

Gaining the unconscious condition.

- Entering desecrated ground.

- Choosing to reveal yourself.

In events of extreme emotional or physical stress, a GM may call for a Constitution saving throw with a DC of their choosing to see if you maintain your humanoid form.

Evil humanoid creatures that witness or hear about your true form become instantly hostile to you and are compelled by malice to destroy you, unless the GM decides otherwise.

If the creature is scared of you or decides that you are too powerful to fight, it will attempt to harm you in another way, but will not give up on destroying you.

### Transformation Level 3

Starting at 3rd level, you can pick one of the following Transformation Boons, or pick a boon from a lower level that you meet the prerequisites for. You also gain this level's Transformation Flaw.

### Transformation Boon

#### Holy Bulwark

You may use your action to steel yourself against the tactics of your most hated adversaries, gaining one of the following benefits:

Stand Against the Infernal. You gain resistance to fire damage.

Cleanse the Undead. You gain resistance to necrotic damage.

Ignore Fey Trickery. You are immune to the

charmed and frightened conditions.

This effect lasts until you use this feature again.

#### Transformation Boon: Radiant Strike

Whenever you hit a target with a melee attack, you deal an additional 1d6 radiant damage to the target. This damage increases to 2d6 if the target is a Fiend, Fey, or Undead.

#### Transformation Boon:

##### Cleanse Affliction

When you cast a spell that restores hit points to an ally, you can also remove one condition being inflicted on them by a spell or ability.

#### Transformation Boon:

##### Bow of Celestial Judgement

You can use a bonus action to summon a powerful bow made of divine light. The bow is the same as a longbow, except attacks made with it deal radiant damage and have the following features:

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The bow does not use ammunition. Instead, when the wielder draws the bowstring, an ethereal arrow of radiant light forms.

- 

Attacks with the bow deal an additional 1d8 radiant damage. Against fiends, fey and undead, the bow deals an additional 2d8 radiant damage instead.

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The bow's radiant form emits bright light in a 5-foot radius and dim light for an additional 5 feet.

You can unsummon the bow at any time with the use of an action. If you unwield the bow, it immediately unsummons.

## Transformation Flaw:

### Beacon to Darkness

You have become a Seraph of noted virtue and divinity. This has made you a target for all that is dark in the world. Whenever you or an ally within 30 feet commits an act of greater evil, such as murdering a helpless innocent, a small amount of darkness attaches itself to you, and you gain 1 corruption point (to a maximum of 5). Whether the act constitutes greater evil is determined by the GM. Whenever you make an attack roll against an evil creature, or make a saving throw against a spell or ability from an evil creature, subtract the number of corruption points you have from the roll. Whenever you complete a short or long rest, and have prayed for at least 1 hour, you can reduce the number of corruption points you have by 1.

## Transformation Level 4

Starting at 4th level, you can pick one of the following Transformation Boons, or pick a boon from a lower level that you meet the prerequisites for. You also gain this level's Transformation Flaw.

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## Transformation Boon:

### Aura of Holy Purge

You emit an aura of righteous fervour. This aura radiates up to 20 feet from you while you are conscious. When you or an ally within range of your aura hits a hostile creature, they can choose for that hit to be a critical hit instead. Once a creature has benefited from this feature, they

cannot benefit from it again until they have completed a long rest.

Transformation Boon:

Aura of Merciful Blessing

You emit an aura of invigoration and fortitude.

This aura radiates up to 20 feet from you while you are conscious. When you or an ally within range of your aura is reduced to 0 hit points, they are reduced to 1 hit point instead. Once a creature has benefited from this feature, they cannot benefit again until they have completed a long rest.

Transformation Boon

Aura of Celestial Resilience

You emit an aura of stalwart conviction. This aura radiates up to 20 feet from you while you are conscious. When you or an ally within range of your aura fails a saving throw, they can choose to succeed it instead. Once a creature has benefited from this feature, they cannot benefit from it again until they have completed a long rest.

Transformation Boon:

Aura of Empyrean Valor

You emit an aura of swiftness and bravery. This aura radiates up to 20 feet from you while you are conscious. When you or an ally within range of your aura makes a Dexterity ability check to determine initiative, they can add +5 to the result.

In addition, on that creature's turn they gain advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. Once a creature has benefited from this feature, they cannot benefit again until they have completed a long rest.

Transformation Flaw:

Pull of the Empyrean

Your new native plane attempts to draw you to it, laying claim to your form. Whenever you roll a natural 1 for a saving throw against a magical spell or ability, you take 1d6 force damage per 2 class levels in addition to any other damage or effects you would suffer, as your native plane attempts to unbind you from the material plane. For example, a 6th level Fighter would take 3d6 force damage. This damage ignores resistances and immunities

# Ghûl

*I wait, crouched by the carcass. I sing the old songs, but  
the old howls are too loud for the city, too loud for the  
present.*

*I sing them in my head where no one can hear.*

— Jess Hartley, “Eater of the Dead”

They are a restless people, prevented by the Dead from wandering as their ancestors did. Yet the ghûl—from the Ouazian narghûla; their name for themselves is unpronounceable by other species—maintain the discipline of nomads even within the walls of Redoubt. They own little, prizing reputation over material possessions. Unless hindered by danger, duty, or slavery, they follow their sacred charge wherever it takes them. Other peoples may wonder at the meaning of life and their purposes as individuals, but ghûl are free of such doubts. They live to eat the dead, and thereby purify the world. As such, ghûl feel no squeamishness around corpses and do not shrink

from charnel stench. Any field of corpses is a garden to them as much as it is a place that inspires fear and disgust in outsiders.

This outlook is but one reason why ghûl are an isolated community within Redoubt. They are also separated from others by a matter of language; the ghûl tongue resembles that of coyotes, hyenas, and wolves, and cannot be spoken by outsiders.

## Strong and Furred

Ghûl are large, loping, canine-like beings. They have short round or square ears on top of their heads. Their snouts are slightly truncated compared to many canines, and wider to permit complex speech. Childhood play and combat training often scar their snouts, and outsiders who have trouble telling ghûl apart may look to these scars to help identify individuals. Ghûl mouths are filled with bonecracking, flesh-ripping teeth. Ghûl have shaggy fur on their backs and the outsides of their arms and legs, but a sparse, finer down on their faces, chests, and the insides of their limbs. Before the Dead rose, ghûl were creatures of the desert and savannah, and their thinner-furred patches helped radiate excess heat. Ghûl fur ranges from a light mustard to deep black. When a ghûl takes on a social role as a blackjaw or redwalker, they dye part of their fur the

appropriate color to signal their affiliation. Underneath the fur, ghûl have tough, thick skin, adapted to the bite of sandstorms and assaults from competing scavengers and predators.

That thick, loose hide conceals powerful muscles. Male ghûl typically stand six and a half to seven feet tall and weigh between 230 and 300 pounds. Females are usually around five or six inches shorter and about 40 pounds lighter. The ghûl gait is a long, efficient stride where the upper body leans forward. Ghûl legs terminate in long appendages that can lay flat as human feet or be raised like canine hocks and paws to sprint. Ghûl hands have opposable thumbs and short fingers. Both hands and feet possess blunt, black claws. These are used for digging and traction, not combat. In battle, a ghûl might take a three-point stance, so that he can bite in concert with using a melee weapon.

## Silent and Fearless

Ghûl do not turn from death. Dead creatures are their sustenance, and when they feast upon dead flesh, they believe they transform it from impure matter that sickens other creatures to life and power. Given that neither they nor any corpse they substantially feast upon can rise as one of the Dead or be similarly profaned, they have concrete evidence to support their beliefs. Yet despite their affinity for death, ghûl are loath to hasten it in another creature. It is not for their people to end lives, unless self-defense and survival make it necessary. They eat the dead, true, and do not discriminate between intelligent beings and animals when it comes time to take their meals, but it is their duty to eat that which has already fallen. They are scavengers, not predators. Thus, ghûl have never made war after the fashion of other peoples, though they have feasted upon battlefield carrion. Despite their fearsome appearances, they are predisposed to peace. The ghûl language is simple by measures of vocabulary, but contains a great deal of nonverbal nuance, and gains meaning through context. Thus, ghûl speak little, even to each other. Outsiders cannot speak the ghûl language and often have trouble understanding its subtler aspects, so ghûl use and teach a simplified form of the language—akin to shouting and gesturing wildly, by their standards—among non-ghûl. But when it is unnecessary to speak, they do not. Ghûl are notorious for ignoring the social niceties present among other peoples. If a ghûl believes it is necessary to do something, she does it, and sees how the noisy hominids react.

## Septs and Initiations

Ghûl organize themselves in extended families, or septs. A sept usually has a small number of mothers and fathers. These pairs (and occasional arrangements with one mother and two or three fathers) have proven themselves the wisest, strongest, or otherwise most useful individuals in the

sept, and are permitted and encouraged to produce offspring. Among ghûl, permission from the sept to breed

is a mark of high status, conferred by rough consensus. These chosen few have the authority to manage the sept's resources and receive the best food and quarters. Septmothers usually give birth to twins, though four, six, or even eight cubs are not unheard of. Giving birth to odd numbers of children is considered inauspicious. Lowstatus and renegade ghûl either strike out on their own or join with other ghûl to form a new sept. Septs do not like to share physical territory, but in Redoubt this is often unavoidable. Disputes are resolved through negotiation between sept-mothers and sept-fathers, or nonlethal ombat. A ghûl who kills another ghûl becomes pariah. Ghûl recognize two basic functions among their kind: blackjaws, who perform combative and other strenuous tasks, and redwalkers, who scout ahead for the sept. These roles are roughly delineated, separated by training and inclination. They do not restrict what a ghûl may do at any given time, but define what they are best at.

Due to their innate toughness and how different they are from Redoubt's other denizens, ghûl have long been enslaved, but once it was discovered that ghûl could not rise as Dead themselves and could prevent others from rising, they became even more valuable. Only their ancient relationship with the Ouazi people keeps ghûl from suffering indenture as often as the dwarves do.

## Ghûl Names

As cubs, ghûl have child-names based on notable aspects of their appearance or behavior, such as Always-Bites, Bone-Stealer, and Big Eyes. Once a ghûl has been fully weaned, after eating flesh cut and torn by others for a time, he or she is invited to eat of a corpse that has not been prepared or fed upon. The young ghûl reverently takes the first bite. Sept-mothers and sept-fathers inspect it as an oracular aid (the shape suggests creatures, destinies, or the talents of the ghûl), and use it to decide the ghûl's adult name.

Ghûl do not have gendered names. Once the ghûl is initiated as a blackjaw or redwalker, the names "black" (hra) and "red" (sawth) are appended to this name, but this suffix is only used on solemn occasions. Finally, the prefix Ghaw is applied to ghûl who become sept-parents. These syllables are approximations, of course—human and human-like mouths cannot truly pronounce them. Due to this and, frankly, because ghûl are often slaves, most respond to other use-names bestowed upon them by non-ghûl.

**Adult Names:** Aihur ("Sharp Wounder"), Arugh ("Strong Jaw"), Brehai ("Speech of Bites"), Cururro ("Walks Silent at Noon"), Dahru ("Clever Talker"), Drurr ("Thinker"), Eharr ("Swift to Judge"), Gaohu ("Protector"), Gorhai ("Interceptor of Enemies"), Grush ("Deep"), Hudai ("Keeps Own

Counsel”), Kagh (“Brave”), Kairur (“Bold Thinker”), Marrai (“Preventer of Injury”), Murohur (“Will Visit a Distant Place”), Nrugh (“Keeper”), Phrush (“Generous One”), Paihu (“Moon”), Raifu (“Most Intelligent”), Sephur (“Secret Power”), Shrush (“River-Wader”), Wehauru “Old Walker of the Desert”), Yaiph (“Sly”)

**Use Names:** Big-Head, Fangs, Gray-Streak, Growler, Jumper, Lightning-Scar, Long-Jaws, Orange-Eye, Round-Ear, Sharp-Tooth, Sniffer, Starer, Torn-Ear, Yellow-Hair

## Ghûl Traits

Your ghûl character has the following inborn traits.

**Ability Score Increase.** Your Strength and Constitution scores each increase by 1.

**Age.** Ghûl reach maturity faster than humans. A 10-year-old ghûl is already in middle adolescence, and a 15-year-old is a fully mature adult. Ghûl have strong instincts and quickly learn to imitate their elders and teachers, so this maturity is intellectual as well as physical. On average, ghûl live about 50 years, however, and typically start to slow down in their 40s, so their rapid maturity is matched by an early demise.

**Alignment.** Many ghûl are neutral regarding good and evil, and nearly all are neutral about law and chaos. They handle the bodies of the deceased and see how the just and unjust alike fall. All become lifeless bodies. All become food.

**Size.** Ghûl stand six to seven feet tall and have broad, muscular bodies that weigh anywhere between 190 and 300 pounds. Males are usually larger than females.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Ghûl are nocturnal hunters and scavengers, adapted to steal the remains of prey from diurnal species. Consequently, you can see in dim light within 60 feet of you as if it were bright light, and can see in darkness as if it were dim light. In darkness, you can only see shades of gray, but this is not especially concerning as the ghûl sense of color is muted compared to that of humans.

**Corpse Lore.** When you make an Intelligence (Investigation) or Intelligence (Nature) check while examining a dead person or animal, you are considered proficient when rolling to discover how long the subject has been dead, the cause of death, any unusual physical marks on the body, or any clues to be found from its positioning. If you already have proficiency in one or both of those skills, you gain an additional bonus to the check equal to half your proficiency bonus for these purposes.

**Ghûl Hide.** You have tough skin that can sometimes turn aside blows from even sharp weapons. Your AC increases by 1.

**Ghûl Jaws.** Your canine snout and sharp teeth make your bite effective in combat. It inflicts 1d4 piercing damage and is considered a Light weapon. (Fighting with “two weapons” in the case of using your jaws entails biting and striking with a handheld weapon. Even the most skilled ghûl cannot split their attention to use their bite and two handheld weapons.) You are always considered proficient with your jaw as a weapon. Given time, you can eventually gnaw through thick rope, tough leather, and even some woods.

**Ghûl Resilience.** You have advantage on saving throws against poison (damage or the condition), and resistance against poison damage.

**Sacrosanct Death.** You cannot be reanimated as undead, and your deceased body and parts thereof cannot be utilized for necromancy as a spell’s material component or as a target. If one or a group of ghûl devour a substantial amount of a corpse (at least half, by mass), they pass this trait on to the corpse, which also cannot be reanimated or used for other forms of necromancy. You acquire this trait upon eating raw, dead flesh for the first time in a childhood ritual. Very young ghûl, or those who have not been exposed to the ritual, might not possess this ability. Note that raise dead and similar spells that permanently restore authentic life are exceptions to this rule, for both ghûl and the deceased individuals they eat—but these sorts of magic are virtually unheard of in Redoubt.

**Scavenger’s Feast.** Rotting flesh and other forms of putrefaction cannot make you ill; in fact, you find the smell and taste of long-dead flesh sweet and pleasant. You cannot acquire a disease from dead and decayed things or become poisoned from the by-products of natural decay, though you can be affected by poisons introduced to dead flesh from another source. Even diseases that would be transmissible by a living host can no longer affect you if they’re present in a dead creature you encounter.

**Languages.** Ghûl cannot speak other languages, and most non-ghûl cannot speak their language, which consists of a series of growls, barks, and raspy hums. Ghûl throats and vocal cords are made for sounds that can only be replicated by canine-like species. All ghûl understand this Ghûl language and Common.

**Ghûl-Friend-Speech.** Due to the communication barrier posed by the ghûl language, the species has developed a simplified version of its language that, when combined with gestures, can be readily taught to members of other races. The “ghûl-friend-speech” can be understood by any ghûl and conveys the basics needed for trade and cooperation. With their player’s consent, you may designate another character (a past companion or someone who has dealt with ghûl extensively) as having been trained in ghûl-friendspeech.

This does not “use up” any of their opportunities to learn languages from other sources. After a

month of continuous contact with another character, you may teach them ghûl-friend-speech as well.

**Initiation:** Driven by an overall sacred mission to consume the flesh of the dead, ghûl culture does not recognize many specialized roles, but every ghûl develops a natural inclination for or, by dint of training, is recognized as belonging to one of the following initiatory societies.

## Blackjaw

Blackjaws are stronger ghûl who take up heavy labor, fighting and, when necessary, hunting to turn the living into the dead upon which they feed. Hunting is a food-gathering method of last resort, for it is not in the nature of ghûl to kill prey themselves. As a blackjaw, you have darker fur (either ancestrally or dyed to mark you as a member of the society), more muscle, and powerful jaws, scarred by training.

**Ability Score Increase.** Your Strength increases by an additional 1 point.

**Powerful Ghûl Jaws.** Your jaws inflict 1d6 damage, not 1d4.

**Blackjaw Combat Training.** You have learned to use your jaws more effectively in combat. This has two effects:

- Other creatures provoke an opportunity attack from you when they attempt to grapple or strike with an unarmed attack. This opportunity attack must be a bite.
- Whenever you use a one-handed melee weapon but nothing else in your off hand, you gain a +1 bonus to AC, since you can keep enemies at bay by snapping at them with your jaws. If, for some reason, you cannot currently use your jaws as a weapon, you temporarily lose this benefit.

## Redwalker

Before Redoubt, redwalkers were advance scouts who sought out carrion and water, warned their people of danger ahead, and negotiated with anyone they encountered using simple sign language. In Redoubt, redwalkers “speak” for ghûl work gangs and patrol the city’s byways for incursions of the Dead. As a redwalker, you tend toward the slender side of ghûl builds. You have reddish fur due to your ancestry, sunbleaching, or because you dyed it to mark your affiliation.

**Ability Score Increase.** Your Constitution increases by an additional 1 point.

**Keen Senses.** You have proficiency in the Perception skill.

**Scent of Life.** If you can smell them, you have advantage on Insight checks to determine the emotional states of living beasts, giants, and humanoids. You can smell their fear, anger, friendliness, and more. For instance, you may detect the smell of rage, indicating an intention to attack, despite deceptive friendliness. If the subject’s smell is masked or you can’t smell anything

for your own reasons, you lose this benefit. Furthermore, if you successfully track a living beast, giant, or humanoid using Perception, you may make an Insight check with the same DC as the tracking check to determine the emotions your quarry was feeling when they passed through the area. You do not have advantage on this check, however.

**Scent of Death.** You have advantage on Perception checks to detect corpses, putrefying flesh, or the undead. This applies to cases where undead attempt to hide from you or conceal their true nature with a disguise. Despite the name, this is a mystical attunement to death and decay, and functions even when you can't smell anything.

**Signing.** You have proficiency in Intelligence checks to communicate without knowing or using the language of another intelligent creature.

# Azureborn

Azureborn (A-zher-born) are a harpy-like species native to Astramar, often materializing from the bright blue night sky filled with twinkling stars and winds of arcane power. Bearing a connection to the aither that courses through the air and land of the province, they are an inherently prescient folk that can divine the future by looking to the cosmos. They have built a society of magical wonder through grand vision, endless curiosity, and dedication to study.

Sprouting feathers across their entire body and wings attached to each of their arms, this diverse folk can resemble all manner of avian creatures, from raptors with earthy tones to tropical birds of vibrant and colorful plumage. They typically live 100 years, although many of the wisest among them have lived up to 400. As an azureborn, you have these special traits.

**Creature Type.** You are a Humanoid.

**Size.** You are Medium (about 4-7 feet tall).

**Speed.** Your walking speed is 30 feet, and you have a flying speed equal to your walking speed.

**Azure Legacy.** You know the Guidance cantrip. Starting at 3rd level, you can cast the Augury spell with this trait without requiring a material component. Once you cast Augury with this trait, you can't cast it in that way again until you finish a long rest. You can also cast it using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

**Darkvision.** You have darkvision with a range of 60 feet.

**Glimpse Fate.** When you roll initiative, if you aren't surprised, you can choose a number of creatures that you can see equal to your proficiency bonus. The targets have advantage on their initiative rolls. Once you use this trait, you can't do so again until you finish a short or long rest.

**Winds of Magic.** As a bonus action, you can take the Dash action and increase your flying speed by 10 feet until the end of the turn. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.