



PLAYER RACES

Elven Subraces

The various elves of the Known World are only most of the elves that inhabit Mystara as a whole. The Outer World offers two new elven subraces in the form of the dark skinned Yavi elf and the winged Ee'Aar from the Divinarchy of Yavdlom and the Savage Coast respectively. These elves do not possess the Trance ability.

Yavi Elf

Ability Score Increase. Your Intelligence score increases by 1.

Luck of Yav. Whenever you roll a critical failure, you can reroll the die once, and cannot do so again before you finish a long rest.

Extra Language. You can speak, read, and write Yavi.

Ee'Aar

Ability Score Increase. Your Wisdom score increases by 1.

Flying. Thanks to your wings you have a flying speed of 60 feet. You cannot fly in medium or heavy armor.

Claustrophobia. You have disadvantage on attack rolls and skill checks made in spaces 5 to 10 feet across.

Human Ethnicities

All humans can speak, read, and write their native languages.

Cestians are the inhabitants of the island of Cestia, off the coast of Davania. Their skin is dull brick-red, their hair is often black and braided, and their eyes are brown or blue. They are enemies of the Night Dragons of Oceania. They speak Cestian.

Emerondians are humans who came from an asteroid belt long ago. They're tall, their skin is pale green,

and their hair is silvery. Aside from these peculiar traits, they appear to be average in build. They speak Em-erondian.

Ispans are Thyatians who settled the Savage Coast in the Gulf of Hule some centuries ago. They're average in height and build. Their skin is olive, although it is tinted red thanks to the Red Curse, and their hair is dark brown or black. Their eyes are usually green or brown, but blue eyes can also happen. They speak the Thyatian Common.

Huleans are the people of Hule. They're zealous and generally evil people, who worship the false prophet known as the Master. They're average in height and often stocky in build. Their skin is light brown, and their hair is usually black or in some cases dark brown. Their eyes are dark or brown, with some people having blue eyes. They speak Hulean.

Nithian Tribals are the people of the Jungle Coast. They were once part of a great empire but since its fall they have begun regressing. They're shorter than average in height, and slim in build. Their skin is coppery, and their hair is black and often braided. Their eyes are dark or brown. They speak Nithian.

Karimari are the people of the Serpent Peninsula. They're a pygmy people, often only 4 feet tall. They're well built for their jungle

environment. Their skin is dark, and their eyes range from dark to light green. They speak Karimari.

Sindhi are the people of Sindh. They're a poor people, as most of them are forced to live under the oppressive caste system, where only your position in the castes determines your social standing. They're average in build. Their skin is light to dark brown; their hair is often dark grey or black. Their eyes are generally blue, brown, or green. They speak Sindhi.

Yavi are the humans of the Divinarchy of Yavdlom. They're slim and tall people with pointed ears. Their skin is dark, and their hair is often dark brown or black, with rare cases of light hair. Their eyes range from dark to blue. They speak Yavi and Elvish.

Aranea

Aranea are strange creatures. They appear in their true forms as spiders the size of a calf with human arms at the front. They're secretive and secluded, and prefer to hide from other sentient races, unless cooperating with them is useful to the Aranea.

Aranea, due to their dual nature, often adopt the naming scheme of nearby settlements to blend in better. In their true form, their name is usually made up of heavy consonants and hisses and clicks.

Aranea Traits

Ability Score Increase. Your Charisma score increases by 2.

Age. Aranea reach adulthood at 20 years of age and can live up to 200.

Alignment. Aranea are seclusive creatures, and tend towards neutral alignments, although some malicious ones tend towards chaos.

Size. In their true form the Aranea is about the size of a calf, but their legs make them appear much larger. In their humanoid form their size is appropriate to the race of choice. Your size is Medium.

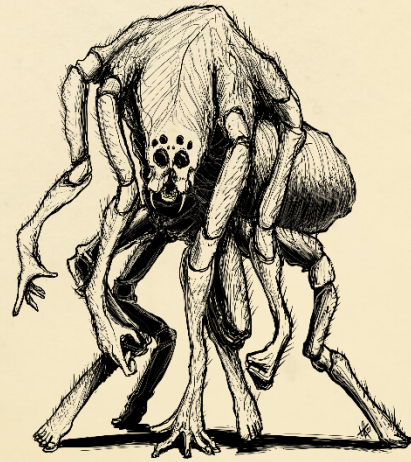
Speed. Your base walking speed is 40 feet. In addition, in your spider form you gain a climbing speed of 30 feet.

Languages. You can speak, read, and write Aranean, and 2 additional languages of your choice.

Darkvision. You can see in total darkness as if it were dim light up to 90 feet. You cannot see colors in the dark, only shades of gray.

Shapeshifting. You can assume a hybrid or humanoid form for a day. The form is average in size for the race of choice and can appear as you like. The hybrid form has fangs, and a smaller extra set of eyes, as well as spinnerets. You can use your Aranea traits in this hybrid form. These features can be spotted with a DC 15 Wisdom (Perception) check. The DC increases to 20 if you use a Disguise

Kit. Your humanoid form does not possess these features, but you cannot use your Aranea traits in it. You can assume this form once and cannot do so again until you finish a long rest.



Cave Aranea

The more primitive and aggressive of the two types of Aranea, these spiderfolk inhabit dark caverns, and are commonly found on the Isle of Dread and other wild and untamed regions. They find humanoid meat, specifically Phanatons, to be a delicacy.

Ability Score Increase. Your Dexterity score increases by 1.

Superior Darkvision. Your Darkvision has a radius of 120 ft.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Venomous Bite. In your spider and hybrid forms you can make an unarmed attack with your fangs. On a hit, deal 1d4 + your Strength modifier Piercing damage and the target makes a Constitution saving throw (DC equals 8 + Proficiency bonus + your Charisma modifier). On a failed save, the target takes 1d6 Poison damage. Poison damage can only be used with your bite attack once per round.

Starting at 3rd level, you can spend a minute to extract a vial's worth of poison from yourself. As an action, you can apply this poison to a weapon or up to 3 pieces of ammunition. On a successful attack with said weapon, the target must make a Constitution saving throw against your Venomous Bite DC. On a failure, they take an additional 1d6 Poison damage. When applied to a weapon, the poison lasts for 1 minute before drying. A vial of your poison loses all potency after 24 hours. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

After extracting your venom, you can't extract or apply it to your venomous bite again until completing a short or long rest.

Forest Aranea

The more peaceful and trickier of the two Aranea types, these Aranea inhabit the kingdom of Herath on the Savage Coast and pretend to be

humans to avoid hostility from their neighbors.

Ability Score Increase. Your Intelligence score increases by 1.

Web. Starting at 3rd level, while in your spider or hybrid form, you can cast the spell Web once. Additionally, it is not a concentration spell for you when cast this way and the webs remain until they are destroyed, removed, or naturally degrade. You regain the ability to use this trait after completing a short or long rest. Charisma is your spell casting ability for this spell. The number of uses increases to 2 at 9th level and 3 at 15th level.

Weaver. You gain Proficiency in Weaver's Tools. Additionally, you can expend a use of your Web trait to create 50 feet of spider silk rope or 200 feet of spider silk thread. 20 feet of thread can be used to craft 1 square foot of fabric worth 1 Gold.

N'Djatwa

The N'Djatwa (Un-JAT-wa) are a peculiar race. In the old days there were two tribes, the Nunjar ogres and the Natwa elves. The two tribes went to war with one another over the diminishing resources, and blood was spilled on both sides. Eventually the ogre shaman Utaba warned them of a coming plague, and that it was the will of the Immortals that the two

races come together to form a new one, capable of surviving the calamity. Utaba was killed, and the plague did come, nearly wiping both races out. So, the two tribes came together at the sacred site, known as the Altar of Stars, and performed a ritual which resulted in the first generation of N'Djatwa being born. The new race traveled north to the land known as Green Bay and settled there.

N'Djatwa are as massive as ogres, and as intelligent as elves, with some knowledge of the arcane and druidic ways being passed down from their ancestors. They stand about 7 feet tall and are strongly built with skin that is dark red.

One disturbing aspect of these people is their diet. N'Djatwa have inherited their ogre ancestors' cannibalism and will devour the flesh of those they consider their enemies. They also practice slavery on their enemies. If one can prove themselves strong and intelligent enough to not be eaten, they have a friend for life in the N'Djatwa.

Male Names: Alatonga, B'etok, Chalticali, Durgogoda, Golatonda, J'akumas, Keltikor, M'banara, N'godta, Podachingada, Q'Teltidus, Ranithdwar, Sagoda, T'Chindawa

Female Names: Baltachi, Chizarak, D'Antamani, Ganituana, J'Azca, Korianak, M'betu, Ngezitwa, Pasiduana, Q'Telwu, Ranachiwa, Siswanachor, Telemena, Wachata, Zandatha

N'Djatwa Traits

(Originally by Glen Welch)

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

Age. N'Djatwa reach adulthood at the age of 12. They are a long-lived race, living up to 300 years.

Alignment. N'Djatwa are in harmony with nature, though their belief that everything is edible strains their relationship with their neighbor. They're a practical people and lean towards neutrality.

Size. The average N'Djatwa stands about 7 feet tall, with a muscular build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You possess the ability to see in the dark from your elven ancestors. You can see in total darkness as if it were dim light up to 60 feet. You cannot see colors in the dark, only shades of gray.

Elf Blooded. You have advantage on saving throws against being charmed, and you cannot be put to sleep magically. For prerequisites for feats or similar abilities, you count as an elf.

Hale and Hearty. You are immune to disease, both common and magical. Also, when you roll for hit points, roll three of the appropriate hit dice and take the highest result.

Questionable Appetite. You have advantage on Wisdom (Survival) checks made when foraging for food. Your companions may need convincing to join you for dinner.

Languages. You can speak, read, and write Common and N'Djatwa, a strange guttural language known for its strange flow and rhyme.



Enduk

Soaring above the skies of the Arm of the Immortals are the winged Minotaurs, known as the Enduks.

Enduks look strange indeed, standing six to seven feet tall, smaller, and lighter than regular minotaurs though still very muscular. Long, coarse hair tufts at the throat and shoulders, run in a mane down the back. The head of an enduk is most often spotted and splotched with white and black, though features such as the eyes and muzzle are highlighted in brown. Their fur is usually light brown, ranging to black but a very few have creamy-white fur. Enduk wings are feathered black, white, or a shade of gray or blue gray. Hair is coifed into curled rows. Both males and females have horns; these stick out from the sides of their heads (rather than curling close) and are usually ivory-white, though some are yellow, light brown, or gray.

Enduks are typically stoic creatures unless enraged. They get along well with all other races except the manscorpions, who have possibly earned the eternal animosity of the enduks. Their philosophy demands an ascetic life of peasantry, which ties in with the enduk religion - worship of their patron Immortal, Idu (Ixion), and reverence of their greatest leader, Gildesh.

Enduk Traits

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

Age. Enduks reach adulthood at 15 years of age and can live up to 90 years on average.

Alignment. Enduks are peaceful and proud people, who lean towards lawful and good alignments, although some, due to their innate hatred for the Manscorpions, can act quite chaotically.

Size. Enduks stand 6 to 7 feet tall and are muscular in build. Your size is Medium.

Speed. Your base of walking speed is 30 feet. In addition, you gain a flying speed of 50 feet. You cannot fly when wearing medium or heavy armor.

Enduk Weapon Training. You gain Proficiency in the greatsword, great-axe and pike.

Horns. You can replace your unarmed attack with a goring attack. If the attack hits, your horns deal piercing damage equal to $1d6 +$ your Strength modifier.

Goring Swoop. If you're flying and within 15 feet of a hostile creature, you can dive bomb towards that creature and make a horn attack. If you hit, the target must make a Strength saving throw (DC $8 +$ your Strength modifier + your Proficiency Bonus) or be knocked prone.

Keen Sight. You have advantage on Wisdom (Perception) checks that rely on sight.

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



Cayman

The denizens of Cay, known as the Caymas, or the Caymen, are short but feisty lizardfolk who live peaceful lives in harmony with nature, and constantly fighting the gatormen of Ator.

Caymas are short. Very short. Usually, 2 to 3 feet tall. But they have spunk, and aren't afraid of a fight, even if a halfling could push one over with relative ease. The Caymas are known well outside their nation for their sheer spirit and courage, which

earns them a lot of credit and admiration.

Caymen were first created by Herathian wizards some time ago. They weren't what the Herathians wanted, and they were left to die, but the little lizardfolks survived and founded the nation of Cay. Since then, they've gone on to fight the gatormen of Ator, but they're losing, and might be doomed if the tides don't turn.

Cayman naming schemes follow a simple formula, with hiss or a click followed by an object or verb.

Cayman Traits

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

Age. Caymen reach adulthood at age 6 and live up to 40 years.

Alignment. Caymen are usually neutral in alignment, not really caring for the goings-on of the world. Although those Caymen dedicated to fighting the gatormen are seen as forces of good.

Size. Caymen are usually 2 to 3 feet tall and light in build. Your size is small.

Speed. Your base walking speed is 30 feet. In addition, you have a swimming speed of 30 feet.

Hold Breath. You can hold your breath when underwater for up to 1 hour.

Stubborn Thing. Your kind is known for their spunk and bravery. You have advantage on Wisdom saving throws made against being frightened.

Natural Survivors. You gain a Proficiency in the Survival and Nature skills. In addition, you can make a Wisdom (Survival) check to craft clubs and shields out of bone.

Bite. You can replace your unarmed strike with a bite attack. The bite deals piercing damage equal to 1d4+your strength modifier.

Languages. You can speak Common and Cayman.

