



PLAYER RACES



HOME BREW

A Multitude of New and Alternate Player Races
for the World's Greatest Roleplaying Game

NEW PLAYER RACES

One of the most important choices you make when creating your adventurer is their race, sometimes referred to as their lineage. While the player races presented in the *Player's Handbook* are assumed to be in every campaign, the dungeon master can choose to add additional races to the game.

Below are six player races that can be made available to players alongside those in the *Players Handbook*: Entlings, Half-Dwarves, Magen and Alternate Fairies, Humans, and Lizardfolk

ENTLING

WHEN I WAS A CHILD I SOUGHT OUT THE guardian of my people's ancestral forest. I wandered for days deep within the woods, and I am certain that I never have found the ancient gardener had he wished to remain hidden from me. His true name was too much long for me to comprehend, but he allowed me to call him Whiproot.

For a year and a day he taught me the ways of the wood, slowly nurturing my druidic potential. Sometimes I still see those ancient green eyes in my dreams. Though I have grown old, I know that the gardener is still out there in the forest of my people, quietly singing to himself as he tends to the trees.

-Zumug, Archdruid of the North

ELDER GARDENERS

Deep in the forests of the world dwell a forgotten people, the Entlings. They are the ancient caretakers of the forest who awoke at the dawn of the world. To many, they are creatures of myth and folktale, reclusive tree-like people with skin like bark and hair that resembles tree-tops and verdant gardens. Though these gardeners are few in number, they are very much real, though they prefer to be forgotten. Most Entlings will happily spend their exceptionally long lives tending to the large swaths of wilderness under their care, learning the names of every root, flower, and tree under their protection.

SHEPHERDS OF THE FOREST

Entlings care deeply for the plants under their care, and often watch them grow from seedling to fully mature plants. They prefer to spend their lives in quiet harmony with nature, only occasionally interacting with other mortals. They carefully maintain the natural order of the ecosystems they dwell in, culling creatures that grow to numerous, nurturing those on the brink of extinction, and all the relationships in between.

Though rarely roused to action, Entlings who strike out into the world often do so to protect the forests under their protection. Though slow to anger, their fury knows no bounds when evil or blight threatens the groves that they have raised from seedlings. Entlings who leave the forest usually find it difficult to fit in amongst civilized settlements, and usually struggle to understand the norms and customs of normal folk. Entlings who become adventurers most often train to defend the wild as a ranger or join a local Circle of druids.



ENTLING NAMES

Due to their long lifespans and relaxed disposition, Entling names are often exceptionally detailed stories that can take days to explain. Often, the Entlings that interact with mortals will adopt the name of their favorite plant, tree, or flower.

ENTLING TRAITS

No matter their home ecosystem, environment, or forest of origin, all Entlings have the following traits in common:

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

Creature Type. You are both Humanoid and Plant.

Age. Entlings are considered to be adults around the age of 100, and can live to be over 1000 years old if they spend their lives in peace. Hasty Entlings that take up the stressful life of adventuring can shorten their lifespan by up to 500 years.

Alignment. Entlings are a naturally peaceful folk that care for all living things, and they tend towards good alignments.

Size. Entlings reflect the forests and plants they tend to, and thus come in all shapes and sizes. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and your choice of either Druidic, Sylvan, or Elvish.

Gardener's Lore. You gain proficiency in the Nature skill, and you can make a Wisdom (Nature) check whenever you would normally make an Intelligence (Nature) check.

Natural Magic. You know one cantrip of your choice from the Druid spell list. Wisdom is your spellcasting ability for it.

Photosynthetic. You don't need to eat or drink so long as you are exposed to sunlight for 1 hour each day. To gain the benefits of a long rest, you must spend at least 6 hours in an inactive, motionless state, though you remain aware of your surroundings. In this state, you can see and hear as normal, and you appear to be a normal tree unless closely inspected.

Shepherd of the Forest. Through sound and gestures, you may communicate simple ideas with plants of all kinds.



HALF-DWARF

FROM ATOP THE GREAT WALLS OF HAMMERDEEP I watched as the the young half-dwarf disappeared into the swamp. Based on talent alone, he should have been chosen as apprentice to the master smith of the great walled city. Sadly, due to his human mother, the young smith had been passed over for a less skilled, but full-blooded dwarf.

I always admired how he refused to stoop to the menial work delegated to half-dwarves, and I was determined to help him earn the right to use the clan name of his father. I knew the task would be dangerous, especially to a dwarf with so little experience as a warrior, but if he could succeed in slaying the young dragon that had taken up residence in the swamp, the elders would have no choice but to accept him.

-Lord Thorin Stormfist
Hero of Hammerdeep

DWARVEN TRADITION

Half-dwarves often showcase the best of both of their parents' heritage. Like dwarves, they will usually place high value on honorable conduct and reputation. And, although they are not considered full members of their respective clans, most half-dwarves will go to great lengths to win acceptance, or prevent bringing shame upon the clan of their dwarven parent.

Often, when a clan has risky or nefarious business to take care of, they will task a half-dwarf with taking care of things. That way, should things go poorly, dishonor is not brought upon a full-blooded member of the clan. Seeking to belong, half-dwarves will go to great lengths to gain the favor of their dwarven relatives. Refusing to deny their human heritage, it is very difficult, and requires great feats of service for a half-dwarf to be recognized by the elders as a member of the clan.

HUMAN INNOVATION

From their human heritage, half-dwarves bring the spark of innovation and desire to create a personal legacy. Far more individualistic than other dwarves, their innate desire to push boundaries drives them to innovate on the craftsmanship of both dwarves and humans, often ignoring the traditions of master artisans. Due to their dedication and ingenuity, half-dwarven products are often sought after by those with an eye for quality. Unfortunately, half-dwarves are rarely accepted into dwarven guilds due to dwarven tradition and customs.

HALF-DWARF NAMES

Half-dwarves are often given dwarven first names, but either take the last name of their human parent, or adopt the name Stone. Being officially recognized as a member of their clan is seen as the highest honor to be bestowed on a half-dwarf.

HALF-DWARVES OF THE MULTIVERSE

Half-dwarves can exist in any setting that includes both humans and dwarves. A hardy folk, they often sprout up wherever these two races meet.

In the *Dark Sun* setting, half-dwarves are known as Mul, and sadly, due to their natural fortitude and stamina they are prized as gladiators and laborers.



HALF-DWARF TRAITS

Half-dwarves share some qualities in common with dwarves, and some new abilities thanks to their human blood:

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

Age. Half-dwarves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans however, often close to 200 years.

Alignment. Half-dwarves often share the lawful bend of their dwarven heritage, but some favor more chaotic ways of life. Most tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to go wherever they please and share in the benefits of a life free from tyranny.

Size. Half-dwarves are about the same size as humans, if a little shorter and stockier. You stand between 4 1/2 and 5 1/2 feet, and weigh around 200 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dwarven blood, 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. However, you can't discern color when in darkness, only shades of gray.

Hardy. You have advantage on saving throws against poison, and you have resistance against poison damage.

Language. You can speak, read, and write Common, Dwarvish, and one additional language of your choice. Half-dwarves often learn the language of peoples they work with.

Natural Craftsman. You gain proficiency with one set of artisan's tools of your choice. You add double your proficiency bonus to any ability check you make that uses those tools.



MAGEN

WHEN THE WARRIOR AWOKE, HE KNEW SOMETHING was different. The last thing he remembered was the feeling of numbness that washed over him as the acid breath of the great dragon consumed him. Almost instinctively, the warrior took stock of his surroundings - he seemed to be in some sort of laboratory. Across from the table on which he lay stood a mirror, and gazing upon his reflection shook him to his core.

The warrior's skin was a pale blue and his eyes flickered with a strange maroon light. As he took survey of himself, he seemed stronger, almost as if some strange new power was flowing through his veins.

-Lord Tormund Shadowfall
Paladin of the Sacred Fire

ARCANE CREATIONS

While most spend their lives searching for purpose, Magen come with that purpose woven into their very being. Created by powerful mages to fulfill a specific duty, Magen physically resemble adult humanoids, but pale bluish skin and maroon eyes set them apart. Their innate magic allows them to live without the food, air, and water required by mortals, but their innate magic makes them susceptible to anti-magic effects.

LOYAL SERVANTS

While the typical Magen is fiercely loyal to their creator, even to death, those that become adventurers are those that have thrown off the yoke of servitude. When you create a Magen, consider why they struck out into the world. Are they seeking a purpose greater than the duty they were created for?

MAGEN TRAITS

Though Magen can vary greatly depending on the mage that created them, all Magen have the following traits in common:

Ability Score Increase. Your Intelligence increases by 2.

Creature Type. You are both Humanoid and Construct.

Age. Magen are created to resemble adult humanoids, and they show no signs of deterioration due to age. Their upper lifespan is speculated to be around 500 years old.

Alignment. Magen are lawful by nature, and most often reflect the alignment of their creator, be it good or evil.

Size. Magen are roughly the size of an adult human, ranging from five to six feet tall. Your size is Medium.

Speed Your base walking speed is 30 feet.

Arcane Construct. You can be damaged by anti-magic spells. If you are targeted by *dispel magic*, you take 1d6 force damage per each level of the spell slot expended to cast it. You also take 1d6 force damage each time you enter, or start your turn, within an anti-magic field (or other similar effect).

Born of the Weave. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages. You can speak, read, and write Common, and one other language of your choice. Most Magen are imbued with the knowledge of a language spoken by their creator.

Unusual Nature. You do not require air, food, or drink.

Subrace. There are two subraces of Magen; Arcane Magen and Warrior Magen. Though, mages sometimes stray from these options to create Magen for more specific purposes.



ARCANE MAGEN

Arcane Magen are embodiments of raw magic, and serve as assistants in arcane research. You gain the following traits:

Ability Score Increase. Your Charisma increases by 1.

Arcane Nature. You know one cantrip of your choice from the wizard spell list. When you reach 3rd level, you learn one 1st-level wizard spell, and when you reach 5th level, you learn one 2nd-level wizard spell. Intelligence is your spellcasting ability for these spells, and you can cast each spell once per long rest without expending a spell slot, after which you must expend one of your own spell slots to cast it again.

WARRIOR MAGEN

Warrior Magen are created to be the guardians for places of great arcane power. You gain the following traits:

Ability Score Increase. Your Strength increases by 1.

Athletic Frame. You were created in peak physical condition. You are proficient in the Athletics skill.

Martial Nature. You are proficient with light and medium armor and with two martial weapons of your choice.

OPTIONAL RULE: MAGEN AS A LINEAGE

If your character is brought back by a mage, or has their body magically enhanced, you can adopt the Magen race to replace your original player race.

If you replace a race with this lineage, you keep any climbing, flying, or swimming speed granted by your original race, along with any skill proficiencies granted by your original player race.





ALTERNATE FAIRY

EVERY FAIRY I'VE EVER MET HAS BEEN IRRITATING beyond belief, and I cannot fathom why the Prince of Winter hasn't expelled the little buggers from his court completely. Sure, their small stature and tiny wings allow them to access places that I certainly couldn't, and their skill with illusion magic does come in handy more often than I'd like to admit. Actually, now that I think about it, they do seem to have their uses. Maybe I need to give these tricksters another chance.

*-Sir Tumnus Longfinger
Champion of the Winter Court*

FLEETING FANCIES

Fairies may be the most spontaneous creatures in existence, constantly moving from one interest to the next as something new or exciting catches their attention. They are curious to a fault, and love to experience new things whenever they have the chance. When a fairy puts their mind to something, they put everything they have into their pursuits. Though it may not last, the determination of a fairy knows no bounds.

SERVANTS OF THE FEY COURT

All Fairies begin their lives in the service of one of the Courts of the Feywild, and the Archfey they serve is the closest thing many of them will have to a parent. The longer a fairy spends in the presence of an Archfey, the more they start to resemble them. Those who have spent lifetimes in the service of a Fey Court often come to resemble miniature versions of Archfey, in appearance and manner. While in the Feywild, Fairies stop maturing, both physically and emotionally, when they reach adulthood, allowing them a strange perpetual immortality.

The fairies who reject a life of unchanging servitude most often do so to become adventurers on the material plane, where they can age and develop normally. Fairy adventurers often pursue their knack for illusion magic as bards, wizards, or sorcerers, though some strike pacts and become warlocks.

FAIRY NAMES

Due to their whimsical nature and ever-changing interests, Fairies will change their name spontaneously when a mood takes them. Fairies usually adopt the name of a particularly beautiful natural phenomena or powerful emotion; Aurora, Dewdrop, Sunrise, Rainbow, Joy, Serenity, or Glee.

FAIRY TRAITS

Though Fairies vary greatly depending on the Archfey they serve, all Fairies have the following traits in common:

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

Creature Type. You are both Humanoid and Fey.

Age. Fairies reach adulthood a year and a day after their birth, and do not age further in the Feywild. While in mortal realms they age normally and can live to be 100 years old.

Alignment. Fairies hail from the courts of many different Archfey, but they are almost universally Chaotic in alignment.

Size. Fairies only stand a few inches in height, the largest of which stand almost a foot tall. Your size is Tiny.

As a Tiny creature, you can only wield weapons that have the Light property, and you cannot wear armor or clothing unless it is specifically sized to fit a creature of your stature.

Speed. Your base walking speed is 20 feet.

Dainty Wings. So long as you are not wearing medium or heavy armor, you have a flying speed of 30 feet and can hover, but you cannot fly, or hover, more than 10 feet off the ground. At 5th level, this 10 foot height restriction is lifted.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fey Magic. You know the *minor illusion* and *faerie fire* spells. You can cast *faerie fire* without expending a spell slot, and you must finish a long rest before you can cast it this way again. You can also cast this spell using any spell slots you have. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and your choice of either Sylvan or Elvish.





ALTERNATE HUMAN

PAUL RIVERS ENLISTED IN THE TOWN GUARD THE day he turned sixteen. None of the villagers thought that this was a particularly good idea, but no one had the heart to turn the boy away. And after all, the village hadn't been attacked by monsters in almost ten summers. Paul trained with the rest of the guardsmen, and despite his boyish personality, he was a natural with the sword and spear. Over the next few months he grew in skill and strength, and by the following summer, Paul was able to best every warrior in the village.

Just before harvest, a group of evil cultists descended upon the small hamlet. They stole everything of value, and burned anything that couldn't be stolen. At the town's most desperate moment, with the survivors cowered in the armory, the cult's champion issued a challenge. A duel to the death for the lives of the remaining villagers. Without saying a word, Paul drew his sword and stepped forward to defend his home.

*-Berthold Cornersnatch
Traveling Bard and Storyteller*

In most worlds, humans are the most numerous of the mortal races, and their grit and adaptability allow them to succeed in all but the most hostile environments. Humans can be found in almost any city, town, or hamlet. They live in large social groups, and most humans dwell in permanent settlements.

A DIVERSE PEOPLE

Humans can vary wildly based on their environment. Where they live, what they do, local climate, their level of education, and other influences all effect their skills and traits. It is hard to make generalizations about humans as the only thing they have in common is their ability to adapt to problems at hand. The wispy and well-educated, scholar from the university of a large city, and the hulking nomadic tribesman from the wilds could share a common relative only two generations back.

Due to their versatility, humans are capable of conceiving viable offspring with most other mortal races. Unlike elves, dwarves, and orcs, humans are accepting of any *half-human* that is willing to work together towards the common good.

IMPROVISE, ADAPT, AND OVERCOME

When a human puts their mind to a task, there is nothing that can stop them. Due to their relatively short lifespans, humans are consumed by an intense desire to leave a unique mark on the world that will live on far past their own demise.

When combined with their natural talents, this drive allows humans to rival the arcane ability of elvish mages, the martial prowess of orcish warriors, and the craft of dwarven artisans. There is nothing that can hold a dedicated human back from becoming the best there is in their chosen area of mastery.

HUMAN NAMES

Humans names, like their other traits, depend on where they live and work. Humans are known for borrowing names from other cultures and races that they work and live closely with.

HUMAN TRAITS

While humans vary depending on the environment they live an work in, all humans have the following traits in common:

Age. Humans reach adulthood in their late teens and can live to see anywhere from seventy to one-hundred years.

Alignment. Humans tend toward no particular alignment. The best and worst are found among every human culture.

Size. Humans vary in size, from barely 5 feet to well over 6 feet tall. Regardless of your height, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write both Common and one other language of your choice. Humans often learn the language of other peoples they live and work with.

Determination. When you make an ability check, attack roll, or saving throw without advantage, you can give yourself advantage on that roll. Once you do so, you must finish a short or long rest before you can use this feature again.

Subrace. Humans have four main subraces to choose from that represent their upbringing and training. When creating a human, choose the subrace that best fits their upbringing and skill set: Astute, Generalist, Specialist, or Vigorous.



ASTUTE HUMAN

Astute humans are those, that have spent their lives honing their mental abilities. They tend to become highly specialized experts in certain subjects, ignoring all other areas of study for the sake of mastery. Some become sages, learning all they can from tomes and scrolls. Others sit at the feet of the wise, seeking to emulate the elders of their clan or temple. And still others master the persuasive arts, honing their social skills.

Ability Score Increase. You increase your Intelligence, Wisdom, or Charisma score by 2, and one other Ability Score of your choice by 1. You cannot select the same Ability Score for both increases you gain from this feature.

Sharp Mind You gain proficiency in one Intelligence, Wisdom, or Charisma-based skill of your choice. When you make an ability check with the proficiency you gain from this feature, you add double your proficiency bonus to your roll.

GENERALIST HUMAN

Some humans never settle down, and instead spend their lives learning to do a bit of everything. These wanderers are known as Generalists. They become restless if they stay in one place for too long, so they spend their lives experiencing as many things as they possibly can. Generalists usually find their way in the world as wandering entertainers, sell swords, or hired hands. Their desire to experience foreign lands and new cultures often leads them to pursue a life of adventure.

Ability Score Increase. All Ability Scores increase by 1.

Skill Versatility. You gain proficiency with any two of the following: a set of tools of your choice, a skill of your choice, a simple melee or ranged weapon, light armor, or shields.

Well Traveled You learn to speak, read, and write two languages of your choice. Often from places you have been.

VIGOROUS HUMAN

By far the most common, Vigorous humans form the down to earth backbone of nearly all human settlements. Hailing from the ranks of farmers and herdsmen, woodsmen and hunters, masons and carpenters, they know the value of a hard day's work. Vigorous humans often leave their humble beginnings to protect their homes and families. Forging their plows into weapons, they embark on lives of adventure. No matter how far they travel, they never forget their humble beginnings.

Ability Score Increase. You increase your Strength, Dexterity, or Constitution score by 2, and one other Ability Score of your choice by 1. You cannot select the same Ability Score for both increases you gain from this feature.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. Once you use this feature you must finish a long rest before you can use it again.

DEMI-HUMAN PLAYER RACES

In most settings, humans are the most numerous of the mortal races, and often have children with other peoples. The human subraces here provide insight into some of the traits present in the more common demi-humans: the *Skill Versatility* of the Half-elves, the *Relentless Endurance* of the Half-Orcs, or the *Natural Craftsman* of Half-Dwarves.



OPTIONAL RULE: FEATS

If your game uses the optional rule for Feats as presented in the *Player's Handbook*, you can select the following subrace for your human player character: the Specialist Human.

SPECIALIST HUMAN

Some humans are trained beyond normal specialization and are raised from a young age to fulfill a specific duty. Whether they are trained as elite warriors, or hone minds to awaken psionic abilities, Specialist humans are capable of skill and ability beyond that of even the most fantastical races.

Ability Score Increase. Two different Ability Scores of your choice each increase by 1.

Specialized You gain one Feat of your choice, so long as you meet the prerequisites. Your chosen Feat must increase one of your Ability Scores by 1, such as Lightly Armored or Observant, in order for you to select it as part of this feature.





ALTERNATE LIZARDFOLK

PALEFANG STEPPED FORWARD INTO THE CIRCLE that was already forming around him. He had left the village two moons ago as a hatchling, determined to return and prove his strength. He now sought to challenge the aging chieftain for his position as leader of the clan. The rival lizardfolk he had slain earlier that day had strengthened his reputation enough that the chieftain did not think it disgraceful to accept his challenge. If he won, Palefang would wrest control of the clan, and the other hatchlings would be forced to respect him. As the circle of lizardfolk closed around him and the chieftain, Palefang drew his bone dagger. The chieftain let out a guttural hiss and dropped his cloak from his shoulders, revealing a scaled body covered in scars. The noise of the tribe grew louder and louder in his ears, and for the first time in a long time, Palefang knew fear.

*-Captain Rufus Hogback
Retired Adventurer*

TRIBAL WARRIORS

Lizardfolk are a people unlike any other; feeling no emotion, yet fiercely loyal to their tribe. Their need to prove themselves in battle makes them dangerous neighbors, and they are constantly involved in tribal warfare. Their culture of war has prevented them from advancing past their primitive ways.

Unlike most humanoids, they do not form familial bonds, instead bonding with their tribe. Any lizardfolk would risk their life to protect the hatchlings of their tribe. Even the females that lay clutches of eggs view all of the hatchlings, even those they didn't hatch themselves, as their children.

HONOR AND VIOLENCE

Lizardfolk society is governed by a strict caste system based on personal reputation. Lizardfolk increase their standing by overcoming enemies that are their equal, or better. They have no interest in fighting the weak, and they will stop at nothing to test their skill in battle against more powerful foes.

Lizardfolk view their lives, and all of their actions, through this lens. After they hatch, they have one year to accomplish enough great deeds to earn their place as an adult member of their tribe. If they fail to meet this expectation they are exiled from the tribe or killed in honor duels by their clutchmates.

LIZARDFOLK NAMES

Lizardfolk hatchlings are named for their appearance. If they survive to adulthood they are given a new name based on how they established their reputation. Lizardfolk are always looking to overcome greater obstacles and earn new names.

Hatchling Names. Blackclaw, Dreadspine, Greenscale, Heavystep, Longtooth, Quickfinn, Rotfang, Widemaw.

Adult Names. Bonecrusher, Firewalker, Heartsplitter, Kingbreaker, Lightthief, Trollslayer, Wyrmeater.

LIZARDFOLK TRAITS

Lizardfolk can differ based on their tribe and environment, but all lizardfolk have the following traits in common:

Ability Score Increase. Your Constitution increases by 1.

Age. Lizardfolk reach maturity around 1 year of age and are almost always slain in battle before the age of 60.

Alignment. Most lizardfolk are neutral in their outlook. They see the world as a harsh place of predators and prey.

Size. Lizardfolk are bulkier and taller than humans, often standing well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your fanged maw is a natural weapon which deals piercing damage equal to 1d6 + your Strength modifier.

Cunning Artisan. As part of a short or long rest, you can use a blade or dagger to harvest bone and hide from a Small or larger creature to create one of the following objects: a shield, a club, a javelin, or 1d4 darts or needles.

Natural Armor. You have tough scales. When unarmored, your Armor Class is equal to 13 + your Dexterity modifier. You can still use a shield and gain the benefits of this trait.

Languages. You can speak both Common and Draconic.

Subrace. Lizardfolk have four subraces that vary by habitat: Desert, Grassland, Jungle, or Swamp Dwellers.

REPTILIAN ADVENTURERS

While most lizardfolk are emotionless warriors, the ones who take up a life of adventuring often do so because they feel called to something more. Other lizardfolk find adventuring an excellent way to test their martial skill against greater and greater foes.



DESERT DWELLERS

Above all else, Desert Dwelling lizardfolk are cowards. After hundreds of years of being hunted by desert predators these frilled reptilians are few in number, living in tribes less than ten members strong. They always settle in locations with many escape routes should they be attacked while resting.

Ability Score Increase. Your Dexterity increases by 2.

Quick Feet. Your movement speed increases by 5 feet, and you have advantage on initiative rolls when not surprised.

Frilled Defense. You gain proficiency in Intimidation, and you have advantage on Charisma (Intimidation) checks you make against creatures with an Intelligence of 6 or lower.

GRASSLAND DWELLERS

Grassland Dwelling lizardfolk are brutish tribes of raiders and marauders. They live together in large hordes, and move through their territory as nomadic tribes. Despite a warlike lifestyle, their biggest threat comes from within their ranks. Their leaders are constantly challenged for control, and many of their strongest are slain during internal power struggles.

Ability Score Increase. Your Strength increases by 2.

Aggressive. As a bonus action, you can move up to your speed toward an enemy creature of your choice. You must end this movement closer to the enemy than you started.

Conquering Horde. You gain proficiency with shields and three simple or martial melee weapons of your choice.

Hungry Jaws. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

JUNGLE DWELLERS

Valuing stealth and quick, decisive strikes over open battle, Jungle Dwelling lizardfolk are experts at remaining unseen until they strike. These ruthless lizardfolk live in secluded places and guard the location of their nests with their lives. They do not discriminate, all trespassers die the same.

Ability Score Increase. Your Dexterity score and your Intelligence score both increase by 1.

Natural Predator. You gain proficiency in Survival, and you have advantage on any Wisdom (Survival) check you make while in jungle, swamp, or forested environments.

Reptilian Camouflage. As a bonus action, you can turn invisible until the start of your next turn. This effect ends early if you make an attack roll or force a creature to make a saving throw. Once you use this feature, you must finish a short or long rest before you can use it again.

SWAMP DWELLERS

By far the most common, Swamp Dweller lizardfolk live in and around great bodies of water. These semi-aquatic folk form small tribes that come together during the full moon to take care of tribal affairs. Unlike most lizardfolk, only resort to violence when it is necessary for their survival.

Ability Score Increase. Your Constitution score and your Wisdom score both increase by 1.

Amphibious. You have a swimming speed equal to your movement speed and you can breathe both air and water.

Aquatic Stalker. You gain proficiency in Stealth, and you have advantage on any Dexterity (Stealth) check you make while you are at least partially submerged in water.





NEW & ALTERNATE PLAYER RACES

Set out for a life of adventure with a multitude of new and Alternate player race options for 5e!

New Player Races:

Entlings - Half-Dwarves - Magen

Alternate Player Races:

Fairies - Humans - Lizardfolk

Version 2.0.0 - Created by [/u/laserllama](#)

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