

**DRAHSID & QAZ'S GUIDE TO MAJESTIC,  
MONSTROUS, AND MYSTERIOUS CREATURES**

**AND OTHER SHENANIGANS**

## FOREWORD

The following is a list of credits for this book.

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## LUTRINAE'L

*“What’s th’ holdup!?” a gruff voice barked from the port side of the raft, catching the party of adventurers off guard. They searched for the source of the voice but found nothing. Suddenly, the voice barked again from the other side of the raft, “I was just about to catch th’ biggest carp of my life, but oh-ho! You lot come barging in and scare the school away!” They turned their heads to the starboard side, where a dog-like head emerged from the water. It was a Lutrinae'l fisherman, wearing a disappointed expression on his face.”*

-Hydra Slayer Dar'kys

Dwelling in wet woodlands teeming with adversaries, Lutrinae'l are a nimble, otter-like race renowned for their exceptional speed on both land and water. Their acute senses and formidable hunting prowess instill fear and respect among others. Strength and swiftness in the hunt are universally admired traits among the Lutrinae'l.

## DISTINCT HUNTERS

Since before the time of the Fey, Lutrinae'l have formed small hunting groups. Although created by Malar, the God of the Hunt, Lutrinae'l rarely worship deities. Instead, they often engage in hunts for various creatures, sometimes for sport rather than sustenance. In recent times, an increasing number of Lutrinae'l have been drawn to the path of the adventurer, seeking the thrill and camaraderie found in pursuing more formidable and dangerous prey alongside other like-minded individuals. Contemporary Lutrinae'l adventurers typically embrace high-risk, high-reward endeavors, earning respect and admiration for their boldness and prowess.

Many races unfamiliar with Lutrinae'l may harbor misgivings towards them, having only encountered them in books or through territorial Lutrinae'l encounters. However, as more and more Lutrinae'l continue to challenge themselves against increasingly monstrous foes, some meet their end in glorious battle, undeterred by the prospect of death and inspiring future generations of all races to follow in their footsteps.

## TENSIONS WITH GNOMES

A longstanding animosity exists between Gnomes and Lutrinae'l, with Gnomes often derogatorily referring to the otter-like race as “Water-rats.” This hostility stems from the Gnomes’ disdain for Lutrinae'l culture and way of life. In recent times, however, relations have improved, and while Gnomes may still express their disapproval, they have become less harsh as Lutrinae'l society evolves.

## ADAPTING TO CHANGE

A cultural divide is emerging among the Lutrinae'l. Some prefer to maintain their traditional, reclusive lifestyle, reluctant to join other adventurers unless necessary for survival. These Lutrinae'l are territorial and see little value in an adventuring lifestyle. Conversely, a growing number of younger Lutrinae'l eagerly embrace the adventurer’s path, fueled by a spirit of curiosity and ambition. This new generation seeks powerful allies to vanquish titanic foes in pursuit of unimaginable rewards, forging their own legends.

This shift toward a more adventurous way of life has become increasingly prevalent among Lutrinae'l, making it rarer to encounter a Lutrinae'l in its natural habitat. The stories of these daring individuals continue to inspire others, reshaping Lutrinae'l society and fostering a culture of exploration and camaraderie.

## ANCIENT ANCESTRY

The Lutrinae'l have a lineage that predates even the Fey. However, the ancient Lutrinae'l were quadrupedal creatures standing at half their current height. Over time, they evolved into the bipedal species known today. Ancient texts suggest that Malar, the God of the Hunt, aided this evolution with the intent of creating a highly lethal race, though this plan appears to have ultimately failed.

## SOCIETY

Lutrinae'l society consists of loosely connected individuals who rarely form large groups. Mating pairs are an exception, as they form long-term bonds and raise their young together. Traditional Lutrinae'l families disband once the offspring come of age, with parents returning to their solitary hunting lives. Lutrinae'l fiercely protect their territories, employing their expert hunting skills to eliminate any threats to their way of life.

*Due to their exceptional swimming abilities, Lutrinae'l are highly sought-after as fishermen, sailors, and sea trackers.*

## PHYSICAL DESCRIPTION

Lutrinae'l are otter-like humanoids with distinct fur patterns that often signify their individual strengths. They possess sleek, streamlined bodies with broad chests and slender, smooth contours, adapting them for a life in and around water. Their hands and feet feature slightly webbed fingers and toes, with only four digits on each extremity, enhancing their swimming capabilities.

A prominent, rounded snout resembling a dog’s nose extends from their faces, accompanied by whiskers that can grow up to two inches in length. These whiskers aid in their keen senses, crucial for their hunting prowess. Lutrinae'l also sport dark, sharp claws on both their hands and feet, further emphasizing their status as skilled hunters. Additionally, they have small pockets on their legs, which can hold minor items, providing them with a practical means of carrying essential tools or trinkets.

## NAMES

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Lutrinae'l names are tribal and generally short. For the most part they end in -ao or with an ə sound. Sometimes names will be longer, with a contrasting parts.

Male	Kaelao	Renjar	Talmao	Vetrak
Female	Selina	Mirae	Yanao	Lesari
Nicknames	Water-Rat	Rutter Rat	Dog Fish	Whiskers

## LUTRINAE'L TRAITS

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### ABILITY SCORE INCREASE

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

### AGE

Lutrinae'l reach maturity around the age of 10 and typically live for around 65 years, although some have been known to live as long as 120 years.

### ALIGNMENT

Lutrinae'l tend to lean toward *chaotic* due to their nature, but they can also adapt to the values of law and order.

### SIZE

Lutrinae'l stand between 5 and 6 feet tall. Your size is Medium.

### SPEED

Your base walking speed is 35 feet.

### SWIM

You have a swimming speed of 40 feet.

### LANGUAGES

You can speak, read, and write Common and Sylvan. Your knowledge of Sylvan, the ancient language of the Fey, stems from your ancestral roots.

### CLAWS

Your sharp claws are natural weapons, dealing 1d4 slashing damage when used for unarmed strikes.

### DARKVISION

Your keen senses grant you superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light and in darkness as if it were dim light.

### HOLD BREATH

You can hold your breath for up to one hour before needing to breathe again.

### INSTINCTUAL HUNTER

Hunting prowess runs deep in your blood. You gain proficiency in the Perception and Survival skills.

### LUCKY ROCK

Shortly after birth, you chose a unique rock from a riverbed that holds special significance to you. When you roll a 2 or lower on a d20, you can reroll the die once per short rest. This rock is irreplaceable and cannot be lost.



## VOLANTE

*"The adventurers crept low to the underbrush, following the sound of terrible crunching and tearing. As they approached a large fallen tree, they saw a terrifying sight - a Volante feasting on another creature. They watched in horror as the Volante tore off arms and pulled apart the exoskeleton. Suddenly, the creature's gaze snapped to the group, and the adventurers knew in that moment that their end had come."*

-The Volante Cannibal, Nelris the Huntsman

The distant hum of wings and signs of danger exaggerate the fear of those who delve too far into the woods where the Volante dwell. Trails of fallen intruders are a clear indication of their presence.

The Volante are a reclusive and savage race who live secluded in their homelands. They are known to fight until their last breath to protect their territory. The mere idea of encountering a Volante invokes images of risk and danger.

## ANCIENT FEAR

The Volante are a legendary and ancient race that have existed for longer than most can recall. They are often referenced in the mysteries and myths of the past, acting as swamp monsters of arcane; monstrous forest beasts; and violent jungle anomalies. Many old texts exaggerate the sound of their wings' hum, the most common sign of danger.

These elusive creatures are rarely found on the outside of a biome, often taking residence in the deepest and most secluded parts of the various biomes in which they inhabit. They prefer a moist, swampy environment, which is why they are not often found in dry areas.

Although the Volante never recorded their own history, accounts of their encounters with adventurers and sages have been passed down through the ages. In the past, they were without a doubt a horrible encounter for anybody. However, in modern times, some Volante have begun to understand that they can become greater by joining normal people and adventurers, although this goes against their nature.

Despite their efforts, many Volante find it difficult to integrate with normal people due to the negative reactions they receive. They are often subjected to disgusted and strange looks, putting them into a state of unease. As a result, some Volante give up on this mission and resort to their more natural way of life.

## PROTECTIVE AND INTELLIGENT

The Volante are known for their territorial nature, being fiercely protective of their home, family, and friends. Legends say that if a Volante finds something important, it will fight to the death for it, and some even claim that their corpses continue to battle.

As skilled fighters, the Volante are seen as invaluable companions for any adventurer. Despite their ferocity, they are not foolishly reckless and are known for their intelligence and decisiveness. Although the Volante have weaknesses, such as their vulnerability to cold and water, they have survived for many ages thanks to their natural abilities and wits, overcoming great challenges.

## ROUGH CHILDHOOD

The childhood of the Volante is brief, lasting only about three months, but it is a highly dangerous time for the young creatures. Many Volante are born, but few survive, making it a true test of strength among the adults of the species. Those who do survive are highly respected among the Volante.

The young Volante hatch from eggs laid in water, but it is expected that only the strongest will survive, as water is a great weakness for the Volante. Because of this, adult Volante are consistently fearful of water.

Once the young Volante escape the water, it takes approximately three months for their two sets of wings to fully grow. Once this process is complete, they are considered adults and are likely to live longer than their siblings.

## SOCIETY

The Volante do not have an organized society and tend to act as individuals, hunting and consuming prey as they see fit, be it a Bugbear or another Volante. However, there are outliers among the Volante who have had peaceful interactions and dialogue with adventurers and other travelers. In such cases, they may relax their harsh attitudes toward outsiders and even be convinced to join the adventurers in their quest for rewards.

Some Volante even expect to be directly sought by adventurers, and will personally test their power before deciding whether to join or consume them. To avoid overpopulating and destroying their food sources, the strongest Volante often kill and consume the weaker members of their species. If the food supply is destroyed, the Volante can become crazed and will savagely attack villages, caravans, and other Volante territories.

It is common knowledge to stay away from Volante territory during their mating season, which occurs just before winter. During this time, male and female Volante become grouped up and vicious. The females lay their eggs in water, which hatch in the spring.

## PHYSICAL DESCRIPTION

The Volante are humanoid creatures with a striking resemblance to dragonflies. They possess a dense chitinous exoskeleton that serves as natural armor against attacks. Despite their thin legs and arms, the Volante are surprisingly strong. Their long abdomen extends into a tail-like ending, which they sometimes curl up to compensate for its length.

The Volante's face is dominated by their huge buggy eyes, which consist of an almost uncountable number of small eyes in two large globes protected by a thick layer of transparent chitin. Some claim that the eyes resemble magical orbs. The Volante's hands and feet feature three fingers and a thumb, with a relatively small palm.

Attached to the Volante's body are four wings, resembling those of a dragonfly. The wings are covered in an inch-thick layer of transparent chitin, with visible veins and smaller details.

## NAMES

Volante names end with -ar, -ak- and -el. For the most part the names have a very crude pronunciation.

Male	Glidar	Drak	Rygar	Grak Nax
Female	Cyndel	Flacel	Estrel	Sel Vela
Nicknames	Needle	Huge-Dragonfly	Pincer	Snout

## VOLANTE TRAITS

As a Volante, you possess the following traits:

### ABILITY SCORE INCREASE

Your Intelligence score increases by 2 and your Constitution score increases by 1.

### AGE

Volante generally reach maturity around three months of age and can live up to fifty years.

### ALIGNMENT

Volante are creatures of nature, often viewed as *chaotic* by those who don't understand their ways.

### SIZE

You stand around 6 feet tall, with a medium size.

### SPEED

Your base walking speed is 15 feet.

### LANGUAGES

You can speak, read, and write Common and Sylvan. Your understanding of the ancient language of the Fey is due to your ancestral heritage.

### COLD-BLOODED

You are vulnerable to cold damage.

### HOVER & LUNGE

You can choose to hover and fly as a movement option, up to a height of 10 feet from the ground below you. While hovering, your flying speed is 30 feet. You can use a bonus action to lunge an additional 30 feet in any direction. If your height from the ground below you is greater than 10 feet at the end of your turn, your height is reset to 10 feet above the ground below you. While hovering, difficult terrain does not affect you, and you cannot go prone. If your wings have been submerged in water, you cannot hover or fly until after a short or long rest.

## NATURAL ARMOR

Your chitinous exoskeleton provides natural armor, setting your Armor Class at 12 + your Dexterity modifier, but it cannot exceed 16.

## PERFECT SIGHT

Your two large, globe-like eyes are made up of numerous smaller eyes, providing you with perfect sight. You have proficiency in Perception and can see invisible creatures and into the Ethereal Plane.

# FEROX

*“The shopkeeper, a towering figure with a thick coat of fur, gazes down at the short, hooded man and inquires, “What can I get for you, friend?” Just then, another hooded figure strides in, brandishing a blade. Before the shopkeeper can react, both bandits demand, “Hand over all your gold!” The shopkeeper lets out a chuckle before swiftly grabbing the first assailant by the throat and flinging him across the shop, inadvertently colliding with his accomplice.”*

-Rickon the Shopkeep

Visible veins, rippling muscles, sweat dropping onto the ground. Immense strength and a hard-working attitude is the most defining feature of the Ferox. The Ferox have been crafted to kill, yet they live lawfully as any other species.

## BLOODY ORIGIN

Bane, the God of War, with the help of an experimental wizard, created the Ferox to be the ultimate war machines. Their brief history reflects their original purpose, and though they now abide by the laws of the land, they are sought after as nearly invincible warriors who command respect and instill fear. The Ferox themselves, however, remain largely unaware of their reputation, as war is in their nature but not their intent.

While most Ferox are warriors, some prefer the quieter life of a landworker or shop owner.

## TOUGH LOOKS

The Ferox embody Bane’s vision of a war machine, standing tall and wide with an imposing, nightmare-like presence. Those unfamiliar with the Ferox race are naturally afraid of them, and even creatures like Owlbears back away in fear. To mitigate their fearsome appearance, Ferox often settle in small communities where they are known and respected for their hard work and dedication to difficult labor.



## HARD WORKING

Hard work is ingrained in Ferox culture, and they strive to be productive at all times. A Ferox who finds their productivity waning may become agitated or even enraged. If unable to work, a Ferox would rather die than live a stagnant life. This commitment to labor makes them ideal partners for laborers, sellswords, and farmers.

## BATTLE PROWESS

Ferox are renowned for their combat abilities and tactical acumen. Even those who have chosen a more peaceful life retain an innate understanding of warfare and conflict. When faced with a challenge, Ferox display an uncanny ability to assess their opponents’ strengths and weaknesses and adapt their strategies accordingly. Their prowess in battle is further enhanced by their muscular build and natural agility, making them formidable fighters in any situation.

## SOCIETY

Ferox society closely resembles that of humans, but with a greater emphasis on rough play among children and physical training for young adults. They are taught that death holds no fear, either for themselves or others, and to work tirelessly until exhaustion or death. Their mating habits differ from other races, as they engage in extended mating sessions with multiple partners throughout the season. As a result, Ferox have many offspring who quickly learn to fend for themselves.

## PHYSICAL DESCRIPTION

Ferox resemble massive, bipedal feline creatures with broad torsos and necks supporting wide heads adorned with short, round ears. Their eyes are typically amber-yellow, though some possess deep blue eyes, and their dog-like noses match the color of their fur. The fur itself is a single, dense, flat gradient, usually brown. Ferox hands are wide and flat but retain a five-fingered shape. Even the weakest Ferox boasts dense muscles from head to foot, with visible veins running beneath the skin. Their tails are large and long.

## NAMES

Ferox names tend to be succinct with generally and strictly ending with -on, -er, -ex, az, or -iz.

Male	Lerex
Female	Cerex
Nicknames	Death-Incarnate

## FEROX TRAITS

### ABILITY SCORE INCREASE

Your Strength score increases by 2, and your Dexterity score increases by 1.

### AGE

Ferox reach maturity around the age of 6 and generally live up to 150 years, although some have been known to live as long as 200 years.

### ALIGNMENT

Most Ferox are *lawful*, though battle-hardened warriors may lean towards *chaotic* due to their war-loving nature.

### SIZE

Ferox typically stand between 7 feet 4 inches and 8 feet tall. Your size is Medium.

### **SPEED**

Your base walking speed is 30 feet.

### **LANGUAGES**

You can speak, read, and write Common and Sylvan. Your understanding of the ancient language of the Fey, Sylvan, is rooted in your ancestry.

### **HEAVY SWINGER**

You can wield a weapon with such force that it deals 1d10 bludgeoning damage instead of its normal damage die. The target must succeed on a DC 13 Dexterity saving throw, or be knocked prone. You cannot perform this action if you have moved, and after performing this action, you cannot move.

### **MASCULINE**

As a Ferox, you are powerful. You gain proficiency in Athletics and Intimidation.

### **POWERFUL BUILD**

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You can grapple and shove Large and Huge creatures.



# PANGOLIATH

*“...And as I embarked on my first expedition beyond the familiar confines of my beloved forest, a dawning realization washed over me: perhaps the world held more wonders and mysteries than I had ever imagined. Soon enough, I met them; the group of intrepid adventurers who would help me find my mate, and protect Hagrush from the clutches of an insidious Lich.”*

-The Simple Life of Plux, by Plux the Peaceful

Walking through the forest and humming a tune, a plump Pangoliath trails along. To the untrained eye, this creature may appear unassuming, but beneath its humble exterior lies an immense reservoir of wisdom. Content with solitude and study, the Pangoliath are a wise and enigmatic race.

## HISTORY

Throughout their long history, the Pangoliath have rarely ventured beyond the borders of their own hidden realm. As a race composed of reclusive hermits, they remain mostly disconnected from the broader world. Due to their secluded nature, it is nearly impossible to record a collective history of the Pangoliath. However, it is not uncommon to find personal memoirs penned by individual Pangoliath throughout the ages.

## GNOMISH INFLUENCE

In their early history, the Pangoliath maintained close ties with the Gnomes, adopting many aspects of Gnomish culture into their own. As a result, there are striking similarities between the two races, with their mental characteristics appearing nearly indistinguishable despite their differing physical appearances.

## SOCIETY

Pangoliath society is inherently decentralized, with each individual pursuing their own path. However, every autumn, the normally solitary Pangoliath are compelled to seek out a mate. They often embark on long journeys during this time, facing danger and adversity until they either find a suitable partner or meet their demise. It is considered dishonorable for a Pangoliath to not produce offspring, and those who have not are often met with shame. The young Pangoliath typically stay with their mother, riding on her back until they reach young adulthood, at which point they venture off on their own or their mother passes away.



## PHYSICAL DESCRIPTION

Pangoliath are characterized by large, overlapping plate-like scales that cover most of their hulking bodies. They are generally tall and wide, with a long, thin neck supporting a small head adorned with an outwardly protruding nose. Their arms and legs are relatively stubby, featuring claws that extend a few inches in length. Despite their extensive scale coverage, the Pangoliath's muscular stomach remains scale-free to allow for greater mobility.

## PANGOLIATH NAMES

(TODO: Make logic)

Male	Plux	Mantuk	Farut
Female	Dekle	Kobal	Weven
Nicknames	Scaled Rat	Rolly-Polly	Fat Belly

## PANGOLIATH TRAITS

### ABILITY SCORE INCREASE

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

### AGE

Pangoliaths mature rapidly, reaching adulthood at the age of 10, and can live up to 200 years.

### ALIGNMENT

Pangoliaths tend to be neutral by nature, focusing on personal growth and the pursuit of knowledge.

### SIZE

Male Pangoliaths stand at an average height of 5 feet, while females typically reach 4 feet 6 inches. Your size is Medium.

### SPEED

Your base walking speed is 25 feet.

### LANGUAGES

You can speak, read, and write Common and Gnomish. Gnomish is the language of many great writers and scholars, and most current Pangoliaths reside near Gnome settlements.

### NATURAL ARMOR

Your body is protected by hard, overlapping scales. Your natural Armor Class is equal to 13 plus your Dexterity modifier, but it cannot exceed 17.

### SAFETY SHELL

As an action, you can curl up into a ball, increasing your natural Armor Class by 4. This defensive posture lasts for one turn, and taking any other action cancels its effect. While in this state, your speed is reduced to 5 feet.

### TONGUE LASH

You can extend your tongue up to a maximum distance of 15 feet to grasp small items. If the item is particularly heavy, you must succeed on a Strength check to successfully retrieve it.

# KINGII

*"In all my years of study of the diverse races of Toril, never have I seen such a vile, unsavory, and chaotic force. These creatures are some of the most distasteful, dreadful, and utterly horrid things that I have ever had the displeasure of interaction. Truly they are failures of some sort, in all regards."*

-Herald Pursuivant Draken's final letter to Herald's Holdfast

Lurking in the shadows, the Kingii's beady eyes watch and wait for the perfect moment to strike. As the Kingii leaps from its hiding spot, its vibrant frills momentarily daze its prey. Swiftly, the Kingii slashes out the victim's throat and leaves its initials carved into the victim's chest—a grisly display for all to see.

## GANG CULTURE

Widespread negative perceptions of the Kingii have deeply affected the species, particularly those raised in large cities and towns. In these urban environments, Kingii are often relegated to impoverished, crime-ridden areas. When a group of Kingii forms, a hierarchical structure quickly emerges, with an alpha male or female leader ruling tyrannically. Beneath the alpha are close advisors and friends, who serve as enforcers to maintain the alpha's rule. Underlings comprise the lowest rung of the hierarchy, often including debtors, non-Kingii, and new gang recruits. Infighting is common within this ever-shifting structure.

*Occasionally, a Kingii develops more advanced critical thinking and chooses not to conform to the customs of Kingii ghettos. These individuals are typically cast out and forced to live apart from other Kingii. Ostracized Kingii often become valuable traveling companions, merchants, or assassins.*

## REGRETABLE ORIGINS

The Kingii's origins lie in a failed ritual conducted by an isolated tribe of Mask worshippers. Despite not being inherently evil, Kingii are often perceived as such, leading to overwhelmingly negative connotations. This treatment has shaped their culture, leading even the Kingii themselves to associate their race with riff-raff.

## SOCIETY

Kingii are highly territorial, reacting to even minor transgressions or invasions of personal space as grave acts of disrespect. They take immense pride in their frills, asserting that the size and colors of these adornments elevate them above their peers. This pride often incites infighting within Kingii communities.

Frills serve as heirlooms, passed from fathers to sons and mothers to daughters. If a Kingii or their frills are disrespected, they will often devise a plan to intimidate or even murder the transgressor. These brutal displays of power serve as warnings to those who would insult the Kingii.

## PHYSICAL DESCRIPTION

Kingii resemble large, athletic, humanoid lizards. Two expansive, separated frills hang from their heads, appearing opaque from the back and semi-transparent from the front. When illuminated, these frills display a unique blend of colors. Kingii scales are primarily various shades of green and khaki, and their eyes appear as dark, large pupils. Their feet feature long, finger-like toes. While their appearance may be perceived as grotesque—a result of a vile curse—they have learned to use their looks to their advantage, intimidating creatures and people alike.



## KINGII NAMES

(TODO: Make logic)

Male	Rasuth	Molth
Female	Fasos	Korso
Nicknames	King-Flee	City Dreg

## KINGII TRAITS

### ABILITY SCORE INCREASE

Your Charisma score increases by 2, and your Dexterity score increases by 2. However, your Constitution score decreases by 1.

### AGE

Kingii reach maturity at around 15 years of age and have a lifespan of approximately 90 years.

### ALIGNMENT

Kingii tend to be extremely selfish and disregard others, leading them to lean towards chaotic alignments.

### SIZE

Kingii stand around 4 feet tall and are classified as Small in size.

### SPEED

Your base walking speed is 30 feet.

### LANGUAGES

You can speak, read, and write Common, as well as speak Agamian—the unwritten language of the Kingii.

### **CAMOUFLAGE**

Your natural ability to blend into environments grants you proficiency in Stealth.

### **LEER**

Your intimidating and grotesque appearance and demeanor grant you proficiency in Intimidation.

### **SCARY FRILLS**

As a reaction to being attacked, you can hiss and wave your frills to deter your assailant. The attacker must make a Wisdom saving throw against a DC equal to your Charisma score. If they fail, they have disadvantage on this attack. You can use this ability once per encounter.

# LOPHRINA

*“The ballroom was cleared and the mass of colorful Lophrina were ready to start their dance. The females line up atop the ballroom’s balcony, ready to choose their mates. The band started to play and the mass of birdfolk started to dance, flaunting their unique feathers and lavish clothing.”*

-Lord Ras'lun recalling a Lophrinas' mating ceremony

The Lophrina are an alluring and knowledgeable race, drawing respect from others with their charismatic presence. Despite this, they somehow remain humble, and respect even the most vile of acquaintances. These avians exhibit vibrant colors and an innate talent for diplomacy.

## NOBLE ORIGINS

Lophrina emerged among the high elves, inheriting their cunning and nobility. As a result, Lophrina society values high class and refinement. This race is known for their natural aptitude in creative, entrepreneurial, and political pursuits, making them successful leaders and thinkers.

With minimal exceptions, some Lophrina succumb to savagery. These Lophrina are disregarded by the race as a whole and denounced as if they were mad.

## DANCING CULTURE

Lophrina have a strong connection to dance, practicing their skills during leisure time. Females engage in dance for enjoyment, while males hone their abilities to compete for potential mates. This cultural focus lends Lophrina exceptional acrobatic prowess and dancing finesse compared to common folk.

## BOLD AND PROUD

Renowned for their unwavering determination, Lophrina are proud of their accomplishments and refuse to accept failure. They are known to be true to their word and people, upholding high moral standards. Lophrina often favor diplomacy over conflict, earning the respect of others for their wisdom and integrity.

## SOCIETY

Lophrina society has integrated seamlessly with high elven culture, though a notable distinction exists in their gender distribution. With only ten percent of the population being female, intense competition arises for mates. Instead of physical combat, Lophrina males engage in dance contests to win the favor of females. Once a female selects her preferred dancer, the decision is respected without grudges.

## PHYSICAL DESCRIPTION

The Lophrina are humanoid avians with distinct appearances between the sexes. The males have black and purple feathers covering their body, with a large ring of green feathers circling their neck. In contrast, the females have brown and grey feathers covering their bodies with a much smaller, brown ring circling their neck. From the shoulders to the chest, the color of the feathers is the same as the color of their neck ring. Though the hands of the Lophrina are feathered, they are not wings: in fact, the Lophrina cannot fly. The legs of the Lophrina end with anisodactyly talons (three talons in the front, one talon in the back) The beak of the Lophrina is tiny in width and height; long in length. The eyes of the Lophrina reflect the color of their neck-ring.

## LOPHRINA TRAITS

### ABILITY SCORE INCREASE

Your Wisdom score increases by 2, and your Charisma score increases by 1.

### AGE

Lophrina reach maturity around the age of 30 and can live for approximately 300 years.

### ALIGNMENT

Lophrina are typically calm and rarely chaotic in nature.

### SIZE

Lophrina stand about 5 feet 6 inches tall. Your size is Medium.

### SPEED

Your base walking speed is 30 feet.

### LANGUAGES

You can speak, read, and write Common and Elvish. Your knowledge of Elvish comes from being raised among high elves and other nobles.

### DEFT DANCER

Your innate grace grants you proficiency in the Acrobatics and Performance skills.

### WELL-ROUNDED

Your extensive education and personal studies have provided you with a wealth of knowledge. You gain proficiency in the Insight skill.



## **CHARMING**

Your natural charm and charisma allow you to captivate others. Once per long rest, you can attempt to charm a humanoid you can see within range. The target must make a Wisdom saving throw, and does so with advantage if you or your companions are engaged in combat with it. On a failed save, the creature is charmed by you for one hour or until you or your allies harm it. The charmed creature regards you as a friendly acquaintance, and when the effect ends, it remains unaware of the charm.



## **MYCODRYAD?**

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We need to make this one actually fun lol

# QUACKSTACK

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TODO