

# OUTDATED - Revised Races

This document is outdated, check the new one - [Hiraeth Experimental Rules - Hiraeth Ancestry System](#)

This playtest document presents a new experimental system for character ancestry in our version of fifth edition Dungeons & Dragons in HAG. These game mechanics are in draft form. They aren't officially part of the game yet and are presented for you to try out and provide feedback on.

Our goal with this system is to offer greater flexibility and customization in representing a character's heritage, allowing players to mix, match, and define their ancestral abilities in new ways.

## Step 1: Choose Your Ancestry

In this system, your character's ancestry represents their physical lineage and innate capabilities. Instead of selecting a single race with a fixed set of traits, you'll use **Ancestry Points (AP)** to purchase **Ancestry Traits**, drawing from one or two chosen ancestries (like Human, Elf, Dwarf, etc.).

### Ancestry Traits

Ancestry Traits are the building blocks of this system. They represent specific physiological features, aptitudes, or cultural legacies tied to an ancestry. Think of them as modular components you can select to build the character you envision.

### Ancestry Points (AP)

You begin character creation with a pool of Ancestry Points to "buy" Ancestry Traits. Most traits have a cost (typically 1 to 3 AP), reflecting their mechanical impact. Some traits cost 0 AP (Minor Traits) or have a negative AP cost (Negative Traits), representing drawbacks that grant you more points to spend on other traits.

### Gaining Ancestry Points

- **Starting Points:** At 1st level, you have 5 Ancestry Points.
- **Gaining More Points:**
  - **Leveling:** You gain 2 additional Ancestry Points at 4th level, and another 2 additional Ancestry Points at 7th level.
  - **Age:** You gain 2 additional Ancestry Points at middle age, and another 2 additional Ancestry Points at late age but take some genitive age related traits.

**Feedback Wanted:** We're exploring how characters gain additional AP as they level up. The current model grants points at levels 4 and 7. An alternative we're considering is tying AP gain to character age milestones (reaching adulthood, middle age, old age), potentially introducing unique age-related Negative Traits. Which approach feels better? Does tying it to age add interesting narrative depth, or does tying it to level feel more mechanically integrated? Or is no ancestry advancement ok? Let us know your thoughts!

### Types of Ancestry Traits

Within this playtest system, each ancestry offers four kinds of traits:

- **Minor Ancestry Traits (0 AP):** Small, often flavorful benefits. You can select only one Minor Trait at character creation.
- **Negative Ancestry Traits (-1 or -2 AP):** Traits imposing a drawback. Selecting one grants you additional AP equal to its negative cost (e.g., a -1 AP trait gives 1 extra AP). These are intended to allow trade-offs for greater customization.
- **Default Ancestry Traits:** A pre-selected package of traits totaling 5 AP, offered for convenience. This often includes a Minor Trait and sometimes a Negative Trait. Ideal for quickly creating a classic version of an ancestry.
- **Expanded Ancestry Traits:** A list of optional traits beyond the default package. These allow for representing subraces, unique lineages, or simply further customizing your character's abilities.

## Ancestry Origins: Flavor and Mechanics

This system intentionally aims separates mechanical traits from appearance and cultural background. Some cultures reflect deep racial roots. We encourage you to explore the possibilities this creates.

### Ancestry Flavor and Appearance

Your choice of traits doesn't have to dictate your character's exact appearance. If you take traits from both the Dwarf and Elf lists, how does that manifest visually? Are you tall with a beard? Stocky with pointed ears? Does one ancestry dominate your appearance while the other influences you subtly? This is purely descriptive and up to you and your DM.

You could even use the mechanics of one ancestry to represent a character who looks like another. Want a Gnome who's surprisingly knowledgeable about arcane matters? Maybe you take Gnome traits but describe your character as a short Human. Work with your DM to integrate this into your story.

### Ancestry Mechanics

Conversely, you might focus purely on mechanics. Building a tough character? Combine Dwarf and Goliath traits. Once you have your desired mechanical build, think about the story: are you an unusual Dwarf, a Goliath hybrid, or something else entirely? Let the mechanics inspire the narrative.

### Ancestry Appearance

The appearance of this new Ancestry is for the PC and GM to come up with together (also making sure it fits into the lore of the setting). The Ancestry could look similar to an already existing Ancestry but be magically different for other reasons. The Ancestry could be an entirely new species that you want to bring into the world, mixing and matching Traits around to get the exact right feel for your PC.

## Creating Your Ancestry: Playtest Rules

Follow these steps using the experimental rules:

### 1. Base Ancestry Traits

All characters start with these baseline characteristics, which might be modified by specific Ancestry Traits:

- **Creature Type:** Humanoid.
- **Size:** Medium.
- **Speed:** 30 feet.

## 2. Choose Your Ancestry or Ancestries

Select one or two ancestries (e.g., Human, Elf, Dwarf). This determines which Ancestry Trait lists you can access.

- **One Ancestry:** Access one list. You can choose a second ancestry later when you gain more AP.
- **Two Ancestries:** Access both lists from the start for more initial options but can only choose one source of the stats.

## 3. Spend Your Ancestry Points

Spend your 5 AP on traits from your accessible list(s).

- Total cost must equal exactly 5 AP at creation.
- Max 2 AP gained from Negative Traits.
- Max one Minor Trait.
- You can take the Default package for one ancestry instead of picking individually.

## 4. Note Your Traits

Record your chosen traits.

# Special Rules for Ancestry Traits (Playtest Version)

These rules govern trait selection and interaction in this playtest:

- **Gaining/Losing Negative Traits:** Max 2 AP gain from Negative Traits at creation. You can spend future AP gains to remove Negative Traits (1 AP to remove a -1 AP trait, 2 AP to remove a -2 AP trait). *Does this feel like a fair cost?*
- **Duplicate Traits:** You can't take the same named trait twice, even if offered by multiple chosen ancestries, unless the trait says otherwise.
- **Prerequisites:** You must meet any prerequisites (level, other traits) to select a trait.
- **Ability Scores/Proficiencies:** These follow standard rules. Redundant proficiencies generally don't stack unless a trait specifies an alternative.
- **Refunding Traits:** If a later class feature, feat, etc., grants an identical benefit to an Ancestry Trait, you *may* (DM's discretion) refund the AP and immediately choose other available traits of equal cost. The new benefit must fully replace the trait's effect(s). *\*Is this rule clear? Does it handle redundancy appropriately?\**

# Playtest Ancestries

The following ancestries are included in this initial playtest document:

- Aerimpi (Halfling Equivalent)
- Aasimar
- Dragonborn
- Dwarf
- Elf
- Gnome
- Goliath
- Human
- Kobold
- Tiefling

## Aerimpi

### Aerimpi (Halfling Equivalent)

The **Aerimpi** are a small but agile people who have adapted to life in the skies. Nestled within the Ravine—a sprawling web of cliffs, wind tunnels, and sky-bridges—they live on suspended platforms and travel in flying gondolas. Their society is built on lightness, motion, and balance—values that influence everything from their architecture to their art.

### Base Ancestry Traits (All Aerimpi)

- **Size:** Small
- **Speed:** 25 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 Dex, +1 Wis, -1 Str

### Subrace Defaults (Choose One Set - Total 5 AP)

#### Sky Dancer

- **Dazzling Acrobat (2 AP):** You gain proficiency in Performance, and can use Dexterity instead of Charisma when performing aerial or acrobatic displays.
- **Breeze Rider (2 AP):** You gain advantage on all checks and saving throws related to balance and resisting high wind effects.
- **Light on Your Feet (1 AP):** You can move through the space of any creature larger than you as if it were difficult terrain.

#### Wind Warden

- **Guardian of the Winds (2 AP):** You gain proficiency in Perception. You have advantage on attack rolls against creatures that are flying or airborne.
- **Wind-Sense (2 AP):** You have advantage on initiative rolls and cannot be surprised while flying or suspended above the ground.

- **Anchor Stance (1 AP):** While standing on rope bridges, platforms, or other narrow surfaces, you cannot be knocked prone or forcibly moved unless you are unconscious.

## Hillhome Aerimpi

These Aerimpi live in gently sloping ledges and carved terraces along the more stable, sunlit edges of the Ravine. Known for their love of hearth, harvest, and hearty food, Hillhome Aerimpi are unassuming but courageous when pressed.

- **Hearthbound Fortitude (2 AP):** You have advantage on saving throws against being Frightened or Exhausted.
- **Well-Fed (2 AP):** During a short rest, if you consume a meal or snack you prepared yourself, you may reroll one of your hit dice and take the higher result.
- **Friendly Face (1 AP):** You gain proficiency in Persuasion. Once per long rest, when making a Persuasion check, you can roll a d4 and add it to the result.

## Glimmergrove Aerimpi

Nestled in leafy cliffside groves and suspended gardens, Glimmergrove Aerimpi tend to the wild things and know every creature's path and every breeze's whisper. Peaceful by nature, they are deeply in tune with their environment.

- **Nature's Friend (2 AP):** You can communicate simple ideas with Beasts and gain advantage on Animal Handling checks with small or flying animals.
- **Blend with the Boughs (2 AP):** You can attempt to Hide even when only lightly obscured by natural features (leaves, mist, etc.). You also have advantage on Stealth checks made outdoors in natural terrain.
- **Watcher on the Wind (1 AP):** You gain proficiency in Perception, and you cannot be surprised while in natural environments.

## Expanded Traits (Available to All Aerimpi)

- **Elusive (2 AP):** When you take the Disengage Action, you instead gain the benefits of the Full Disengage Action.
- **Halfling Bravery (2 AP):** You have advantage on saving throws against being Intimidated, Rattled, or Frightened.
- **Halfling Endurance (1 AP):** You have advantage on saving throws to resist gaining Exhaustion.
- **Deft Footwork (1 AP):** You can move through the space of a hostile creature one size larger as if it were difficult terrain.
- **Beast Whisperer (0 AP - Minor Trait):** You can speak to Beasts in a limited manner. They can understand the meaning of simple words, concepts, or emotions. (Counts as your one Minor Trait)
- **Beast Insight (1 AP):** You can understand the meaning of a Beast's sounds and body language. You do not gain the ability to speak with them.
- **Critter Knowledge (1 AP):** You have advantage on Nature, Survival, and Animal Handling checks involving Small or smaller creatures.
- **Burst of Bravery (1 AP):** Once per combat, you can end the Intimidated, Rattled, or Frightened condition on yourself for free at any time.

- **Trade Expertise (1 AP):** Choose a Trade. Your Mastery Cap and Mastery Level in that Trade both increase by 1.
- **Aerial Adaptation (1 AP):** You gain proficiency with air vehicles and have advantage on Acrobatics checks to maintain balance or perform aerial maneuvers.
- **Skyward Leap (2 AP):** Once per short or long rest, you can double your jump distance and take no fall damage from that jump.
- **Cloudcraft (2 AP):** You know the *Gust* cantrip. At 3rd level, you can cast *Levitate* once per long rest. Intelligence is your spellcasting ability for these spells.
- **Small-Sized (-1 AP):** Your size is Small. This affects what mounts you can ride and how you interact with size-based mechanics. (This is already part of the Base Traits, consider if this negative trait should exist or if it's redundant).
- **Short-Legged (-2 AP):** Your movement speed decreases by 5 feet.
- **Intellectually Naive (-1 AP):** You decrease your Intelligence score by 1 (minimum score of 1).
- **Skybound Fear (-1 AP):** You have disadvantage on saving throws against fear effects when standing on solid ground.
- **Fragile Frame (-2 AP):** When you take falling damage, you take 1 additional damage die per 10 feet fallen.

# Aasimar

## Aasimar

Aasimar descend from mortals infused with divine power during the celestial conflict between Pythia and Malchor. Their divine heritage manifests through glowing birthmarks and a symbol of celestial virtue appearing during moments of divine expression.

## Base Ancestry Traits (All Aasimar)

- **Size:** Medium
- **Speed:** 30 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 Dex, +1 Cha, -1 Con

## Default Traits (5 AP Total)

- **Celestial Resistance (2 AP):** You have Resistance to Radiant and Necrotic damage.
- **Celestial Revelation (1 AP):** Once per Long Rest, as a bonus action, undergo a celestial transformation lasting 1 minute. Choose one specific Revelation trait below when selecting this trait (cannot change later):
  - **Revelation Traits (Choose One):**
    - **Radiant Soul:** Gain Flying Speed equal to your walking speed; once per turn, deal extra radiant damage equal to proficiency bonus.
    - **Radiant Consumption:** Emit bright light (10 feet), dim light (an additional 20 feet). Creatures within 10 feet take radiant damage equal to your proficiency bonus at end of your turn; once per turn, deal extra radiant damage equal to proficiency bonus.

- **Necrotic Shroud:** Creatures within 10 feet must make a Charisma Saving throw (DC = 8 + Proficiency Bonus + Charisma modifier) or become Frightened until the end of your next turn; once per turn, deal extra necrotic damage equal to proficiency bonus.
- **Dawn's Light:** Emit bright light (20 feet), dim light (an additional 20 feet); allies starting their turn within the bright light gain Temporary HP equal to your proficiency bonus.
- **Twilight Veil:** You and allies within 10 feet ignore difficult terrain and have Advantage on Stealth Checks.
- **Solar Flare:** Creatures within 10 feet must make a Constitution Saving throw (DC = 8 + Proficiency Bonus + Charisma modifier) or become Blinded until the end of your next turn; once per turn, deal extra radiant damage equal to proficiency bonus.
- **Lunar Shield:** Gain Temporary HP equal to your Level + Charisma modifier; chosen enemies within 10 feet have Disadvantage on Attack rolls against you.
- **Starfall:** Create difficult terrain in a 10-foot radius around you for enemies; once per turn, deal extra radiant damage equal to proficiency bonus.
- **Storm Fury:** Gain Flying Speed equal to your walking speed; once per turn, deal extra lightning or thunder damage (your choice) equal to proficiency bonus.
- **Earthen Guard:** Gain Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks; your skin appears stone-like.
- **Darkvision (1 AP):** 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.
- **Divine Presence (1 AP):** Gain Advantage on Influence Checks (like Persuasion or Intimidation) to interact positively with those respectful of divine beings.
- **Healing Hands (0 AP - Minor Trait):** Once per Long Rest, you can spend an action to touch a creature, restoring Hit Points equal to your level plus your Constitution modifier. (Counts as your one Minor Trait)

## Expanded Traits

- **Virtuous Symbol (0 AP - Minor Trait):** When you use divine abilities or your Celestial Revelation, a glowing celestial virtue symbol appears above you. (Counts as your one Minor Trait, cannot take with Healing Hands)
- **Celestial Grace (2 AP):** Gain Advantage on Saving Throws against being Charmed or Frightened.
- **Radiant Pulse (1 AP):** Once per Combat, when you are reduced to 0 HP but not killed outright, you may use your reaction to release a burst of radiant energy. All creatures of your choice within 10 feet regain 1 HP. You then fall Unconscious.
- **Virtue of Mercy (1 AP):** When you successfully Stabilize a creature, they also regain HP equal to half your level (rounded up). Once per Long Rest, you can Stabilize a creature as a Free Action when adjacent.
- **Celestial Tongue (1 AP):** You can speak, read, and write Celestial. Additionally, you have Advantage on Intelligence (History) or Intelligence (Religion) checks involving divine beings or celestial planar creatures.
- **Aura of Warmth (1 AP):** Allies within 10 feet of you gain Advantage on Saving Throws made to resist the effects of extreme cold and effects that cause the Frightened condition.
- **Sacred Legacy (1 AP):** Choose one 1st-level spell from the Cleric or Paladin spell list. You can cast it once per Long Rest without expending a spell slot. Your spellcasting ability for this spell is Charisma.

- **Seraphic Endurance (1 AP):** You have Advantage on Saving Throws to avoid gaining Exhaustion. You recover 1 level of Exhaustion automatically at the end of a Short Rest.
- **Beacon of Hope (1 AP):** Once per Long Rest, when an ally within 25 feet fails a Saving Throw, you can use your reaction to allow them to reroll the save. They must use the new result.
- **Luminous Recovery (1 AP):** The first time you regain HP from a spell, effect, or class feature during a Combat encounter, you also gain Temporary HP equal to your level plus your Constitution modifier.
- **Wings of Grace (2 AP):** You have manifested spectral wings.
  - You gain a **Fly Speed** equal to your Movement Speed.
  - While airborne and *not Incapacitated*, you benefit from **Controlled Falling:** You take no damage from falling as long as you are conscious.
- **Burden of Legacy (-1 AP):** Your visible celestial birthmarks attract unwanted attention, imposing Disadvantage on Dexterity (Stealth) Checks.
- **Divine Expectation (-1 AP):** Family or community expectations weigh heavily; once per game session, suffer Disadvantage on the first ability check or saving throw related to defying tradition or expectation.
- **Overwhelming Radiance (-1 AP):** Your aura of divine energy is hard to suppress. You cannot benefit from the Hide Action unless you are heavily obscured or under the effect of magical concealment like invisibility.
- **Marked by Destiny (-1 AP):** Your fate feels predetermined. You have Disadvantage on the first Death Saving Throw you make each game session.
- **Celestial Isolation (-1 AP):** Your divine presence unnerves common folk. You have Disadvantage on Charisma (Persuasion) and Charisma (Deception) checks with non-religious NPCs unless you succeed on a DC 10 Wisdom (Insight) check first to gauge their reaction.
- **Heaven's Burden (-1 AP):** Your divine energy is taxing. You must rest for at least 8 uninterrupted hours to gain the benefits of a Long Rest (instead of the usual 6 for most features).

# Human

## Human

Humans are the most adaptable and widespread people in the world. With no singular defining trait beyond their boundless ambition, humans thrive in every corner of the world through sheer determination, curiosity, and flexibility. While their god Arcana may have created them as a "basic design," their potential and cultural variety have made them a cornerstone of history.

## Base Ancestry Traits (All Humans)

- **Size:** Medium
- **Speed:** 30 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 to any two different ability scores, -1 to any one ability score.

## Default Traits (5 AP Total)

- **Ability Score Increase (2 AP):** Choose one ability score. It increases by 2 (this stacks with the base +1, but cannot exceed the normal maximum of 20 unless otherwise stated).
- **Human Determination (1 AP):** Once per long rest, when you or another creature you can see within 30 feet makes an attack roll, ability check, or saving throw, you can use your reaction to add 1d4 to the roll.
- **Magical Awareness (0 AP - Minor Trait):** You can sense the presence of strong magic (active spells of 1st level or higher, or magic items) within 30 feet of you, though you don't know its location or nature. (Counts as your one Minor Trait)
- **Undying (2 AP):** When you make a death saving throw, you succeed on a roll of 9 or higher.

## Expanded Traits

- **Versatile Training (1 AP):** You gain proficiency in one skill, one tool, and one simple or martial weapon of your choice.
- **Unbreakable (2 AP):** You have advantage on death saving throws. When you are stabilized or regain hit points at 0 HP, you regain additional hit points equal to your level plus your proficiency bonus.
- **Quick Learner (1 AP):** You gain proficiency in one additional skill or tool of your choice.
- **Cultural Memory (1 AP):** You learn two additional languages of your choice.
- **Explorer's Tenacity (1 AP):** You ignore the effects of non-magical difficult terrain. You have advantage on Constitution saving throws made to resist exhaustion from forced marches or environmental travel hazards (like extreme heat or cold).
- **Arcane Curiosity (1 AP):** Learn one cantrip of your choice from the Wizard spell list. Charisma is your spellcasting ability for this spell.
- **Spell Dabbler (2 AP):** Learn one 1st-level spell of your choice from the Wizard spell list. You can cast it once per long rest without expending a spell slot. Charisma is your spellcasting ability for this spell.
- **Channel Spark (1 AP):** Once per long rest, when you cast a spell that requires an attack roll or forces a saving throw, you can roll a d4 and add it to one attack roll or increase the spell save DC by the number rolled for one target.
- **Counter-Instinct (1 AP):** Once per short rest, when you are forced to make a saving throw against a spell or magical effect, you can use your reaction to gain advantage on that saving throw.
- **Multi Magical (3 AP):** Increase the number of spells you can prepare (if you prepare spells) or the number of spells you know (if you learn spells) by one. This applies to one spellcasting class you have levels in.
- **Magical Mimicry (3 AP):** Choose one spell list from a class other than your own. You can learn spells from that list as if they were on your class spell list. You learn one such spell at 2nd level, and another every two levels thereafter (4th, 6th, etc.). These spells must be of a level you can cast.
- **Overconfident (-1 AP):** When you roll a natural 1 on an attack roll or ability check, you have disadvantage on your next attack roll or ability check of the same type (attack or specific skill) before the end of your next turn.
- **Impetuous (-1 AP):** You have disadvantage on initiative rolls.
- **Cultural Disregard (-1 AP):** You have disadvantage on Wisdom (Insight) or Charisma (Persuasion/Deception) checks involving interactions with cultures significantly different from your own (GM's discretion), unless you share a language with them.

Elves are a diverse and ancient people, known for their grace, martial discipline, and deep cultural traditions. Elves mature slightly faster than humans but live far longer, giving them a reputation for wisdom, refinement, and often aloofness. Whether hidden among the trees, beneath the waves, or in subterranean cities, each elven culture reflects its environment.

## Base Ancestry Traits (All Elves)

- **Size:** Medium (typically 5–6.5 feet tall)
- **Speed:** 30 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 Int, +1 Wis, -1 Str
- **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. (Note: Some subraces modify this)
- **Fey Ancestry (0 AP - Minor Trait):** You have advantage on saving throws against being Charmed, and magic can't put you to sleep. (Counts as your one Minor Trait, unless replaced by a subrace trait)

## Subrace Defaults (Choose One Set - Total 5 AP, may replace Minor Trait)

### Wood Elf

- **Forest Dweller (1 AP):** You have a Climb Speed equal to your walking speed.
- **Ambush Predator (2 AP):** You gain proficiency with the blowgun. You can apply poison to up to three blowgun darts as a bonus action without risk of poisoning yourself.
- **Mask of the Wild (2 AP):** You can attempt to Hide even when you are lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

### Sun Elf (Tropical Elf)

- **Born in the Sun (2 AP):** You lose the Darkvision trait but gain the *Light* cantrip. When cast using this trait, the light shed is considered sunlight.
- **Fisher-Folk (2 AP):** You gain proficiency with nets. When wielding a spear or trident, you can use Dexterity instead of Strength for the attack and damage rolls (it gains the finesse property for you).
- **Multi-Lingual (1 AP):** You learn one additional language of your choice.

### Snow Elf (Arctic Elf)

- **Resilient Senses (2 AP):** You lose the Darkvision trait but can see clearly through natural obscurement like blizzards or heavy mist up to 60 feet. You have advantage on saving throws against being Blinded or Deafened by environmental effects.
- **Snow-born (1 AP):** You have advantage on Constitution saving throws made to resist the effects of extreme cold. You can tolerate exposure to frigid temperatures below freezing for twice as long (typically 2 hours instead of 1) before needing to make saving throws.
- **Rime-Wielder (2 AP):** You have resistance to cold damage. After you take cold damage, the next time you hit with a weapon attack before the end of your next turn, the target takes an

additional 1d6 cold damage.

## High Drow

- **Drow Magic (3 AP):** You know the *Dancing Lights* cantrip. At 3rd level, you can cast *Faerie Fire* once per long rest. At 5th level, you can cast *Darkness* once per long rest. Charisma is your spellcasting ability for these spells.
- **Superior Darkvision (2 AP):** Your Darkvision has a radius of 120 feet.
- (Note: High Drow often take *Sunlight Sensitivity (-1 AP)* as a Negative Trait to balance points)
  - **Sunlight Sensitivity (-1 AP):** 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.

## Low Drow

- **Infravision (2 AP):** You can perceive heat signatures within 60 feet, allowing you to "see" living creatures or recently active heat sources. This vision penetrates fog or darkness but is blocked by 1 inch of wood, 1 foot of stone, or thin sheets of metal. Heat signatures linger briefly, allowing for short-term tracking.
- **Easily Missed (2 AP):** You gain advantage on Dexterity (Stealth) checks made to move silently or hide in natural caverns or underground terrain.
- **Nimble Evasion (1 AP):** Once per short rest, when a creature misses you with a melee attack, you can use your reaction to move up to 10 feet without provoking opportunity attacks.
- (Note: Low Drow often take *Sunlight Sensitivity (-1 AP)* as a Negative Trait)

## Deep Drow

- **Dwellers in Darkness (2 AP):** You lose normal vision and Darkvision. You gain Blindsight out to 60 feet. You are blind beyond this radius.
- **Sunlight Sensitivity (-1 AP):** You have disadvantage on attack rolls and Wisdom (Perception) checks relying on sight while in direct sunlight. (This trait grants 1 AP back).
- **Aggressive (2 AP):** As a bonus action on your turn, you can move up to your speed toward a hostile creature that you can perceive.
- **Echo Sense (1 AP):** You can detect the presence of creatures behind full cover or thin barriers if they make any sound within 30 feet. You gain advantage on Wisdom (Perception) checks that rely on hearing.
- (Note: This build totals 4 AP after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)

## Moon Elf

- **Wings (2 AP):** You gain a flying speed of 30 feet. You cannot use this flying speed if you are wearing medium or heavy armor.
- **Earthen Song (1 AP):** Once per long rest, while standing on natural earth, stone, or metal, you may use an action to focus your connection. You gain advantage on the next ability check you make within the next minute.
- **Mystic Ties (2 AP):** You gain proficiency in the Arcana skill and learn one additional language of your choice.

## Sea Elf

- **Child of the Sea (2 AP):** You have a swimming speed of 30 feet, and you can breathe both air and water.
- **Friend of the Sea (1 AP):** Using gestures and sounds, you can communicate simple ideas to beasts that have an innate swimming speed. They can understand your general meaning, though you cannot understand them in return without magic.
- **Aquatic Fighter (2 AP):** You are proficient with the trident, net, and spear. When attacking with a trident underwater, you add your proficiency bonus to the attack roll twice instead of once.

## General Expanded Traits (Available to All Elves)

- **Elven Will (1 AP):** You have advantage on saving throws against being Charmed or magically put to sleep. (Note: Redundant with Fey Ancestry Minor Trait unless that trait is replaced).
- **Nimble (2 AP):** When you take the Dodge Action, you instead gain the benefits of the Full Dodge Action (enemies have disadvantage on attacks against you, and you have advantage on Dexterity saving throws until the start of your next turn).
- **Agile Explorer (2 AP):** Moving through non-magical difficult terrain costs you no extra movement.
- **Peerless Sight (1 AP):** You do not suffer disadvantage on attack rolls with ranged weapons due to attacking at long range.
- **Plant Knowledge (1 AP):** While in forests, jungles, or swamps, you have advantage on Wisdom (Survival) checks to navigate or forage, and on Intelligence (Nature) checks to recall information about plants.
- **Climb Speed (1 AP):** You gain a Climb Speed equal to your walking speed.
- **Speed Increase (2 AP):** Your walking speed increases by 5 feet.
- **Trade Expertise (1 AP):** Choose a Trade. Your Mastery Cap and Mastery Level in that trade both increase by 1.
- **Silent Step (1 AP):** You can move at your full speed while using Dexterity (Stealth) without penalty in natural terrain (forests, mountains, underground, etc.).
- **Fey Mind (1 AP):** You gain proficiency in the Arcana skill, and you learn the *Prestidigitation* cantrip. Intelligence is your spellcasting ability for this cantrip.
- **Elven Accuracy (2 AP):** Prerequisite: Dexterity, Intelligence, Wisdom, or Charisma score of 13 or higher. When you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.
- **Ancient Tongue (1 AP):** You learn two additional languages, one of which must be an ancient or rare dialect (GM's discretion, e.g., Ancient Elvish, Sylvan, Draconic). You also have advantage on Intelligence (History) checks related to elven artifacts or lore.
- **Meditative Focus (1 AP):** Once per short rest, you can choose to either regain one expended Superiority die (if you have any) or regain one expended 1st-level spell slot.
- **Fey Step (2 AP):** Once per short or long rest, as a bonus action, you can teleport up to 30 feet to an unoccupied space you can see. You leave behind a brief shimmer of natural energy (leaves, mist, moonlight, etc.).
- **Spirit-Touched (1 AP):** You can attempt to communicate with willing spirits of beasts, fey, or the recently departed during rituals or in places of deep natural or spiritual power (GM's discretion). Gain advantage on Intelligence (Arcana) or Intelligence (Nature) checks related to fey and ancestral spirits.
- **Wild Intuition (1 AP):** You may use your Wisdom modifier instead of your Intelligence modifier when making Intelligence (Arcana) or Intelligence (Nature) checks.
- **Graceful Fall (1 AP):** When you fall, you can use your reaction to reduce any falling damage you take by an amount equal to five times your proficiency bonus.

- **Refined Duelist (1 AP):** You gain proficiency with rapiers. While you are wielding a single one-handed melee weapon and no shield, you gain a +1 bonus to your AC.
- **Arcane Reflexes (1 AP):** When you roll initiative, if you are not surprised, you can use your reaction to cast a cantrip you know that has a casting time of 1 action. The target must be within range.
- **Frail (-1 AP):** Your hit point maximum is reduced by an amount equal to your level. (Simplified from 1d4 per level for easier tracking).
- **Might Decrease (-1 AP):** Your Strength score decreases by 2 (minimum score of 1).
- **Alloof (-1 AP):** You have disadvantage on Charisma (Persuasion) checks when interacting with non-elves who are not already friendly towards you.
- **Fragile Focus (-1 AP):** You have disadvantage on Constitution saving throws made to maintain concentration on spells when you take damage.
- **Prideful (-1 AP):** If you fail a saving throw against an effect caused by another creature, you cannot benefit from the Help action on your next turn.
- **Ethereal Disconnect (-1 AP):** You have disadvantage on saving throws against effects that would banish you to another plane of existence or teleport you against your will.
- **Arrogant Legacy (-1 AP):** When you fail an ability check contested by a non-elf, you must subtract 1d4 from your next ability check using the same skill before the end of your next turn.
- **Arcane Fragility (-1 AP):** You have disadvantage on saving throws against spells or effects that deal psychic or force damage.
- **Blood of Starlight (-1 AP):** You emit faint, almost imperceptible magical energy. You have disadvantage on Dexterity (Stealth) checks made to hide from creatures with blindsight or tremorsense within 30 feet.
- **Lone Tradition (-1 AP):** You may not benefit from an ally's Help action when making Intelligence (Arcana) or Wisdom (Insight) checks.
- **Fey Aversion (-1 AP):** Mundane Beasts, Fey creatures, and Celestials are subtly unnerved by your presence unless you prove friendly. You have disadvantage on Charisma (Animal Handling) checks with Beasts and initial Charisma (Persuasion) checks with Fey and Celestials.
- **Vulnerable Roots (-1 AP):** Once per long rest, if you are reduced to 0 HP while standing on natural earth or amidst living plants, you automatically fail your first death saving throw as your spirit feels a painful severing from ancient ties.
- **Entitled Duelist (-1 AP):** When an enemy engaged in melee with you chooses to attack one of your allies instead of you, you have disadvantage on your next attack roll against that enemy before the end of your next turn.

## Dragonborn

### Dragonborn

- **Creature Type:** Humanoid
- **Size:** Medium (about 5–7 ft tall)
- **Speed:** 30 feet
- **Life Span:** 80 years on average
- **Ability Score Increases:** +1 Str, +1 Cha, -1 Con
- **Languages:** Common, Draconic

**Draconic Ancestry:** Choose one damage type from the Draconic Origin list (Chromatic, Metallic, or Other). This choice determines the damage type for your Draconic Resistance and Breath Weapon, and the shape of your Breath Weapon.

Dragon Type	Heritage	Damage Type	Shape
Black	Chromatic	Acid	Line
Blue	Chromatic	Lightning	Line
Green	Chromatic	Poison	Cone
Red	Chromatic	Fire	Cone
White	Chromatic	Cold	Cone
Brass	Metallic	Fire	Cone
Bronze	Metallic	Lightning	Line
Copper	Metallic	Acid	Line
Gold	Metallic	Fire	Cone
Silver	Metallic	Cold	Cone
Platinum	Metallic	Radiant	Cone
Mercury	Metallic	Psychic	Cone
Iron	Metallic	Slashing	Line
Steel	Metallic	Poison	Line
Titanium	Metallic	Force	Line
Zinc	Metallic	Radiant	Cone
Tin	Metallic	Psychic	Cone
Lead	Metallic	Necrotic	Cone

## DEFAULT TRAITS (5 AP Total)

- **Draconic Resistance (2 AP):** You gain resistance to the damage type associated with your Draconic Ancestry.
- **Breath Weapon (2 AP):** You can use your action to exhale destructive energy. Your Draconic Ancestry determines the size, shape, and damage type of the exhalation.
  - When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your Draconic Ancestry (Dexterity for Line, Constitution or Dexterity for Cone - typically Con for non-damage effects, Dex for damage). The DC for this saving throw equals 8 + your Constitution modifier + your Proficiency Bonus.
  - A creature takes damage on a failed save, and half as much damage on a successful one. The damage type is determined by your ancestry.
  - **Area:** 15 ft cone or 5 by 30 ft line (based on ancestry)
  - **Damage:** 1d10 at 1st level, 2d10 at 5th level, 3d10 at 11th level, 4d10 at 17th level.
  - **Uses:** You can use your breath weapon a number of times equal to your Proficiency Bonus per long rest.
- **Draconic Heritage (0 AP - Minor Trait):** Your appearance reflects your chosen dragon type (e.g., scale color, horn shape). Choose either **Chromatic** or **Metallic** heritage (or Other, if

applicable). This choice is primarily for flavor but may interact with specific Expanded Traits or GM rulings. (Counts as your one Minor Trait)

- **Natural Armor (1 AP):** You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use a shield and still gain this benefit. (Adjusted from Thick-Skinned to be a standard Natural Armor calculation)

## EXPANDED TRAITS

- **Thick-Skinned (2 AP):** When you aren't wearing armor, you gain a +1 bonus to your AC. (Note: This stacks with Natural Armor if taken).
- **Second Breath (1 AP):** You regain one expended use of your Breath Weapon whenever you finish a short rest.
- **Concussive Breath (1 AP):** Creatures that fail their saving throw against your Breath Weapon are also pushed 10 feet away from you (if Cone) or pushed 10 feet back along the line (if Line).
- **Draconic Affinity (2 AP):** When you take damage of the type associated with your Draconic Ancestry, your next use of your Breath Weapon before the end of your next turn deals an additional 1d10 damage.
- **Dying Breath (1 AP):** When you are reduced to 0 hit points but not killed outright, you can use your reaction to immediately use your Breath Weapon.
- **Draconic Ward (1 AP):** When you are stabilized while at 0 hit points, you regain hit points equal to your proficiency bonus. This can occur once per short rest.
- **Draconic Protection (1 AP):** When an ally you can see within 100 feet is reduced to 0 hit points, they gain a bonus to their AC equal to half of your proficiency bonus (rounded up) until the end of the current combat or until they regain hit points.
- **Draconic Flight (2 AP):** You manifest wings of draconic energy. You gain a **Fly Speed** equal to your walking speed. You cannot use this flying speed if you are wearing heavy armor. You can manifest or dismiss these wings as a bonus action.
- **Guardian's Bond (-1 AP):** Once per short rest, if you are reduced to 0 hit points and are making death saving throws, you automatically fail the first death saving throw you make during that stabilization period.

## Dwarf

### Dwarf

Dwarves are a hardy and deeply traditional people, forged in stone and strengthened by the weight of legacy. Short and stocky, their resilience and craftsmanship are legendary across the realms. Most dwarves live within mountain holds or deep cave cities where stone, metal, and tradition reign supreme. Each dwarf carries the weight of their clan's honor on their shoulders, and many seek to prove their worth through acts of skill, bravery, or endurance.

### Base Ancestry Traits (All Dwarves)

- **Size:** Medium (typically 4–5 feet tall, 150+ lbs)
- **Speed:** 25 feet (Note: Original text said 20 feet, but 25 is standard for Dwarves not slowed by armor)
- **Creature Type:** Humanoid

- **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.
- **Dwarven Resilience:** You have advantage on saving throws against poison, and you have resistance against poison damage. (Combined Toxic Fortitude parts)
- **Ability Scores:** +1 Con, +1 Str, -1 Cha

## Default Dwarf Traits (Iron Mountain Style - 5 AP Total)

- **Tough (1 AP):** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- **Dwarven Combat Training (1 AP):** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- **Tool Proficiency (1 AP):** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
- **Stonecunning (1 AP):** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Iron Stomach (1 AP):** You have advantage on saving throws against ill effects from consuming food or drink (like ingested poisons or diseases). (Counts as your one Minor Trait)
- *(Note: This default build totals 4 AP + Minor Trait. Add one 1 AP Expanded Trait or adjust costs)*

## Expanded Traits

- **Thick-Skinned (1 AP):** Your AC increases by 1 while you're not wearing Heavy Armor.
- **Natural Combatant (1 AP):** You gain proficiency with Heavy Armor and all Shields.
- **Stone Blood (1 AP):** You have advantage on saving throws against effects that cause the Bleeding condition (if used in your game). You may spend 1 Hit Die during a short rest to end the Bleeding condition on yourself without regaining hit points from that die.
- **Minor Tremorsense (1 AP):** While in contact with the ground, you have Tremorsense out to 15 feet against creatures also in contact with the ground.
- **Stubborn (2 AP):** You have advantage on saving throws against being Taunted (if used in your game) or effects that would forcibly move you against your will.
- **Trade Expertise (1 AP):** Choose a proficiency or tool proficiency.
- **Earthen Knowledge (1 AP):** While underground or in mountainous terrain, you have advantage on Wisdom (Survival) checks to navigate, and Intelligence (Nature) checks related to rocks, crystals, or minerals.
- **Physically Sturdy (2 AP):** You have advantage on saving throws against being knocked Prone, Deafened, or Petrified.
- **Encumbered Speed (0 AP - Minor Trait):** Your speed is not reduced by wearing Heavy Armor or by the first level of encumbrance. (This is often a base Dwarf trait, consider making it default or base).
- **Charisma Decrease (-1 AP):** Your Charisma score decreases by 1 (minimum score of 1). (Note: Redundant with base ability score decrease).
- **Short-Legged (-2 AP):** Your speed decreases by 5 feet.
- **Tunnel Vision (-1 AP):** You have disadvantage on Wisdom (Perception) checks made to notice things using sight or sound originating from directly behind or above you.
- **Grudgebearer (-1 AP):** When a creature significantly wrongs you (attacks you unfairly, breaks a sworn oath, deeply insults your clan - GM discretion), you have disadvantage on Charisma (Persuasion) and Wisdom (Insight) checks involving that creature until you feel the

grudge has been addressed or avenged.

- **Ancestral Pressure (-1 AP):** You have disadvantage on saving throws against the Frightened condition when you are the only conscious ally within 15 feet (i.e., when isolated or your nearby allies are down).

## Subraces (Alternative Default Builds - 5 AP Total)

### Ironbash Dwarf (Focus: Resilience)

- **Rock Stepper (2 AP):** You ignore difficult terrain caused by rubble, stone, or broken ground.
- **Reactive Skin (2 AP):** The first time you take bludgeoning, piercing, or slashing damage from a nonmagical attack after finishing a long rest, you gain resistance to that specific damage type from nonmagical attacks until your next long rest.
- **Weapon Mastery (1 AP):** You gain proficiency with one martial weapon of your choice.
- **Iron Stomach (0 AP - Minor Trait)**

### Auroran Dwarf (Focus: Psionics/Aberrations)

- **Deep Delver (2 AP):** You have advantage on saving throws against spells and abilities used by Aberrations. You also have advantage on Intelligence checks to identify or recall information about Aberrations.
- **Intense Focus (2 AP):** You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- **Mental Adaptations (1 AP):** You learn the *Message* cantrip. At 3rd level, you can cast *Dissonant Whispers* once per long rest. At 5th level, you can cast *Detect Thoughts* once per long rest. Wisdom is your spellcasting ability for these spells.
- **Iron Stomach (0 AP - Minor Trait)**

### Mountain Dwarf (Focus: Defense/Environment)

- **Stonecunning (1 AP):** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Mountaineer (2 AP):** You gain a Climb Speed of 25 feet. You have advantage on saving throws against being knocked prone or moved against your will while on rocky or mountainous terrain. You always know which way is north while underground or in mountains.
- **Stout Defender (2 AP):** You gain the Protection Fighting Style: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Iron Stomach (0 AP - Minor Trait)**

### Hill Dwarf (Focus: Health/Social)

- **Tough (1 AP):** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- **Mercantile Mindset (2 AP):** You gain proficiency in the Persuasion and Insight skills.
- **High Ground (2 AP):** You gain advantage on attacking things on lower ground (10ft minimum height difference).
- **Iron Stomach (0 AP - Minor Trait)**

## Cave Dwarf (Focus: Underground/Stealth)

- **Superior Darkvision (2 AP):** Your Darkvision has a radius of 120 feet.
- **Barren Acclimation (1 AP):** You require only half as much food and water per day as normal. You have advantage on Wisdom (Survival) checks made to find food or water in underground environments.
- **Underground Combatant (2 AP):** When you are adjacent to a stone wall or structure on two or more sides, attack rolls made against you have disadvantage.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- **Iron Stomach (0 AP - Minor Trait)**
- *(Note: This build totals 4 AP + Minor Trait after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)*

## Magma Dwarf (Focus: Fire/Crafting)

- **Lavawalking (2 AP):** You have resistance to fire damage. You can walk across lava or magma as if it were solid ground, taking no damage from the contact (though you may still suffer from extreme heat).
- **Master Craftsman (2 AP):** You gain proficiency with two types of artisan's tools of your choice. Once per short or long rest, you may gain advantage on one ability check made using one of these tool proficiencies.
- **Molten Memory (1 AP):** You can identify the type of metal and approximate origin (if known) of any forged metal item by touch alone, even if it's broken or partially melted.
- **Iron Stomach (0 AP - Minor Trait)**

# Gnome

## Gnome

Gnomes are clever, curious, and crafty folk whose size belies the depth of their ingenuity. Standing 2.5 to 4 feet tall and weighing around 40 pounds, they age at the same rate as humans but tend to stop showing signs of aging around 60, living to about 100 years on average.

Gnomes are defined by their insatiable curiosity, natural magical talent, and cultural diversity. Whether raised in deep caverns, crystalline sanctuaries, snowy wastes, or bustling cities, gnomes bring a mix of mischief and mastery to the world around them.

## Base Ancestry Traits (All Gnomes)

- **Size:** Small
- **Speed:** 25 feet (Note: Original text said 30 feet, but Small races usually have 25)
- **Creature Type:** Humanoid
- **Gnome Cunning (0 AP - Minor Trait):** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. (Counts as your one Minor Trait)
- **Languages:** Common, Gnomish, and GSL (Gnomish Sign Language)
- **Ability Scores:** +1 Dex, +1 Int, -1 Con

## Subrace Defaults (Choose One Set - Total 5 AP)

### Forest Gnome

- **Nature Whisperer (2 AP):** You have advantage on Wisdom (Animal Handling) and Intelligence (Nature) checks related to identifying plants and animals or diagnosing natural afflictions/diseases.
- **Speak with Small Beasts (1 AP):** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.
- **Natural Illusionist (1 AP):** You know the *Minor Illusion* cantrip. Intelligence is your spellcasting ability for it.
- **Woodcarver's Skill (1 AP):** You gain proficiency with woodcarver's tools.

### Rock Gnome

- **Artificer's Lore (1 AP):** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.
- **Tinker (1 AP):** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 HP). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep it functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. Choose from:
  - *Clockwork Toy:* A toy animal, monster, or person that moves 5 feet across the ground on each of your turns in a random direction.
  - *Fire Starter:* Produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
  - *Music Box:* Plays a single song at a moderate volume when opened.
- **Skilled Merchant (2 AP):** When selling goods or services you personally created or significantly improved, you can use your Intelligence, Wisdom, or Charisma modifier (your choice) for any Charisma (Persuasion), Charisma (Deception), or Charisma (Performance) check made during the transaction, and you add double your proficiency bonus to the check.
- **Mason's Aptitude (1 AP):** You gain proficiency with mason's tools.

### Deep Gnome (Svirfneblin)

- **Superior Darkvision (2 AP):** Your Darkvision has a radius of 120 feet.
- **Stone Camouflage (1 AP):** You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- **Svirfneblin Magic (1 AP):** You know the *Message* cantrip. At 3rd level, you can cast *Disguise Self* once per long rest. At 5th level, you can cast *Nondetection* (self only) once per long rest. Intelligence is your spellcasting ability.
- **Stone Sense (1 AP):** You have advantage on Intelligence (Investigation) or Wisdom (Perception) checks to notice unusual stonework, hidden passages in stone, or instability in stone structures.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- (Note: This build totals 4 AP + Minor Trait after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)

### Desert/Beach Gnome

- **No Stranger to the Sun (2 AP):** You have resistance to fire damage. You are naturally adapted to hot climates, as described in chapter 5 of the Dungeon Master's Guide.
- **Flame-Hardened Skin (2 AP):** When you take fire damage, your skin temporarily hardens. You gain a bonus to your AC equal to your proficiency bonus until the start of your next turn. This effect can only occur once per round.
- **Sand Shaper (1 AP):** You know the *Mold Earth* cantrip. At 3rd level, you can cast *Earth Tremor* once per long rest. At 5th level, you can cast *Wall of Sand* once per long rest. Intelligence is your spellcasting ability.

## Arctic Gnome (Snowme)

- **Snow Born (2 AP):** You have resistance to cold damage. You are naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.
- **Snow Burrow (2 AP):** While in snow at least 1 foot deep, you can use a bonus action to burrow into it. You gain a burrowing speed of 15 feet through snow. While burrowed, you have total cover. You can emerge as a bonus action.
- **Ice Magic (1 AP):** You know the *Shape Water* cantrip (can only affect ice or snow). At 3rd level, you can cast *Armor of Agathys* (cast at 1st level) once per long rest. At 5th level, you can cast *Sleet Storm* once per long rest. Intelligence is your spellcasting ability.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- (Note: This build totals 4 AP + Minor Trait after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)

## Crystal Gnome

- **Crystal Clear Vision (2 AP):** You have Truesight out to 5 feet. You have advantage on saving throws against being Blinded and on checks made to see through illusions or shapechanging effects within 30 feet.
- **Resonance Crystal (2 AP):** You possess a personal crystal that acts as a spellcasting focus for you. Based on its gem type (GM discretion, e.g., Amethyst for psychic resistance, Emerald for healing boost, Ruby for fire evocation), it grants a minor passive benefit or an active ability usable a number of times equal to your proficiency bonus per long rest.
- **Light Weaver (1 AP):** You know the *Light* cantrip, and can mentally control its radius (up to the normal maximum) as a bonus action. At 3rd level, you can cast *Color Spray* once per long rest. At 5th level, you can cast *Daylight* once per long rest. Intelligence is your spellcasting ability.

## Expanded Traits

- **Escape Artist (2 AP):** You have advantage on ability checks and saving throws made to avoid or escape being Grappled or Restrained.
- **Magnified Vision (1 AP):** You have advantage on Intelligence (Investigation) checks made to examine something you are holding or that is within 5 feet of you.
- **Mental Clarity (2 AP):** You have advantage on saving throws against being Dazed or Stunned (if these conditions exist in your game).
- **Strong-Minded (1 AP):** Your mental saves gain a plus one.
- **Predict Weather (0 AP - Minor Trait):** You can accurately predict the natural weather conditions for the next hour within a 1-mile radius. You are never caught off guard by mundane weather changes and don't suffer disadvantage on checks due to normal weather (like rain or wind). (Counts as your one Minor Trait, replaces Gnome Cunning).
- **Mana Increase (1 AP):** You gain a first level spell slot or a sorcery point.

- **Trapper (1 AP):** You gain proficiency with thieves' tools. You have advantage on Wisdom (Perception) or Intelligence (Investigation) checks made to detect traps, and on Dexterity checks made using thieves' tools to disarm traps or set simple traps (like tripwires or snares).
- **Lightning Insulation (2 AP):** You have resistance to lightning damage. Natural lightning strikes targeting an area you are in automatically miss you.
- **Trade Expertise (1 AP):** Choose a Tool Proficiency or Skill Proficiency.
- **Storm Knowledge (1 AP):** You have advantage on Wisdom (Survival) checks made during storms (rain, snow, wind) and on Intelligence (Nature) checks related to weather phenomena.
- **Small-Sized (-1 AP):** Your size is Small. (Note: Redundant with base trait).
- **Short-Legged (-2 AP):** Your speed is reduced by 5 feet.
- **Agility Decrease (-1 AP):** Your Dexterity score is decreased by 1 (minimum score of 1).
- **Elemental Vulnerability (-1 AP):** Choose Fire, Cold, or Lightning. You have vulnerability to damage of that type.
- **Oblivious (-1 AP):** You have disadvantage on Wisdom (Perception) checks made to detect hidden creatures or objects that are not directly in your line of sight.

# Goliath

## Goliath

- **Creature Type:** Humanoid
- **Size:** Medium (typically 7–8 feet tall)
- **Speed:** 30 feet (Note: Original text said 35 ft, standard is 30 ft for Medium)
- **Lifespan:** 80 years on average
- **Languages:** Common, Giant
- **Ability Score Increase:** +1 Str, +1 Con, -1 Int

Goliaths hail from the mountain peaks of Becc, descended from the mythic Beccarack, a half-giant warlord whose legacy lives on in their might and endurance. All Goliaths share a deep-rooted connection to the elemental and physical power of the giants, and this ancestry manifests in powerful traits tied to the primal forces of the world.

## Base Goliath Traits (2 AP Cost)

- **Powerful Build (1 AP):** You count as one Size larger when determining your carrying capacity and the weight you can push, drag, or lift. You have advantage on Strength (Athletics) checks made to escape a grapple.
- **Mountain Born (1 AP):** You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

## Giant Ancestry (Choose One - 3 AP Cost)

Each Goliath reflects one of six elemental or physical giant bloodlines. Choose one:

- **Cloud's Jaunt (3 AP):** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this ability a number of times equal to your proficiency bonus per long rest. You also gain resistance to Force damage.
- **Fire's Burn (3 AP):** When you hit a target with an attack roll using Strength, you can cause the attack to deal an additional 1d10 fire damage to the target. You can use this ability a number of times equal to your proficiency bonus per long rest. You gain resistance to Fire damage.
- **Frost's Chill (3 AP):** When you hit a target with an attack roll using Strength, you can cause the attack to deal an additional 1d6 cold damage and reduce the target's speed by 10 feet until the start of your next turn. You can use this ability a number of times equal to your proficiency bonus per long rest. You have resistance to Cold damage.
- **Hill's Tumble (3 AP):** When you hit a Large or smaller creature with an attack roll using Strength, you can force it to make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failed save, the creature falls prone. You can use this ability a number of times equal to your proficiency bonus per long rest. You have resistance to Bludgeoning damage from nonmagical attacks.
- **Stone's Endurance (3 AP):** When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. You can use this ability a number of times equal to your proficiency bonus per long rest. You have advantage on saving throws against exhaustion.
- **Storm's Thunder (3 AP):** When a creature within 60 feet that you can see deals damage to you, you can use your reaction to force that creature to make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature takes 1d8 thunder damage. You can use this ability a number of times equal to your proficiency bonus per long rest. You have resistance to Thunder damage.

*(Note: Base Traits (2 AP) + Giant Ancestry (3 AP) = 5 AP Total for Default Goliath)*

## Expanded Traits

- **Giant's Fortitude (2 AP):** Prerequisite: Stone's Endurance trait. You regain all expended uses when you finish a short or long rest.
- **Strong Body (2 AP):** Once per combat, when you take damage, you can use your reaction to reduce the damage taken by an amount equal to your Strength or Dexterity modifier (your choice, minimum of 1).
- **Mighty Leap (1 AP):** When you make a long jump or high jump, you can use your Strength score instead of your Dexterity score to calculate the distance. When you fall, you can use your Strength score instead of Dexterity to calculate fall damage reduction if using optional falling rules.
- **Brute (1 AP):** A number of times per short rest equal to your proficiency bonus, you can take the Shove or Grapple action as a bonus action.
- **Titanic Toss (1 AP):** You have advantage on Strength (Athletics) checks made to throw another creature. When making a ranged attack with a thrown weapon, you don't suffer disadvantage due to attacking at long range.
- **Unstoppable (1 AP):** You have advantage on saving throws against being Slowed or Stunned (if Stunned condition exists).
- **Clumsiness (-2 AP):** You have disadvantage on all Dexterity (Acrobatics) and Dexterity (Stealth) checks.
- **Heavy Riser (-1 AP):** Standing up from prone costs you 20 feet of movement instead of half your speed.

## Kobold

## Kobold

- **Creature Type:** Humanoid
- **Size:** Small (2–4 ft tall)
- **Speed:** 30 feet
- **Lifespan:** Up to 80 years (matures at 6)
- **Languages:** Common, Draconic
- **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.
- **Ability Score Increases:** +1 Dex, +1 Int, –1 Str

### DEFAULT TRAITS (5 AP Total)

- **Skittering Sprint (1 AP):** When you use the Disengage action on your turn, your walking speed increases by 15 feet until the end of your turn. You must move in a relatively straight line.
- **Draconic Resilience (2 AP):** You gain 1 fewer hit point per level (minimum 1 HP per level). When you take damage that would reduce you to 0 HP, you can use your reaction to make a Dexterity saving throw with a DC equal to 5 + the damage taken. On a success, you drop to 1 HP instead. You can use this feature a number of times equal to your Proficiency Bonus per long rest.
- **Pack Tactics (1 AP):** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Grovel, Cower, and Beg (1 AP):** As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- *(Note: This build totals 4 AP after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait, OR replace one trait with a 2 AP trait like Draconic Legacy below)*

### Expanded Traits (Can replace Default Traits)

- **Draconic Legacy (2 AP):** Choose one cantrip from the Sorcerer spell list. You learn that cantrip. Charisma is your spellcasting ability for it.
- **Dauntless Spirit (1 AP):** You have advantage on saving throws against being Frightened.
- **Kobold Ingenuity (1 AP):** You gain proficiency in one of the following skills of your choice: Deception, Investigation, Stealth, or Survival.
- **Trap Sense (1 AP):** You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect traps.
- **Burrower (1 AP):** You gain a burrowing speed of 15 feet through loose earth, sand, or gravel.
- **Alone-United (1 AP):** If you have Advantage on an attack roll, ability check, or saving throw, you can forgo the Advantage for that roll to use the Help action as a Bonus Action on your current turn, targeting an ally within 5 feet.
- **Mind for Scraps (1 AP):** You can make ability checks requiring artisan's tools you are proficient with even if you don't have the physical tools, by improvising with scavenged materials (GM permitting). Additionally, a number of times per long rest equal to your Proficiency Bonus, you can produce common adventuring gear items like ball bearings, caltrops, or pitons as if you had them, consuming them on use.
- **Shared Space (1 AP):** You can end your turn occupying the same space as another willing Small ally.

- **Burning Blood (2 AP):** You can cast *Burning Hands* as a 1st-level spell a number of times per long rest equal to your Proficiency Bonus. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (choose when you take this trait).
- **Improvised Brutality (1 AP):** You are proficient with improvised weapons. When you wield an improvised weapon that is not heavy or two-handed, it gains the finesse property for you and deals 1d6 damage of an appropriate type (bludgeoning, piercing, or slashing).
- **Muzzle Snap (1 AP):** You have Advantage on Charisma (Intimidation) checks made against creatures that are exactly one size larger than you (typically Medium).
- **Cursed Rebirth (2 AP):** If you die, your soul attempts to reincarnate into a suitable newborn Kobold body within your tribe or community (if one exists). You retain your memories and personality but start at level 1 in a new body (GM discretion on specifics). You are immune to magic that would return you to life (like *Revivify* or *Raise Dead*). This trait can only function once per long rest (meaning if you die again quickly, you stay dead).
- **Charm of the Doomed (2 AP):** You may cast *Charm Person* as a 1st-level spell up to your Proficiency Bonus times per long rest. Charisma is your spellcasting ability for this spell.
- **Gifted Performer (1 AP):** You gain proficiency in both the Performance and Persuasion skills.

# Tiefling

## Tiefling

- **Creature Type:** Humanoid
- **Size:** Medium
- **Speed:** 30 feet
- **Life Span:** Around 100 years on average
- **Languages:** Common, Infernal
- **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.
- **Ability Score Increases:** +1 Cha, +1 Con, -1 Wis

## DEFAULT TRAITS (5 AP Total)

- **Fiendish Resistance (2 AP):** You have Resistance to Fire damage.
- **Infernal Legacy (3 AP):** You know the *Thaumaturgy* cantrip. At 3rd level, you can cast *Hellish Rebuke* as a 2nd-level spell once per long rest. At 5th level, you can cast *Darkness* once per long rest. Charisma is your spellcasting ability for these spells.

## SUBRACE OPTIONS (Replaces Default Traits - 5 AP Total)

Choose one Fiendish Legacy based on a sin, origin, or bloodline. This provides a 5 AP bundle replacing Fiendish Resistance and Infernal Legacy.

### Legacy of Pride (Asmodeus Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Commanding Presence (2 AP):** You know the *Thaumaturgy* cantrip. You can cast *Command* as a 1st-level spell once per long rest. At 5th level, you can cast *Suggestion* once per

long rest. Charisma is your spellcasting ability.

- **Superiority Aura (1 AP):** You have advantage on saving throws against being Charmed.

## Legacy of Greed (Mammon Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Find What is Valuable (2 AP):** You know the *Mage Hand* cantrip. You can cast *Identify* once per long rest. At 5th level, you can cast *Locate Object* once per long rest. Charisma is your spellcasting ability.
- **Gold Sense (1 AP):** You have advantage on Intelligence (Investigation) or Wisdom (Perception) checks made to detect or appraise precious metals, gems, or art objects.

## Legacy of Lust (Fierna/Glasya Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Seductive Spell (2 AP):** You know the *Friends* cantrip. You can cast *Charm Person* as a 1st-level spell once per long rest. At 5th level, you can cast *Enthrall* once per long rest. Charisma is your spellcasting ability.
- **Alluring (1 AP):** You gain proficiency in the Deception or Persuasion skill (your choice).

## Legacy of Envy (Levistus Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Cold damage.
- **Covetous Magic (2 AP):** You know the *Ray of Frost* cantrip. You can cast *Armor of Agathys* as a 1st-level spell once per long rest. At 5th level, you can cast *Detect Thoughts* once per long rest. Charisma is your spellcasting ability.
- **Watchful Mind (1 AP):** You gain proficiency in the Insight skill.

## Legacy of Gluttony (Baalzebul Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Poison damage.
- **Corrupting Magic (2 AP):** You know the *Poison Spray* cantrip. You can cast *Ray of Sickness* as a 1st-level spell once per long rest. At 5th level, you can cast *Ray of Enfeeblement* once per long rest. Charisma is your spellcasting ability.
- **Resilient Gut (1 AP):** You have advantage on saving throws against being Poisoned.

## Legacy of Wrath (Zariel Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Infernal Wrath (2 AP):** You know the *Produce Flame* cantrip. You can cast *Searing Smite* as a 1st-level spell once per long rest. At 5th level, you can cast *Branding Smite* as a 2nd-level spell once per long rest. Charisma is your spellcasting ability.
- **Fiendish Fury (1 AP):** You gain proficiency in the Intimidation skill.

## Legacy of Sloth (Belial/Dispater Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Deceptive Magic (2 AP):** You know the *Minor Illusion* cantrip. You can cast *Disguise Self* once per long rest. At 5th level, you can cast *Invisibility* once per long rest. Charisma is your spellcasting ability.

- **Apathy Shield (1 AP):** When you take damage, you can use your reaction to gain resistance to that instance of damage. You can use this trait once per short or long rest.

### Legacy of Lilith (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Necrotic damage.
- **Lilith's Grasp (2 AP):** You know the *Chill Touch* cantrip. You can cast *Hex* as a 1st-level spell once per long rest. At 5th level, you can cast *Suggestion* once per long rest. Charisma is your spellcasting ability.
- **Fiendish Magnetism (1 AP):** You have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks when interacting with fiends or creatures significantly influenced by fiendish powers.
- **Arcane Heritage (1 AP):** You gain proficiency in the Arcana skill.

### Legacy of the Deceiver (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Psychic damage.
- **Master of Disguise (2 AP):** You know the *Minor Illusion* cantrip. You can cast *Disguise Self* at will, without expending a spell slot. At 5th level, you can cast *Invisibility* once per long rest. Charisma is your spellcasting ability.
- **Silver Veil (1 AP):** You gain proficiency in the Deception skill.
- **Illusive Edge (1 AP):** You have advantage on Charisma (Deception) checks made while you are under the effect of an illusion spell (like *Disguise Self* or *Minor Illusion*).

### Legacy of the Elements (Unique Origin)

- **Elemental Choice (0 AP):** Choose Acid, Cold, Lightning, or Thunder.
- **Elemental Resistance (2 AP):** You gain resistance to the chosen damage type.
- **Elemental Magic (2 AP):** You know a cantrip associated with your element (*Acid Splash*, *Ray of Frost*, *Shocking Grasp*, or *Thunderclap*). At 3rd level, you can cast a 1st-level spell associated with your element (*Chromatic Orb* (chosen type), *Ice Knife*, *Thunderwave*, *Witch Bolt*) once per long rest. At 5th level, you can cast a 2nd-level spell (*Dragon's Breath* (chosen type), *Gust of Wind*, *Maximilian's Earthen Grasp*, *Snilloc's Snowball Swarm*) once per long rest. Charisma is your spellcasting ability.
- **Elemental Surge (1 AP):** Once per long rest, when you cast a spell that deals damage of your chosen elemental type, you can add your Charisma modifier to one damage roll of that spell.

### Legacy of Shadow (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Necrotic damage.
- **Blade of Gloom (2 AP):** You know the *True Strike* cantrip. You can cast *Shadow Blade* as a 2nd-level spell once per long rest. Charisma is your spellcasting ability. Requires concentration.
- **Fade into Darkness (1 AP):** You have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- **Shadow Walker (1 AP):** You gain proficiency in the Stealth skill.

### Legacy of the Celestial (Unique Origin - Aasimar Tiefling?)

- **Celestial Resistance (2 AP):** Resistance to Radiant damage.
- **Healing Light (2 AP):** You know the *Light* cantrip. You can cast *Cure Wounds* as a 1st-level spell once per long rest. At 5th level, you can cast *Lesser Restoration* once per long rest.

Charisma is your spellcasting ability.

- **Blessed Will (1 AP):** You have advantage on saving throws against being Charmed.

## Legacy of the Beast Touched (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Poison damage.
- **Natural Weapon (2 AP):** You grow claws, fangs, horns, or some other natural weapon. Choose one:
  - *Claws:* Your unarmed strikes deal 1d6 slashing damage and have the Finesse property.
  - *Fangs:* Your unarmed strikes deal 1d6 piercing damage. If you hit with a fang attack while grappling a creature, the attack deals an extra 1d6 damage.
  - *Horns:* Your unarmed strikes deal 1d6 piercing damage. If you move at least 10 feet straight toward a target and then hit it with a horn attack on the same turn, the target takes an extra 1d6 piercing damage.
- **Primal Instinct (1 AP):** Choose one: Gain proficiency in Perception and advantage on checks relying on smell, OR gain the ability to speak with a specific type of beast (e.g., canines, felines, reptiles).
- **Wild Magic (1 AP):** You learn one 1st-level spell from the Druid or Ranger spell list, often related to your beast type (e.g., *Jump*, *Speak with Animals*, *Animal Friendship*). You can cast it once per long rest. Charisma is your spellcasting ability.

## Legacy of Chaos (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Psychic damage.
- **Chaos Bolt (1 AP):** You know the *Chaos Bolt* spell (treat as a cantrip you can cast at will, dealing 1d8 damage + 1d6 element, scaling like a normal cantrip). Charisma is your spellcasting ability.
- **Confusing Magic (2 AP):** You can cast *Tasha's Hideous Laughter* once per long rest. At 5th level, you can cast *Confusion* once per long rest. Charisma is your spellcasting ability.
- **Wild Effect (1 AP):** Once per long rest, when you cast a spell of 1st level or higher, roll a d8. On a 1, roll on the Wild Magic Surge table (if available) or trigger a minor, harmless chaotic effect (GM's choice, e.g., glowing eyes, spectral butterflies, temporary skin color change).

## EXPANDED TRAITS (Available to All Tieflings)

- **Infernal Wings (2 AP):** As a Bonus Action, you can manifest or dismiss a pair of leathery, bat-like wings. While manifested, you gain a **flying speed of 30 feet**. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.
- **Infernal Eyes (1 AP):** Your eyes glow faintly in the dark. You have advantage on Wisdom (Perception) checks that rely on sight made in dim light or darkness.
- **Silver Tongue (1 AP):** Once per Long Rest, you can gain advantage on one Charisma (Deception) or Charisma (Persuasion) check.
- **Hell's Endurance (2 AP):** You gain advantage on Constitution saving throws made to resist gaining Exhaustion or to maintain concentration on spells when you take damage.
- **Fiendish Memory (1 AP):** You have advantage on Intelligence (History) or Intelligence (Religion) checks made to recall information about fiends, the Nine Hells, infernal pacts, or related forbidden lore.
- **Burning Step (1 AP):** When you take the Dash action, you can choose to leave behind a faint trail of harmless, flickering flames until the start of your next turn. Creatures that enter or start their turn in a space you moved through during that Dash action take 1 fire damage (this can only damage a creature once per turn).

- **Blood of Fire (2 AP):** Prerequisite: Resistance to Fire damage. When you are reduced to 0 HP but not killed outright, creatures within 5 feet of you must succeed on a Dexterity saving throw (DC = 8 + Con modifier + Prof bonus) or take fire damage equal to your level as your blood momentarily ignites.
- **Wicked Insight (1 AP):** You have advantage on Wisdom (Insight) checks made to discern lies, hidden motives, or attempts at emotional manipulation.
- **Charred Resistance (1 AP):** While you are bloodied (at half HP or less), you gain resistance to non-magical bludgeoning damage as your skin toughens like burnt hide.
- **Hexbrand (1 AP):** As a bonus action, you can place an infernal mark on a creature you can see within 30 feet. The mark lasts for 1 minute or until you use this feature again. The next time you hit the marked creature with an attack roll before the mark expires, the attack deals additional damage equal to your proficiency bonus. You can use this feature once per long rest.
- **Fearsome Legacy (1 AP):** When you reduce a creature to 0 HP with an attack or spell, you can use your reaction to force creatures of your choice that you can see within 10 feet of you to make a Wisdom saving throw (DC = 8 + Cha modifier + Prof bonus). On a failed save, a creature is frightened of you until the end of your next turn. You can use this feature once per long rest.
- **Radiant Weakness (-1 AP):** You have vulnerability to radiant damage.
- **Divine Dampening (-1 AP):** Whenever you regain hit points from a spell or magical effect originating from a celestial or a divine spellcaster (Cleric, Paladin), you regain 1 fewer hit point per die rolled (minimum 1 HP regained).
- **Cursed Bloodline (-1 AP):** You automatically fail the first death saving throw you make after being reduced to 0 HP in any combat encounter.
- **Unwelcome Presence (-1 AP):** You have disadvantage on Charisma (Persuasion) checks made to interact with celestials or NPCs explicitly sworn to lawful good deities or causes (e.g., devout paladins, temple priests of good gods).
- **Brittle Ego (-1 AP):** While you are affected by the Frightened condition, you cannot take reactions.
- **Shadowmark (-1 AP):** Your infernal nature is easily detected by magic. Creatures attempting to detect your presence using divination magic (like *Detect Magic*, *See Invisibility*, or scrying) have advantage on their checks or automatically succeed if no check is required. You have disadvantage on saving throws against such detection effects.
- **Unholy Temper (-1 AP):** While you are bloodied (at half HP or less), you have disadvantage on saving throws against being taunted or effects that would force you to attack a specific creature (like a Goaded Attack).
- **Abyssal Itch (-1 AP):** You have disadvantage on saving throws against magical effects that would put you to sleep or reduce your speed (such as the *Slow* spell or certain fey enchantments).

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