

Birth names are rarely linked to gender. Goliaths see females and males as equal in all things, and they find societies with roles divided by gender to be puzzling or worthy of mockery. To a goliath, the person who is best at a job should be the one tasked with doing it.

A goliath's nickname is a description that can change on the whim of a chieftain or tribal elder. It refers to a notable deed, either a success or failure, committed by the goliath. Goliaths assign and use nicknames with their friends of other races, and change them to refer to an individual's notable deeds.

Goliaths present all three names when identifying themselves, in the order of birth name, nickname, and clan name. In casual conversation, they use their nickname.

Birth Names: Aukan, Eglath, Gae-Al, Gauthak, Ilikan, Keothi, Kuori, Lo-Kag, Manneo, Maveith, Nalla, Orilo, Paavu, Pethani, Thalai, Thotham, Uthal, Vaunea, Vimak

Nicknames: Bearkiller, Dawncaller, Fearless, Flintfinder, Horncarver, Keeneye, Lonehunter, Long-leaper, Rootsmasher, Skywatcher, Steadyhand, Threaddwister, Twice-Orphaned, Twistedlimb, Wordpainter

Clan Names: Anakalathai, Elanithino, Gathakanathi, Kalagiano, Katho-Olavi, Kolae-Gileana, Ogolakanu, Thuliaga, Thunukulathi, Vaimei-Laga

GOLIATH TRAITS

Goliaths share a number of traits in common with each other.

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

Age. Goliaths have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. Goliath society, with its clear roles and tasks, has a strong lawful bent. The goliath sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality.

Size. Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Athlete. You have proficiency in the Athletics skill.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. 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. After you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born. 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*.

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

KENKU

THE MAP WE FOUND SHOWED THE ENTRANCE TO THE Priest King's treasure cache right in the middle of the ruined section of the city. We approached our destination without issue, but as we arrived at the burned-out building, a sudden cacophony erupted around us. Birds squawked, cats hissed, and dogs growled. Lidda hustled us back to the city's safer avenues. Only when we were back within the area patrolled by the guard did she explain that the noises indicated that the wingless folk had claimed that area, and that to trespass would be to court death.

—Gimble, Notes from a Treasure Hunter

Haunted by an ancient crime that robbed them of their wings, the kenku wander the world as vagabonds and burglars who live at the edge of human society. Kenku suffer from a sinister reputation that is not wholly unearned, but they can prove to be valuable allies.

AN ANCIENT CURSE

The kenku once served a mysterious, powerful entity on another plane of existence. Some believe they were minions of Grazz't, while others say that they were scouts and explorers for the Wind Dukes of Aaqa. Whatever the truth, according to legend, the kenku betrayed their master. Unable to resist the lure of a beautiful sparkling treasure, the kenku plotted to steal the item and escape to the Material Plane.

Unfortunately for the kenku, their master discovered their plan before they could enact it. Enraged, the entity imposed three dreadful curses upon them. First, the kenku's beloved wings withered and fell away from their bodies, leaving them bound to the earth. Second, because their ingenuity and skill had turned toward scheming against their patron, the spark of creativity was torn from their souls. Finally, to ensure that the kenku could never divulge any secrets, their master took away their voices. Once the entity was satisfied that they had been sufficiently punished, the kenku were set loose on the Material Plane.

Since then, the kenku have wandered the world. They settle in places that accept them, usually bleak cities that have fallen on hard times and are overrun with crime.

DREAMS OF FLIGHT

Above all else, kenku wish to regain their ability to fly. Every kenku is born with a desire to take to the air, and those who learn spellcasting do so in hope of mastering spells that will allow them to fly. Rumors of magic items such as flying carpets, brooms capable of flight, and similar objects provoke a great desire for the kenku to acquire the items for themselves.

Despite their lack of wings, kenku love dwelling in towers and other tall structures. They seek out ruins that reach to the sky, though they lack the motivation and creativity to make repairs or fortify such places.



Even so, their light weight and size allow them to dwell in rickety structures that would collapse beneath a human or an orc.

Some thieves' guilds use kenku as lookouts and messengers. The kenku dwell in the tallest buildings and towers the guild controls, allowing them to lurk in the highest levels and to keep watch on the city below.

HOPELESS PLAGIARISTS

As a result of their lack of creativity, kenku function comfortably as minions of a powerful master. Flock leaders enforce discipline and minimize conflicts, but they fail at effective planning or crafting long-term schemes.

Although unable to speak in their own voices, kenku can perfectly mimic any sound they hear, from a halfing's voice to the noise of rocks clattering down a hillside. However, kenku cannot create new sounds and can communicate only by using sounds they have heard. Most kenku use a combination of overheard phrases and sound effects to convey their ideas and thoughts.

By the same token, kenku have no ability to invent new ideas or create new things. Kenku can copy existing

items with exceptional skill, allowing them to become excellent artisans and scribes. They can copy books, make replicas of objects, and otherwise thrive in situations where they can produce large numbers of identical items. Few kenku find this work satisfying, since their quest for the freedom of flight makes them ill-suited to settle into a routine.

IDEAL MINIONS

Kenku gather in groups called flocks. A flock is led by the oldest and most experienced kenku with the widest store of knowledge to draw on, often called Master.

Although kenku can't create new things, they have a talent for learning and memorizing details. Thus, ambitious kenku can excel as superb spies and scouts. A kenku who learns of clever schemes and plans devised by other creatures can put them to use. The kenku lack the talent to improvise or alter a plan, but a wise Master sets multiple plans in motion at once, confident that underlings can follow orders to the letter.

For this reason, many kenku make an easy living serving as messengers, spies, and lookouts for thieves' guilds, bandits, and other criminal cartels. A network of kenku can relay a bird call or similar noise across the city, alerting their allies to the approach of a guard patrol or signaling a prime opportunity for a robbery.

Since kenku can precisely reproduce any sound, the messages they carry rarely suffer degradation or shifts in meaning. Human messengers might switch words or phrases and garble a message inadvertently, but the kenku produce perfect copies of whatever they hear.

KENKU ADVENTURERS

Kenku adventurers are usually the survivors of a flock that has sustained heavy losses, or a rare kenku who has grown weary of a life of crime. These kenku are more ambitious and daring than their fellows. Others strike out on their own in search of the secrets of flight, to master magic, or to uncover the secret of their curse and find a method to break it.

Kenku adventurers, despite their relative independence, still have a tendency to seek out a companion to emulate and follow. A kenku loves to mimic the voice and words of its chosen companion.

KENKU NAMES

Given that kenku can duplicate any sound, their names are drawn from a staggering variety of noises and phrases. Kenku names tend to break down into three categories that make no distinction between male and female names.

Kenku thugs, warriors, and toughs adopt noises made by weapons, such as the clang of a mace against armor or the sound made by a breaking bone. Non-kenku refer to the kenku by describing this noise. Examples of this type of name include Smasher, Clanger, Slicer, and Basher.

Kenku thieves, con artists, and burglars adopt animal noises, typically those common in urban settings. In this manner, kenku can call out to each other while those who overhear them mistake them for common animals.

Non-kenku use names that refer to the sound made or the animal a kenku mimics, such as Rat Scratch, Whistler, Mouser, and Growler.

Some kenku turn their back on crime to pursue legitimate trades. These kenku adopt noises made as part of their craft. A sailor duplicates the sound of a fluttering sail, while a smith mimics the clanging of a hammer on metal. Non-kenku describe these folk by their trade sounds, such as Sail Snap, Hammerer, and Cutter.

KENKU TRAITS

Your kenku character has the following racial traits.

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

Age. Kenku have shorter lifespans than humans. They reach maturity at about 12 years old and can live to 60.

Alignment. Kenku are chaotic creatures, rarely making enduring commitments, and they care mostly for preserving their own hides. They are generally chaotic neutral in outlook.

Size. Kenku are around 5 feet tall and weigh between 90 and 120 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Expert Forgery. You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Kenku Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages. You can read and write Common and Auran, but you can speak only by using your Mimicry trait.

ROLEPLAYING A KENKU

If you're playing a kenku, constant attempts to mimic noises can come across as confusing or irritating rather than entertaining. You can just as easily describe the sounds your character makes and what they mean. Be clear about your character's intentions unless you're deliberately aiming for inscrutable or mysterious.

You might say, "Snapper makes the noise of a hammer slowly and rhythmically tapping a stone to show how bored he is. He plays with his dagger and studies the Lords' Alliance agent sitting at the bar." Creating a vocabulary of noises for the other players to decode might sound like fun, but it can prove distracting and could slow down the game.

LIZARDFOLK

IF YOU'RE CONSIDERING TAKING A SCALED ONE ALONG on an adventure, remember this important fact. The strange, inhuman glint in its eyes as it looks you over is the same look you might give a freshly grilled steak.

—Tordek, dwarf fighter and adventurer

Only a fool looks at the lizardfolk and sees nothing more than scaly humanoids. Their physical shape notwithstanding, lizardfolk have more in common with iguanas or dragons than they do with humans, dwarves, or elves. Lizardfolk possess an alien and inscrutable mindset, their desires and thoughts driven by a different set of basic principles than those of warm-blooded creatures. Their dismal swamp homes might lie hundreds of miles from the nearest human settlement, but the gap between their way of thinking and that of the smooth-skins is far greater.

Despite their alien outlook, some lizardfolk make an effort to understand and, in their own manner, befriend people of other races. Such lizardfolk make faithful and skilled allies.

ALIEN MINDS

The lizardfolk's reptilian nature comes through not only in their appearance, but also in how they think and act. Lizardfolk experience a more limited emotional life than other humanoids. Like most reptiles, their feelings largely revolve around fear, aggression, and pleasure.

Lizardfolk experience most feelings as detached descriptions of creatures and situations. For example, humans confronted by an angry troll experience fear on a basic level. Their limbs shake, their thinking becomes panicked and jumbled, and they react by instinct. The emotion of fear takes hold and controls their actions. In contrast, lizardfolk see emotions as traits assigned to other creatures, objects, and situations. A lizardfolk doesn't think, "I'm scared." Instead, aggressive, stronger creatures register to the lizardfolk as fearsome beings to be avoided if possible. If such creatures attack, lizardfolk flee, fighting only if cornered. Lizardfolk aren't scared of a troll; instead, they understand that a troll is a fearsome, dangerous creature and react accordingly.

Lizardfolk never become angry in the way others do, but they act with aggression toward creatures that they could defeat in a fight and that can't be dealt with in some other manner. They are aggressive toward prey they want to eat, creatures that want to harm them, and so on.

Pleasurable people and things make life easier for lizardfolk. Pleasurable things should be preserved and protected, sometimes at the cost of the lizardfolk's own safety. The most pleasurable creatures and things are ones that allow lizardfolk to assess more situations as benign rather than fearsome.