



TABAXI TRAITS

Your tabaxi character has the following racial traits.

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

Age. Tabaxi have lifespans equivalent to humans.

Alignment. Tabaxi tend toward chaotic alignments, as they let impulse and fancy guide their decisions. They are rarely evil, with most of them driven by curiosity rather than greed or other dark impulses.

TABAXI IN THE FORGOTTEN REALMS

In the Forgotten Realms, tabaxi hail from Maztica, a realm located far across the ocean west of the Sword Coast. The tabaxi of Maztica are known for their isolation, and until recently they never ventured from their homeland. The tabaxi say little of why that has changed, though rumors persist of strange happenings in that distant land.

Size. Tabaxi are taller on average than humans and relatively slender. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have a cat's keen senses, especially in the dark. 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. You can't discern color in darkness, only shades of gray.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Languages. You can speak, read, and write Common and one other language of your choice.

TRITON

AH, THE TRITONS. IMAGINE IF THE ELVES SPENT A FEW centuries far beneath the sea, where their arrogance and pretension could grow undisturbed. At least the tritons spent that time fighting sahuagin and worse, so you know you can count on them in a fight.

—Brego Stoneheart, sea captain

Tritons guard the ocean depths, building small settlements beside deep trenches, portals to the elemental planes, and other dangerous spots far from the eyes of land-bound folk. Long-established guardians of the deep ocean floor, in recent years the noble tritons have become increasingly active in the world above.

AQUATIC CRUSADERS

Centuries ago, tritons entered the world in response to the growing threat of evil elementals. Tritons waged many wars against their enemies on the Plane of Water, driving them into the Darkened Depths where they escaped into the crushing pressure and utter darkness. In time, the tritons noticed that their ancient elemental foes had grown quiet. Expeditions to the depths revealed that krakens, sahuagin, and far worse foes had fled the Plane of Water for the Material Plane.

The tritons, driven by a sense of duty and responsibility, would not allow their foes to escape so easily. A great conclave of tritons chose volunteers skilled in weapons and magic as part of an expeditionary force to enter the Material Plane and seek out their enemies.

Those tritons spread across the world's oceans and established protectorates to watch over deep sea trenches, portals, undersea caves, and other locations where their enemies might lurk. They defeated their foes when they found them and drove the rest into hiding.



With their foes banished to the deepest reaches of the sea, tritons settled in to watch for any sign of their return. Over time, the tritons extended their stewardship over the sea floor from their initial settlements and built outposts to create trade with other races. Despite this expansion, few folk know of them. Their settlements are so remote even merfolk and sea elves rarely encounter them.

HAUGHTY NOBLES

As a result of their isolation and limited understanding of the Material Plane, tritons can come across as haughty and arrogant. They see themselves as caretakers of the sea, and they expect other creatures to pay them deep respect, if not complete deference.

This attitude might grate on others, but it arises from a seed of truth. Few know of the tritons' great victories over dreadful undersea threats. The tritons make little

allowance for such ignorance and are delighted to expound upon the great debt others owe them.

Tritons also have a tendency to emerge from their isolation under the assumption that other folk will welcome them as respected allies and mentors. Again, distance drives much of this attitude. The tritons' limited view of the world leaves them ignorant of the kingdoms, wars, and other struggles of the surface world. Tritons readily see such concerns as minor events, a sideshow to the tritons' role as the world's true protectors.

STAUNCH CHAMPIONS

Despite their off-putting manners, tritons are benevolent creatures at heart, convinced that other civilized races deserve their protection. Their attitude might grate, but when pirate fleets prowl the waves or a kraken awakens from its slumber, they are among the first to take up arms to protect others.

Tritons readily sacrifice themselves for the common good. They will fight and die for humans, merfolk, and other creatures without question. Their self-absorbed nature makes them overlook the history of other creatures, but they also endure a sense of guilt over allowing the evils of the Plane of Water to enter the Material Plane and threaten its inhabitants. The tritons believe they owe a debt of honor to the world, and they will fight and die to pay it.

At times their fervor and ignorance of the world can lead them astray. Tritons encountering other creatures for the first time can underestimate them, leaving the tritons vulnerable to deception. With their strong martial tradition, tritons can sometimes be too eager to leap into a fight.

STRANGERS TO THE SURFACE

Given their isolation, most tritons have never been to the surface world. They struggle with the idea that they can't easily move up and down out of water, and the changing of the seasons mystifies them.

SPELL: WALL OF WATER

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of water)

Duration: Concentration, up to 10 minutes

You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

Tritons also find the variety of social institutions, kingdoms, and other customs bewildering. For all their proud culture, they remain innocent of the surface world. The typical triton protectorate is tightly regimented, organized, and unified around a common cause. A triton on the surface becomes easily confused by the bewildering array of alliances, rivalries, and petty grievances that prevent the surface folk from truly unifying.

At its worst, a triton's arrogance compounds the tendency for the triton not to understand the ways of the surface world. It's easy for a triton to blame baffling social practices on what the triton perceives as the barbarism, weakness, or cowardice of surface folk.

TRITON PERSONALITY

Far from flawless, these champions of good mean well, but they are easily frustrated by others. You can select, roll, or adapt a triton-specific quirk from the Triton Quirks table. Use the quirk to inform how you portray your character.

TRITON QUIRKS

d6 Quirk

- 1 You phrase requests as orders that you expect to be obeyed.
- 2 You are quick to boast of the greatness of your civilization.
- 3 You learned an antiquated version of Common and drop "thee" and "thou" into your speech.
- 4 You assume that people are telling you the truth about local customs and expectations.
- 5 The surface world is a wondrous place, and you catalog all its details in a journal.
- 6 You mistakenly assume that surface folk know about and are impressed by your people's history.

TRITON NAMES

Most triton names have two or three syllables. Male names typically end with a vowel and the letter *s*, and female names traditionally end with an *n*. Tritons use their home protectorate as a surname, with the name formed by adding a vowel followed by a "th" to the end of the protectorate's name.

Female Triton Names: Aryn, Belthyn, Duthyn, Feloren, Otanyn, Shalryn, Vlaryn, Wolyn

Male Triton Names: Corus, Delnis, Jhimas, Keros, Molos, Nalos, Vodoss, Zunis

Triton Surnames: Ahlorsath, Pumanath, Vuuvaxath

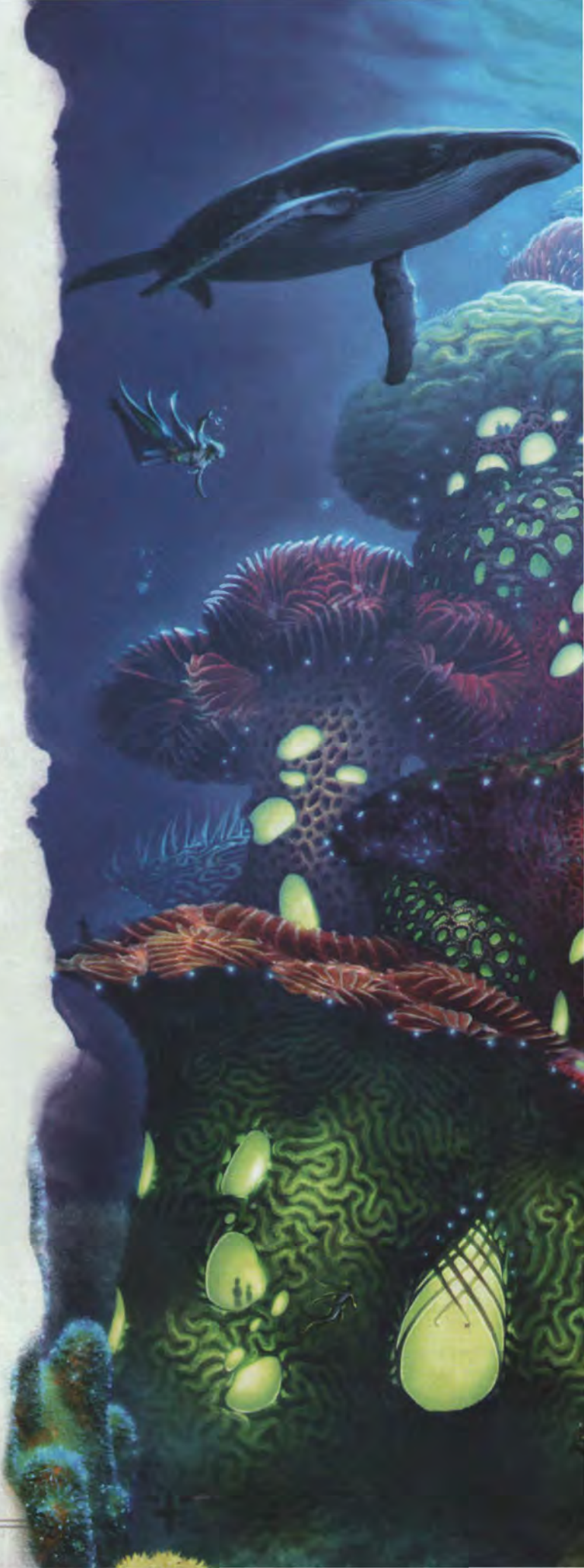
TRITON TRAITS

Your triton character has the following racial traits.

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Age. Tritons reach maturity around age 15 and can live up to 200 years.

Alignment. Tritons tend toward lawful good. As guardians of the darkest reaches of the sea, their culture pushes them toward order and benevolence.



Size. Tritons are slightly shorter than humans, averaging about 5 feet tall. Your size is Medium.

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

Amphibious. You can breathe air and water.

Control Air and Water. A child of the sea, you can call on the magic of elemental air and water. You can cast *fog cloud* with this trait. Starting at 3rd level, you can cast *gust of wind* with it, and starting at 5th level, you can also cast *wall of water* with it (see the spell in the sidebar). Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardians of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

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

MONSTROUS ADVENTURERS

In some campaigns, humanoids normally regarded as sinister threats can emerge to adventure alongside humans and the other standard races. This section is aimed at DMs who wish to expand the race selections for their campaigns beyond the typical folk of D&D.

WHY A MONSTROUS CHARACTER?

Creating characters as creatures normally cast as villains offers up some interesting roleplaying possibilities. Whether played for comedy, as a tragic story of betrayal and loss, or as an antihero, a monstrous character gives a player a chance to take on an unusual challenge in the campaign. Before allowing monstrous characters in your campaign, consider the following three questions.

RARE OR MUNDANE?

Consider how common orc, goblin, and similar adventurers are in your setting. Are they regarded as no stranger than elves or dwarves? Are they met with suspicion? The role these races play in your setting should determine the kinds of reactions that such characters meet.

Don't be afraid to push things to an extreme. An orc character might have to venture into town in disguise or remain in the wilderness, for fear of imprisonment or mob violence. Be sure to talk to the group about how such characters can expect the world to treat them. Some players like the challenge of taking on an outcast, but don't set up one expectation and deliver another.

You can establish a monstrous creature as just another culture in your campaign, one that has alliances and rivalries with humans, elves, and dwarves. A hobgoblin kingdom might serve as a buffer between a human kingdom and a blighted region overrun by the spawn of Kyuss. Kobolds might be city builders, the ar-

chitects of grand, heavily fortified edifices, which other folk dwell in for a price. The cultural notes in chapter 1 are the standard D&D depiction of these creatures, but by no means do they define them for your campaign. Use them as a starting point for your own ideas.

OUTCAST OR AMBASSADOR?

Consider how a monstrous character's native culture views the character. Is the character an outcast, a spy, an ambassador, or something else? Work with the player to determine how the character ended up as an adventurer.

The character's bond is a great starting point to consider for this question. How did the bond drive the character to adventure? The character's trait, flaw, and ideal can also play a role in fleshing out the story.

FRIENDS OR ENEMIES?

Figure out what special ties the character has to other members of the adventuring party. An orc warlock might be the dwarf ranger's sworn enemy, but the two are forced to work together to defeat a mutual foe. Perhaps the kobold sorcerer was the tiefling wizard's familiar, transformed by an irate archmage in return for some petty insult. The hobgoblin paladin might have been human once, but crossed the wrong hag and was cursed to take on an evil guise. A creative tie between a monstrous character and the rest of the party helps make for a memorable campaign.

The Monstrous Origin table gives a number of ideas for adding a monstrous character to the campaign.

MONSTROUS ORIGIN

d8 Origin

- 1 You are a spy sent to undermine your enemies from within.
- 2 You are the victim of a curse or polymorph spell.
- 3 You were raised by humans, elves, or dwarves and have adopted their culture.
- 4 At a young age, you adopted a human religion and now serve it faithfully.
- 5 You received divine insight that sent you on your path, and occasionally receive new visions that guide you.
- 6 Your sworn enemy is an ally of your people, forcing you to leave your tribe to gain vengeance.
- 7 An evil entity corrupted your people's society.
- 8 An injury or strange event caused you to lose all memory of your past, but occasional flashes of it return to you.

RACIAL TRAITS

The game traits of the monstrous races are given here. Refer to chapter 1 for their cultural and roleplaying notes. Some of these races are unusual in that they have a reduction to an ability score, and some are more or less powerful than the typical D&D races—additional reasons for the monstrous races to be used in a campaign with care.