

Lubin

May 28, 2024



The Lubin Therigen, settling in Andovir's forests and tundras, took on the traits of wolves, foxes, and domestic dogs. Known for their loyalty and pack mentality, they became skilled trackers and fierce allies.

Size

Medium

Bite

You can use your powerful jaws to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier.

Choose one type of canine: Wolf, Fox, Domestic Dog, Wild Dog, Coyote.

Pack Tactics (Wolf/Wild Dog)

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.

Cunning (Fox)

You have advantage on Intelligence (Investigation) checks and Dexterity (Sleight of Hand) checks.

Loyal Companion (Domestic Dog)

You have proficiency in the Animal Handling skill. Additionally, you can use the Help action as a bonus action a number of times equal to your proficiency bonus per long rest.

Howl (Coyote)

As an action, you can let out a howl that can be heard up to 1 mile away. Allies who hear your howl have advantage on Wisdom (Perception) checks and Wisdom saving throws for the next 10 minutes.

Swift (Coyote)

Your base walking speed increases by 10 feet.

Felioni

May 28, 2024



The Felioni Therigen, who roamed Andovir's diverse terrains,

evolved into agile and stealthy forms reminiscent of great cats like lions, tigers, leopards, and cheetahs, as well as domestic cats. Their feline grace and keen senses make them adept hunters and vigilant guardians.

Size

Small or Medium

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. You can't discern color in darkness, only shades of gray.

Feline Agility

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.

Claws

Because of your claws, you have a climbing speed of 20 feet. Additionally, 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.

Choose one type of cat: Lion, Tiger, Leopard, Cheetah, Panther, Lynx, Domestic Cat.

Roar (Lion/Tiger/Leopard)

As an action, you can let out a terrifying roar. All creatures of your choice within 30 feet that can hear you must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your

Charisma modifier) or be frightened until the end of your next turn.

Speed Burst (Cheetah)

Your base walking speed increases by 10 feet. Additionally, as a bonus action, you can take the Dash action. You can use this trait a number of times equal to your proficiency bonus per long rest.

Stealthy (Panther/Lynx)

You have proficiency in the Stealth skill. When you are in dim light or darkness, you can take the Hide action as a bonus action.

Nimbleness (Domestic Cat)

You can move through the space of any creature that is of a size larger than yours.

Homthun

May 28, 2024



The Homthun Therigen, finding refuge in Andovir's vast plains

and thick jungles, evolved to mirror powerful creatures like elephants, rhinoceroses, hippos, and swine. Their formidable size and strength, combined with thick hides and unique physical traits, make them formidable protectors of their lands.

Size

Medium

Thick Hide

When you aren't wearing armor, your AC is 12 + your Constitution modifier.

Choose one type of pachyderm: Elephant, Rhinoceros, Hippopotamus, Tapir, Swine

Trample (Rhinoceros/Hippopotamus)

If you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

Hold Breath (Hippopotamus)

You can hold your breath for up to 15 minutes at a time.

Horn Attack (Rhinoceros)

You can use your horn to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier.

Trunk (Elephant)

You can use your trunk to manipulate objects, open or close doors, pick up or drop items, grapple someone, or make an unarmed strike. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can't do anything with your trunk that requires precision like use tools, magic items, perform the somatic components of a spell, or wield weapons or shields.

Charge (Tapir)

If you move at least 20 feet straight toward a target and then hit it with a melee attack on the same turn, you can make one melee weapon attack as a bonus action.

Relentless (Swine)

When you take damage that would reduce you to 0 hit points, you can make a Constitution saving throw (DC 10). On a success, you drop to 1 hit point instead. You can use this trait once per long rest.

Lizardfolk (Ancestry)

May 28, 2024



The Lizardfolk Therigen, who ventured into Andovir's swamps and deserts, adapted to resemble local reptiles and [dinosaurs](#) such as lizards, [alligators](#), chameleons, and [triceratops](#). Their scales and robust bodies showcase their resilience and primal power.

Size

Medium

Hold Breath

You can hold your breath for up to 15 minutes at a time.

Bite

You can use your fanged maw to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier.

Reptilian Movement

Depending on the type of reptile you resemble, choose one of the following movement features:

Swimmer

You have a swimming speed equal to your walking speed.

Climber

You have a climbing speed equal to your walking speed.

Powerful Build

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

Predatory Sprint

On each of your turns, you can use a bonus action to take the Dash or Disengage action.

Reptilian Anatomy

Choose two of the following features based on your reptilian archetype:

Chameleonic Coloring

You have advantage on Dexterity (Stealth) checks made to hide.

Whip Tail

You can use a bonus action to make an unarmed strike with your tail. If you hit with it, you deal bludgeoning damage equal to $1d4 +$ your Strength modifier.

Natural Armor

When you aren't wearing armor, your AC is $13 +$ your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Fearsome Presence

As an action, you can let out a terrifying roar. Each creature of your choice within 30 feet that can hear you must succeed on

a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be frightened until the end of your next turn. You can use this trait a number of times equal to your proficiency bonus per long rest.

Horn Attack

You can use your horns to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d8 + your Strength modifier.

Charge

If you move at least 20 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra 1d6 piercing damage. You can use this trait a number of times equal to your proficiency bonus per long rest.

Tail Spikes

Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier.

Tiggywinkle

May 28, 2024



The TiggYWinkle Therigen, who made their homes in Andovir's hills, forests, and fields, adapted to resemble small mammals like hedgehogs, skunks, squirrels, rabbits, and mice. These small but resourceful beings embody agility, cleverness, and a strong sense of community. They often find solidarity with halflings and gnomes and live in or near the same communities.

Size

Small

Nimble

You can move through the space of any creature that is of a size larger than yours.

Choose one type of small mammal: Hedgehog, Skunk, Squirrel, Rabbit, Mouse, Rat.

Spiny Defense (Hedgehog)

When a creature hits you with a melee attack, it takes 1d4 piercing damage.

Standing Leap (Rabbit)

Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start. This distance increases by a number of feet equal to your Strength modifier + your proficiency bonus.

Arboreal Native (Squirrel)

You have a climb speed of 30 feet, and you have advantage on Strength (Athletics) checks when attempting difficult jumps.

Stench Spray (Skunk)

As an action, you can spray a foul-smelling liquid at a creature within 10 feet. The creature must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be poisoned until the end of your next turn. You can use this trait once per short or long rest.

Burrow (Mouse)

You have a burrowing speed of 10 feet.

Intestinal Fortitude (Rat)

You have advantage on Constitution saving throws against being poisoned.

Avanari

May 28, 2024



The Avanari Therigen took to the forests and mountains of Andovir, evolving traits reminiscent of raptors, owls, ducks, parrots, crows, and other birds. Their unique adaptations allow them to soar and gain unique perspectives in many situations.

Choose one type of bird: Raptor, Owl, Duck, Parrot, Crow.

Size

Medium

Flight

You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Keen Sight (Raptor)

You have advantage on Wisdom (Perception) checks that rely on sight.

Darkvision (Owl)

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.

Talons (Raptor/Owl)

You can use your talons to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

Mimicry (Parrot)

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

Cunning (Crow)

You have advantage on Intelligence checks to recall lore and on

Dexterity (Sleight of Hand) checks.

Water Adaptation (Duck)

You have a swimming speed of 30 feet.

Anurian

May 28, 2024



The Anurian Therigen, who settled in the wetlands and marshes of Andovir, evolved to mimic the amphibians of these regions. Their diverse forms, including frogs, toads, salamanders, and axolotl, reflect their adaptability and strong connection to water.

Choose one type of amphibian: Frog, Toad, Salamander, Axolotl.

Size

Medium

Amphibious

You can breathe air and water. Additionally, you have a swim speed equal to your walking speed.

Standing Leap

Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start. This distance increases by a number of feet equal to your Strength modifier + your proficiency bonus.

Poisonous Skin (Frog/Toad)

When a creature grapples you or otherwise comes into direct contact with your skin, it must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or take 1d4 poison damage.

Regeneration (Axolotl)

You regain hit points equal to your Constitution modifier if you have at least 1 hit point at the start of your turn. You can use this trait once per long rest.

Sticky Grip (Salamander)

You have advantage on ability checks and saving throws made to maintain your grip on surfaces and objects.

Minotaur (Ancestry)

May 28, 2024



Minotaur Therigen adapted to Andovir's rugged landscapes and underground tunnels. With their keen environmental awareness and powerful horns, they adapt quickly when the winds of change blow.

Size

Medium

Horns

You can use your horns to make unarmed strikes. If you hit with them, you deal piercing damage equal to $1d6 +$ your Strength modifier.

Environmental Awareness

You have heightened senses that allow you to detect air pressure differences, currents, and echoes. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to find paths to exits or determine the layout of your surroundings.

Goring Rush

If you move at least 20 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra $1d6$ piercing damage.

Jasper Pincushion

May 28, 2024



Jasper Pincushion is an older adult Tigglywinkle Pact of the Chain Celestial Warlock who values conformity and hates the undead.

Small humanoid ([Tigglywinkle Therigen](#)), Lawful Good, He/Him

Armor Class 12

Hit Points 19 (3d8+6) (+8 temporary hit points)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	9 (-1)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +1, History +1, Insight +3, Persuasion +6, Tool Proficiency: Woodcarving +4

Senses passive Perception 11

Languages Common, [Tigglywinkle](#)

Challenge 1 (200 XP)

Proficiency Bonus +2

Spellcasting. Jasper is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Jasper has the following [Warlock](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Light](#), [Quill Blast \(as Eldritch Blast\)](#), [Sacred Flame](#)

3rd Level (2 slots): [Charm Person](#), [Summon Calvien \(as Find Familiar but takes one action\)](#), [Manny Rebukes The Aggressor \(as Hellish Rebuke but causes radiant damage\)](#)

Friend to the Furry. Jasper can cast [Speak with Animals](#) at will, without expending a spell slot.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Bonus Actions

Love of Manny. Jasper possesses a pool of 4 d6s that he can use to heal one creature within 60 feet by spending up to 3 dice from the pool, restoring hit points equal to the total. This pool is refilled upon completing a long rest. The pool regains all expended dice when he has finished a long rest.

Manny's Resilience (1/rest). Jasper imbues himself with the power of his patron granting unusual resilience. He can gain 1d4 + 4 temporary hit points which last for an hour.

Personal Appearance

Size: 3ft 8in

Weight: 70 lb

Age: 60 years

[TiggYWinkles](#), members of the Beast-like [Therigen](#) people, look like a variety of small mammals such as skunks, mice, rabbits, and raccoons. The Pincushion family resembles hedgehogs but has wider faces and shorter snouts.

Jasper has long quills running down his back which end in purple tips. Often the quills lie flat, but when Jasper feels threatened, he curls up into a ball, presenting a thorny barrier to his adversaries. Jasper has a nub-shaped tail, known to wag when he's excited, so he avoids games of chance. His belly fur is a lovely off-white color whereas the fur on his face and the skin beneath are tanner.

Jasper has short legs, most of his height arising from his torso. His wardrobe is skimpy but stylish, including a battered and faded floppy hat that he never leaves the house without. From under the hat, his dark ears and a pair of small but startlingly blue eyes peer out. For modesty, he wears a loose-fitting kilt in the tartan of the Pincushion clan. The kilt is rather faded and showing signs of having been mended many times. On his feet, he prefers Birkenstock-style shoes for to easily slip on and off. He wears tattered wraps on his short arms as a compromise between warmth and avoiding the difficulties of coats getting caught on his quills. They cover the space between his hands and elbows, and whatever color they originally were has long since achieved a certain level of sun-aged brown. His smile is disarming and open with more than a hint of mischief, reminiscent of a life well-lived.

Jasper has a long, smooth, wooden staff cut from the blackthorn tree which he has fashioned for walking and which he has carved with a bewildering and eye-catching design that endlessly flows

and curves with the start and the beginning impossible to find. He usually ties a bit of twine around his waist to which he has bound a series of leather pouches that carry various spell components, money, and so forth.

Backstory

Jasper possesses a fierce hatred for the undead because his burrow was destroyed by undead [satyrs](#) and [gnomes](#). After the attack, an army of celestial Fluffiphants, The Ivory League, found him. Jasper joined the group to rid his land of undead. One of the fluffiphants, Manny, became Jasper's [patron](#) and asked him to mentor Calvin, a miniature satyr. Jasper is learning that not all undead are evil. Sometimes they just need a poke in the right direction. Calvin? What he's learning is still up for debate!

Calvin, Jasper's familiar and constant companion, is a small satyr with goat-like underparts. He wears copious black eyeliner and eyeshadow and carefully nurtures his hair and straightens it so that he can pull a tuft down over his left, or sinister, eye.

Calvin wears a sleeveless leather jacket covered in strange sewn-on sigils and bright colors which clearly possess some arcane meaning to him. Calvin wears soft, black, baggy trousers with an array of surprisingly capacious pockets where he keeps a rather suspect array of knick-knacks, hip flasks, and the odd carrot. He wears a brass chain from the rear of his studded leather belt to the front pocket, where hangs a keyring with several black iron keys that change in number whenever he draws them out. They are covered in glowing red runes, and sometimes they seem to have slitted eyes glaring from them.

Jasper constantly tries to direct Calvin to Jasper's idea of the right track.

Jasper collects small mementos from his victories and travels, something like a pebble from a battlefield, a clipping from a tree, a button from a lost friend, and so on. Generally, as he collects them, he attaches a small paper label to the item reminding him of its origin, when he collected it, and a cryptic memo that reminds him of why he collected it. At his home burrow in the borough of Glenwood, his collection takes up several shelves, arranged in an order that he and no one else understands. In the field, Jasper relies on Calvien's capacious carrying capacity for labels, pen, ink, and string which the satyr readily supplies.

Jasper keeps encouraging Calvien to, "Get out of 'that phase,'" and cut his hair. If asked why, Jasper, who demonstrates a good heart and friendly demeanor, has such an odd-looking familiar, he smiles and says that he is looking after Calvien as a favor to an old friend.

Jasper has an excellent memory but often uses spoonerisms like the weather "roaring with pain" when he means "pouring with rain". At home, he enjoys an old rocking chair that has good lumbar support through well-placed wooden struts that pass between his quills. It is intensely uncomfortable for others to sit on.

A DC 5 Intelligence (History) check reveals that this is the Jasper Pincushion, a powerful mage and a great hero who has destroyed countless undead. In truth, Jasper has never really done much more than follow an army of celestial beings around as they purged undead influences from the world.

Designed by Corey Brown & PJ Coffey

Lyra

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Small humanoid (halfling), neutral

Armor Class 14 (leather armor)

Hit Points 21 (6d6)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	10 (+0)

Skills Animal Handling +6, Perception +4

Senses passive Perception 14

Languages Common, Halfling

Challenge 2 (450 XP)

Flyby. Lyra doesn't provoke opportunity attacks when her mount flies out of an enemy's reach.

Mounted Archer. Lyra has advantage on ranged attack rolls while riding a mount.

Wasp Command. Lyra can command [giant wasps](#) to attack a target. She can control up to 5 wasps simultaneously.

Actions

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.