

THE CRONICLES OF CASTLE WHITEROCK

OPTIONAL SPECIES OF THE NORTHLANDS

HALFLINGS

Your halfling character has a number of Traits in Common with all other Halflings.

Recommended Ability Score Increase: +2 Dexterity.

Age: A halfling reaches Adulthood at the age of 20 and generally lives into the Middle of his or her second century.

Alignment: Most Halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

Size: Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed: Your base walking speed is 25 feet.

Lucky: When you roll a 1 on the d20 for an Attack roll, Ability check, or Saving Throw, you can reroll the die and must use the new roll.

Brave: You have advantage on Saving Throws against being Frightened.

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

Languages: You can speak, read, and write Common and Halfling. The Halfling language isn't Secret, but Halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all Halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

A NEW SUPSPECIES

TALLFELLOW HALFLING

As a Tallfellow Halfling, you are taller than a typical halfling (4-foot-tall) with fair skin and hair. Tallfellow halflings are rumored to have fey blood in their veins, and have an affinity with elves. Tallfellow halflings are introverted and insular. Tallfellow halfling prefer martial training and ride ponies.

Recommended Ability Increase: +1 to Charisma.

Size: You can be Medium-sized, if desired.

Speed: Your base speed is 30 ft.

Languages: Tallfellow halfling can also speak Elvish.

Ability Score Increase: Your Strength score increases by 1.

Darkvision: You have 30 ft. darkvision.

Fey Blood: You have advantage on saving throws against being charmed.

GNOMES

Your gnome character has certain characteristics in common with all other gnomes.

Recommended Ability Score Increase. +2 Intelligence.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

A NEW SUPSPECIES

DEEP GNOME (SVIRFNEBLIN)

Recommended Ability Increase. +1 Wisdom.

Darkvision. Your darkvision increases to 120 ft.

Sunlight Sensitivity. You are at disadvantage on all attacks and Wisdom (Perception) checks that rely on sight in direct sunlight.

Innate Spellcasting. At 3rd level, you can cast *disguise self*. At 5th level, you can cast *nondetection*. You can cast these spells without material components, and once until you finish a Long Rest. Save DCs are determined by your Intelligence, Wisdom, or Charisma modifier (your choice when you select this species).

Gnomish Magic Resistance. You have advantage on Intelligence, Wisdom and Charisma saving throws against spells.

Svirfneblin Camouflage. When you make a Dexterity (Stealth) check, you can make it at advantage if you are in a rocky terrain.

Languages. You gain Undercommon as a language.

DWARF

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Recommended Ability Score Increase. +2 Constitution.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in "Combat").

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. 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.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

NEW SUBSPECIES

DEEP DWARF

Recommended Ability Increase. +1 to Intelligence

Darkvision. Your darkvision increases to 120 ft.

Sunlight Sensitivity. You are at disadvantage on all attacks and Wisdom (Perception) checks that rely on sight in direct sunlight.

Innate Spellcasting. At 3rd level, you can cast *enlarge/reduce*. At 5th level, you can cast *invisibility*. You can cast these spells without material components, and once until you finish a Long Rest. Save DCs are determined by your Intelligence, Wisdom, or Charisma modifier (your choice when you select this species).

Psionic Fortitude. You have advantage on saving throws against charm or stun effects.

Languages. You gain Undercommon as a language.

NEW SPECIES

HALF-OGRE

Also called half-giants, these brutes tend to be 7 to 7 ½ feet tall, weighing in excess of 275 lbs. Not truly embraced by orcs and ogres, or humans, they often become loners and adventurers. They prefer to follow the martial arts, taking advantage of their nature size, strength, and stamina. They are the “best darn door bashers” around!

Recommended Ability Score Increases. +2 to Strength and +1 to Constitution.

Age. Half-ogres mature at age 14, and typically live to 50 or 60 years old.

Alignment. Half-ogres have neutral and chaotic tendencies.

Size. Half-ogres are Large.

Speed. Your base speed is 30 feet.

Improved Weapon Damage. Melee weapons you wield inflict more damage. Increase the base damage die by one step. For example, a weapon that inflicts 1d8 damage now inflicts 1d10 damage. If a weapon causes 1d12 damage, it causes 2d6 damage instead. A weapon that causes 2d6 damage now causes 2d8 damage.

Athletic. You gain the Athletics skill. If you select the Athletics skill as a class or background feature, you gain advantage on all Athletics checks instead.

Toughness. You have a natural toughness. You gain the Tough feat.

Languages. In addition to Common, you speak Giant.