

Half-Orc Variant: Fiendcaller

While humans, elves, and dwarves run away from devils, Fiendcaller half-orcs welcome them with open arms. Some renegade factions of this race call them to the world as harbingers of destruction, but the majority of them welcome the unholy just so that they can destroy them.

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

- **Age.** Fiendcaller half-orcs often die before their time, but if they do live, they live to about 60 years.

- **Alignment.** Fiendcallers' allegiance varies greatly, but few of them are ever lawful. They just want to witness the destruction.

- **Child of Destruction.** You deal double damage to objects and structures.

- **Devilish 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. Magical darkness does not impede your darkvision.

- **Infernal Flame.** Your soul is corrupted by an infernal flame. You have resistance to fire damage. When you reach 0 hit points, the flame begins to burn you whole. You must succeed a 15 or higher to succeed a death saving throw.

- **Languages.** You can speak, read, and write Common, Orc and Infernal.

- **Size.** Fiendcallers live to about. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.



Human Variant: Skullbone Raider

Faced with the difficulties of existing near Asmoarch, the secluded Skullbone Raiders community of humans has discovered the need to toughen up and blend in. They paint their faces black and white with soot and crushed bone to intimidate their foes, whether human or not. They've also started eating their enemies, whatever they may be.

- **Ability Score Increase.** Your Charisma score increases by 1, and your Constitution score increases by 2.

- **Age.** Skullbone Raiders live slightly longer than regular humans, making it to around 120 years, but most die in their prime, fighting.

- **Alignment.** The Skullbone Raiders have accepted the "might makes right" mentality of the wilds. They are primarily chaotic neutral.

- **Languages.** You can speak, read, and write Common.

- **Size.** Your size is regular, but most Skullbone Raiders are malnourished and weigh very little. Your size is Medium.

- **Skullbone Face Paint.** By taking 1 minute to mix together ingredients (which you can do during a short or long rest), you can apply Skullbone face paint, which lasts for 1 hour. While wearing this face paint, you can choose to add your proficiency bonus to either your Charisma (Intimidation) checks or Dexterity (Stealth) check. If you are already proficient in the chosen skill, you may double the proficiency bonus added to any ability checks using that skill.

- **Speed.** Your base walking speed is 30 feet.

- **Tough Stomach.** You're used to eating decaying or zombie flesh, making your stomach very tough. You have resistance to poison and necrotic damage and have advantage on saving throws against the poisoned condition.

- **Wilderness Survivalist.** You have proficiency with the Survival skill, shortbows, and longbows. In addition, you can survive off of half a ration per day and can eat rotten food for nourishment.

