



EXAMPLE SUBRACE: ELADRIN

Creatures of magic with strong ties to nature, eladrin live in the twilight realm of the Feywild. Their cities sometimes cross over to the Material Plane, appearing briefly in mountain valleys or deep forest glades before fading back into the Feywild.

The elf subraces in the *Player's Handbook* include an ability score increase, a weapon training feature, and two or three additional traits. Given the story of the eladrin and their magical nature, an increase to an eladrin character's Intelligence is appropriate. There's no need to alter the basic weapon training shared by high elves and wood elves.

An ability that sets the eladrin apart from other elves is their ability to step through the boundary between the planes, disappearing for a moment before reappearing somewhere else. In the game, this is reflected in a

limited use of the *misty step* spell. Since *misty step* is a 2nd-level spell, this ability is potent enough that the subrace doesn't need additional traits. This leaves us with the following features for the eladrin subrace:

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Step. You can cast the *misty step* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

CREATING A NEW RACE

When creating a race from scratch, begin with the story and proceed from there. Compare your creation to the other races of your world, and borrow freely from the traits of other races. As an example, consider the aasimar, a race similar to the tiefling but with a celestial heritage.

EXAMPLE RACE: AASIMAR

Whereas tieflings have fiendish blood in their veins, aasimar are the descendants of celestial beings. These folk generally appear as glorious humans with lustrous hair, flawless skin, and piercing eyes. Aasimar often attempt to pass as humans in order to right wrongs and defend goodness on the Material Plane without drawing undue attention to their celestial heritage. They strive to fit into society, although they usually rise to the top, becoming revered leaders and honorable heroes.

You might decide to use the aasimar as a counterpoint to the tiefling race. The two races could even be at odds, reflecting some greater conflict between the forces of good and evil in your campaign.

Here are our basic goals for the aasimar:

- Aasimar should make effective clerics and paladins.
- Aasimar should be to celestials and humans what tieflings are to fiends and humans.

Given that aasimar and tieflings are like two sides of the same coin, the tiefling makes a good starting point for coming up with the new race's traits. Since we want aasimar to be effective paladins and clerics, it makes sense to improve their Wisdom and Charisma instead of Intelligence and Charisma.

Like tieflings, aasimar have darkvision. Instead of resistance to fire damage, we give them resistance to radiant damage to reflect their celestial nature. However, radiant damage isn't as common as fire damage, so we give them resistance to necrotic damage as well, making them good at facing undead.

The tiefling's *Infernal Legacy* trait is a good model for a similar trait to reflect a magical, celestial heritage, replacing the tiefling's spells with spells of similar levels that more closely match the aasimar's celestial ancestry. However, the aasimar's expanded resistance might require limiting this trait to basic utility spells.

Filling in the remaining details, we end up with the following racial traits for the aasimar:

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