

**Cossum, Human Variant** ~ The “Empty,” refers not to the people but to the land from which they come: Barren, expired, stripped by hubris and greed. Such places bear toughened but world-weary souls. You may appear old for your age, worn down by the demands of your surroundings. The stress of survival may have made you hard-hearted and pragmatic. On the other hand, perhaps you are overly demonstrative, as you fight tooth and nail for survival, and pursue the fleeting pleasures of an equally fleeting life.

### **Cossum Traits**

You begin the game with the following traits:

**Ability score increase:** Your Constitution score increases by 2 point. You increase one other ability score of your choice by 1.

**Age:** The responsibilities of adulthood are pushed on you somewhat earlier than other humans, and the stress of your surroundings decreases your life expectancy by roughly a decade.

**Alignment:** Tribes of the Cossum are varied in their philosophy. Some embrace stringent social laws, while others are unruly raiders and barbarians. However, staunch idealism and divisive selfishness seldom find footholds in the waste.

**Size:** Your size is medium.

**Speed:** Your base speed is 35 feet.

**Languages:** You know Common, and one other language.

**Clan Defender:** You are proficient with Light Armor, Shields, Simple Weapons, Battle Axes, Pikes, and Scimitars.

**Tested Mettle:** You have advantage on Constitution saves related to attacks against you.

**Wastes Wanderer:** You are proficient in the Survival skill.

**Warlike:** Once per turn, when you roll damage on a melee attack, you may reroll one damage die, but must take the second result.

**Molad, Alternate Subrace** ~ The fiend-folk. Humans are not the only ones who make deals with devils. Malign spirits haunt cave and glen and every other place mortals tread, and the offspring of such bittersweet dealings show their heritage as blatantly as their Tiefling cousins. Your ancestor may be a dwarf who found more than gold buried in the earth, an elf who wandered into a forest glade better left unexplored, or a gnome whose caravan camped at the wrong crossroads. While your non-fiend heritage may be apparent, it does nothing to mask your horns or tail, your mottled skin, the scent of brimstone. Perhaps you embrace your fiendish heritage, and strive to live up to your extraplanar lineage. Or maybe you try hard every moment to be as non-fiendish as possible.

### **Molad Traits**

You begin the game with the following traits, using them in place of those granted by a traditional subrace:

**Ability score increase:** Your Charisma score increases by 1.

**Forked Tongue:** You gain proficiency in the Deception skill.

**Fiendish Abilities:** You know the *Produce Flame* cantrip. Once you reach level 2, you can cast *Expeditious Retreat* once per day. At 5th level, you can cast *Misty Step* once per day. Charisma is your spellcasting ability for these spells.

**Ruhain, Variant Subrace** ~ Blessed folk, people whose birth or ancestors were marked by benevolent spirits to live consecrated lives. But once marked by the heavens it is difficult to lead a quiet life. Throughout history, Ruhain have risen among different species to battle forces of evil, as the two are inexorably drawn together. The mark of the heavens may be as mundane as a birthmark resembling a god's symbol, or as magical as a glowing sigil that only appears when it is the Ruhain's time to reveal themselves. Perhaps the birth itself was momentous: heralded by extraplanar beings, accompanied by a natural wonder or disaster, or visited by a being of great power and benevolence.

### **Ruhain Traits**

You begin the game with the following traits in place of the traits granted by a traditional subrace:

**Ability score increase:** Your Charisma increases by 1 point.

**Eye of Heaven:** You gain proficiency in the Insight skill.

**Warded:** You gain resistance to both poison and fire damage.

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