

Mothfolk Traits

Ability Score. Your Dexterity score increases by 2.

Age. Mothfolk go through 3 stages of growth, eggs, larvae, and pupa, which takes a total of 2 years. After this they reach adulthood at 10 years and live to be around 80 years old.

Alignment. Mothfolk tend to be more neutral than lawful or chaotic, and lean towards good rather than evil.

Size. Mothfolk range from about 4 to 6 feet in height, and tend to weigh around 80 to 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ride the Wind. Mothfolk possess very thin wings in comparison to their size and weight, and as such using them to fly takes much of their concentration and effort. As an action, you can beat your wings and ascend up to 40 feet. You must touch the ground or a stable solid surface before using this action again. You can not use your wings to ascend if you are incapacitated, wearing heavy armor, or carrying a weapon with the heavy property. When you end one of your turns flying in the air, you will begin falling at the start of your next turn unless you choose to glide instead.

Gliding Descent. You may use your wings to glide from tall heights or catch yourself from falling. When doing so, you may choose to descend at a rate of 10 feet per round, up to a maximum of half your base movement speed. This movement can be made straight down or at a horizontal angle as if moving through difficult terrain. If you choose to carry another creature of your size or smaller, this increases to 20 feet per round. If you become over-encumbered or attempt to carry a creature at least one size larger than yourself, you begin to fall.

Compound Vision. Your compound eyes are excellent at finding what little light there is in darkness. 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 discern colors in dim light and darkness, but only on the ultraviolet spectrum. Additionally, you gain proficiency in the Perception skill.

Four-Armed. Mothfolk possess four arms. These extra limbs can only be used to hold small objects or interact with your environment. You cannot wield weapons, shields, or create spells

using somatic components with the secondary arms (unless stated otherwise by a feature) and any strength checks using them are made at disadvantage.

Drawn to the Light. When in the presence of any major light source, you must succeed a DC 10 Wisdom saving throw. If you fail, you succumb to its irresistible radiance and must spend your entire turn trying to get as close to the source of the light as possible. When you can get no closer, you instead stare transfixed and do nothing, wasting your turn. You may make another Wisdom saving throw at the start of each of your turns. Once you succeed, you become immune to being transfixed this way until you finish a long rest.

Silk Weaver. The silk spun by Mothfolk is known to be exceptionally beautiful. As an action, you may produce up to 15 feet of silken rope that is twice as durable as hemp. Other more intricate items can be woven over months, and may be sold for a good price.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. While all Mothfolk share a common ancestor, there are many distinct groups, each with their own customs and inherent abilities. Most live in secluded communities, but some have chosen to venture forth into the world. Choose one of these subraces.

Fey-Touched Moth

Ability Score Increase. Your Wisdom score increases by 1.

Attuned to the Arcane. You gain proficiency in the Arcana skill.

Shackled to Earth. Fey-touched Mothfolk have been cursed to forsake their wings, unable to join their kin in the sky. Their ancestors made a powerful deal with the Fey, trading their ability to fly for innate arcane power. They lose the Ride the Wind and Gliding Descent features and instead gain the following:

Innate Spellcasting. You know the minor illusion cantrip. Starting at 3rd level, you also learn one 1st-level spell of your choice. The 1st-level spell must be from the Divination or Enchantment school of magic. You can cast this spell without expending a spell slot. Once cast in this way, you must finish a long rest before doing so again. You can also cast this spell using a spell slot you have of the appropriate level.

Magic Resistance. You have advantage on saving throws against spells and other magical effects. In addition, choose one type: Acid, Cold, Lightning, Thunder, Fire, Radiant, or Necrotic damage. You gain resistance to that type.

Appearance. Fey-touched Mothkin still possess semi-translucent wings that can just barely be made out in the moonlight, in shimmering hues of blue, green, pink, and yellow. Their fur tends to be lightly colored, and sometimes corresponds to the magical element with which they possess an affinity for.

Venomous Moth

Ability Score Increase. Your Constitution score increases by 1.

Natural Herbalist. You have advantage on checks made to identify plants or poisons.

Camouflage. You gain proficiency in the Stealth skill.

Poison Immunity. You are immune to poison damage and the poisoned condition.

Toxic Body. Your body produces a poisonous powder that eats away at the flesh of other creatures. Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Unarmed strikes or melee attacks made with natural weapons do an additional d4 poison damage on a successful hit. Even if struck multiple times, a creature makes only one saving throw per turn to avoid becoming poisoned.

Appearance. Venomous Mothkin can be found in many different dwelling spots, from dense forests to secluded mountains, and have evolved over time to blend into their surroundings to avoid natural predators. They tend to possess large, velvety wings and fur that closely resembles their home environment.

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