

THE MOUNDLINGS V0.4

IT WAS A CURIOUS SIGHT TO BE SURE. FROM THE treeline of that oft-forgotten island; inhabitants. Not entirely human, although not entirely inhuman. Some had skin as rough as bark, while others were adorned with flowing, flowery locks. It seems my observations were themselves being observed, and so I endured a week within a wicker cage. While I was later released, it was with the explicit threat that should I ever return to their home again they would use my corpse as mulch. - Augustine Vren, 'The Lost Island of Lamina'.

ISOLATIONIST UPBRINGING

The Island of Lamina is enchanted to wander the oceans following in the trails of sea storms making exploring it incredibly dangerous. Due to this, the Moundlings have remained relatively isolated from other species. While some adventurers have found their way onto the island either through planned tracking of storms or by sheer dumb luck, they are usually unable to track the Moundlings who will often hide from these explorers. This is done so out of safety, with Moundlings preferring to observe and study from a distance.

MOUNDLING PANTHEON

The Moundling Pantheon only consists of five gods with the first four being personified aspects of the seasons; 'The Bloom' (Spring) representing Nature and Farming, 'The Swelter' (Summer) representing Health and Prosperity, 'The Boon' (Fall) representing Family and Change, and 'The Wither' (Winter) representing Death and Rebirth. The final God on their Pantheon is 'The Greenspark', the one who brings the Storm and calls new life into being. Their symbol is a tree being struck by a bolt of lightning. Each of these Gods, like the Moundlings themselves, have no specific gender.

MOUNDLING ORIGINS

Forged by Lightning: Shambling Mounds are formed with lightning strikes otherwise ordinary swamp plants. The Great Progenitor; Montsechia, from whom most Moundlings were born, claimed they were once such a mound of writhing vines. However, they became awakened from their original state after being struck by lightning in the process of enveloping an adventurer which seemingly fused both the soul of the adventurer and the shambling mound. This caused the forging a new body and soul, the first Moundling. While most new Moundlings are the progeny of Montsechia, there are other notable examples of Shambling Mounds engulfing adventurers only to be hit by lightning. These Lightning-Born are often revered as Saints, created by the Greenspark to spread their divine word.

Optional Rule of Play: If a player character is affected by a Shambling Mound's **Engulf** action and they die while Engulfed, should the Shambling Mound be struck with Lightning damage have the player roll another Death Saving Throw. If they succeed, they reincarnate per the spell *Reincarnate* but specifically as a Moundling. A character can only attempt this once per day.

Nature Enthusiasts: Moundlings live in small communities. The communes are sometimes tree houses in the tall mangrove swamps of Lamina, other times in small wigwam villages in the deeper forest clearings. While their natural bearing usually leads them into the profession of nature clerics, druids, or rangers, Moundlings can very easily slide into any role required by the community. Some become fighters or barbarians, taking on the mantle of Green Knights or Grove Guardians, while others dedicate themselves to the study of magic, in a vain attempt to understand the enchantments surrounding their island home. Most Moundling artifice is made from natural materials such as wood and vine. While Moundlings are beings of nature, they are not so encompassed by the protection of nature that they will not stoop to using forged metals or other 'unnatural' materials in their crating or building if they should find it. It is just rare for Moundlings to find the raw materials required to make such things. Moundling adventurers who leave Lamina through ship or via magical means will usually abandon their crude crafting in favour of more practical weapons and arms in more 'technically-savvy' cultures they come across.

Society without Gender: Moundlings are hermaphroditic in nature. As such, there is no true concept of gender in Moundling culture. Moundlings are capable of asexual reproduction, with Montsechia having produced the first Moundlings through this process. They can also cross-pollinate. During times of particular under-population, Moundlings not in significant relationships are asked to take part in 'Pollination Parties' which are ostensibly giant congregations in which cross pollination is encouraged and usually rewarded with minor magical boons from the local priests. Tales of finding love at a pollination party can often be heard by older Moundlings recalling happier times.

MOUNDLING NAMES

Moundlings, being hermaphroditic in nature, have no real concept of gender. As such, they're typically named for whichever kinds of plant matter they have growing on them. It is not uncommon to see masculine-presenting Moundlings with the name of 'Rose' or 'Lily' or feminine-presenting Moundlings called 'Basil' or 'Linden'.

Names: Alder, Ash, Basil, Blossom, Bluebell, Briar, Camellia, Clover, Daisy, Dogwood, Heather, Holly, Iris, Ivy, Jasmine, Lily, Linden, Mace, Reed, Rose, Rowan, Sage, Tulip, Valerian, Venus, Violet, Willow, Yarrow

MOUNDLING TRAITS

Ability Score Improvement: Increase one of your Ability Score Attributes by 2, and another Ability Score Attribute by 1.

Age: Moundlings have lifespans that vary wildly. They mature at a similar rate to humans at approximately 20 years old and can live somewhere between 40 and 200 years. This wide factor depends on their constant hydration and sunlight exposure, as well as environmental factors. For example; Moundlings born with Cacti growing on them are far more likely to thrive in desert environments than a rain forest or arctic climate.

Alignment: Moundling Society is based heavily on the ever-fluctuating change that permeates all of nature, which pushes them more towards true neutrality.

Size: Your size is small or medium. You choose the size when you select this race.

Speed: Your base walking speed is 30ft.

Birthered by Lightning: You have resistance to lightning damage.

Hermaphroditic Nature: Over the course of a long rest, you can alter your appearance. Your hair can shorten/lengthen by up to 2 feet, and your features change to be either more masculine, feminine, or androgynous. However, your height, weight, and size do not change.

Montsechia's Blessing: You know the Druidcraft cantrip. You gain an additional spell at 3rd and 5th level depending on your sub-race. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Hybrid Nature: You have two creature types: humanoid and plant. You can be affected by a game effect if it works on either of your creature types.

Sunlight Necessity: Unlike most races, Moundlings require sunlight to thrive. They must spend at least one hour each day being exposed to natural sunlight, or a spell that can create daylight, or they gain one level of exhaustion. This level of exhaustion remains until they expose themselves to sunlight or a spell that can create daylight.

Languages: You can speak Common and Moundling.

SUB-RACES

PETAL-KIN

Petal-Kin (or Flower Dancers) are primarily composed of flowers and leaves and are known for their elegance and beauty.

Montsechia's Grace: Once you reach 3rd level, you can cast the Charm Person spell. Once you reach 5th

level, you can also cast the Enthrall spell. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level.

Petal Dance: You gain proficiency in the Performance skill.

SHRUB-KIN

Shrub-Kin (or Nature's Chosen) are the composed primarily of bramble and shrubs, and are known to be more in tune with nature and the environment.

Montsechia's Experience: Once you reach 3rd level, you can cast the Entangle spell. Once you reach 5th level, you can also cast the Locate Plant/Animal. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level.

Thorned Skin: Your skin is naturally thorny and hooks into everything. You have advantage on checks made to perform the Grapple action.

BARK-KIN

Bark-Kin (or Verdant Wardens) are primarily composed of branches and bark, and are the sturdiest of the Moundlings.

Montsechia's Aegis: Once you reach 3rd level, you can cast the Heroism spell. Once you reach 5th level, you can also cast the Barkskin spell. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level.

Boots of Roots: When you are moved unwillingly or knocked prone, you can use your reaction to root yourself to the ground. While rooted, your movement drops to 0 but you cannot be knocked prone or moved unwillingly. This effect lasts for 1 minute, or until you use a bonus action to un-root yourself. You can use this ability a number of times equal to your Proficiency modifier and regain all uses at a Short rest.

ALGAE-KIN:

Algae-Kin (or Hidden Watchers) are primarily composed of differing kinds of algae, seaweed, and aquatic plant-life, and are the stealthier of the Moundlings.

Montsechia's Moxie: Once you reach 3rd level, you can cast the Sanctuary spell. Once you reach 5th level, you can also cast the Pass Without Trace spell. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level.

Aquatically Adept: You gain a swim speed equal to your walking speed and can breathe underwater. Additionally, you have advantage on Stealth (Dexterity) checks when hiding in watery foliage.

FUNGAL-KIN

Fungal-Kin (or Staunch Squatters) are primarily composed of different types of fungus. They are the most dangerous of the Moundlings, due to their affinity for poisons.

Unlike all other Moundlings, you do not gain the *Sunlight Necessity* trait but instead gain the *Sunlight Sensitivity* trait meaning that have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Montsechia's Malice: Beginning at 1st level, instead of the Druidcraft cantrip, you instead learn the Poison Spray cantrip. Once you reach 3rd level, you can cast the Detect Poison/Disease spell. Once you reach 5th level, you can also cast Protection from Poison. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level.

Superior Darkvision: You have darkvision with a range of 120 feet.

SUBCLASS OPTIONS

The Moundlings of Lamina have, over the courses of many years, developed their own ways of interacting with the world. Their affinity for the natural world, and their attraction to storms have led to their development of specific styles and techniques which have been passed from generation to generation. As such, the following subclasses can be taken at the appropriate levels.

DRUID - CIRCLE OF STORMS

CONDUCTING CLAWS

You have embraced the storm and can wield its fury. Starting at 2nd level, your melee weapon attacks deal an additional 1d4 lightning or thunder damage (your choice). Any melee attacks made in Wildshape also gains this benefit. This increases to 2d4 at 6th level, and 3d4 at 10th level. At 14th level, this feature can apply to your Herald of the Storm feature.

STORM SHIELD

You have learned to harness the protective powers of the storm. Starting at 2nd level, you gain the spell *Armor of Agathys*. For you, this spell counts as a Druid spell and doesn't count towards the number of spells you can learn.

When you cast this spell, you can choose to replace the Cold damage a creature would take with either Lightning or Thunder damage.

FLEDGELING TEMPEST:

Wisps of storm wind encircle you, protecting you from harm. Starting at 6th level, you gain resistance to Lightning and Thunder damage. Additionally, when

targeted by a ranged weapon attack, you can use your reaction to impose disadvantage on the roll.

EYE OF THE STORM

You are able to grant safe harbour to those around you. Starting at 10th level, when an ally within 30ft of you is subject to a ranged weapon attack or an attack that deals Lightning or Thunder damage, you can expend your reaction to grant them resistance to the damage.

HERALD OF THE STORM

Starting at 14th level, as a Bonus Action, you may expend a charge of your Wild Shape feature to summon a wisp of storm wind to bellow around you as you walk transforming you into an Aspect of the Storm. This transformation lasts for 1 minute or until you dismiss it with a Bonus Action, and provides the following benefits:

- You become immune to Lightning and Thunder damage.
- Your walking speed increases by 10ft.
- You gain a Fly speed equal to your walking speed.
- Creatures of your choice that end their turns within 10ft of you must make Dexterity Saving throws against your Spell Save DC or take 2d8 Lightning or Thunder damage, or half as much on a successful saving throw.

FIGHTER - GREEN KNIGHT

NATURAL SPIRIT

Starting at 3rd level, your bond with the natural world strengthens. You can gain proficiency in two of the following skills; Animal Handling, Medicine, Nature, or Survival.

If you choose a skill with which you are already proficient, you may double your proficiency bonus when using that skill.

WOODSMAN

Also starting at 3rd level, you gain the ability to cast the Shillelagh and Druidcraft cantrips. These cantrips use Wisdom as the spellcasting modifier.

CREATURE COMFORT

You are at home with the children of nature. At 7th level, you gain the ability to cast the *Conjure Animals* and *Speak with Animals* spells. You may cast each of these spells once per Short Rest. Wisdom is your spellcasting ability for these spells.

Additionally, when making Intelligence (Nature) skill checks, you can choose to substitute your Wisdom modifier for your Intelligence modifier.

WARDEN'S WRATH

Starting at 10th level, you are able to channel nature's fury. While wielding a club, greatclub, quarterstaff, natural weapon, or a weapon not made of metal, you may use your bonus action to make one additional attack.

Additionally, while wielding any of these weapons, if have the *Shillelagh* cantrip cast on them, you may add both your Strength and Wisdom modifiers to the damage.

NATURE'S AEGIS

Starting at 15th level, you have honed your skills to perceive and ward against incoming attacks. When calculating your Armour Class you may apply your Wisdom modifier (to a maximum of 2) to the result.

Additionally, you gain the ability to cast the *Barkskin* spell. You can cast it a number of times equal to your Proficiency bonus and regain all expended uses of this ability after a short rest.

RAGE AGAINST THE MACHINE

Starting at 18th level, you gain advantage on any attack roll made against any creature with the Construct creature type.

Additionally, when successfully hitting a Construct creature, you can use your reaction do one of the following:

- Give the creature vulnerability to all damage until the end of your next turn.
- Nullify a specific damage resistance or immunity of the creature until the end of your next turn.
- Nullify a specific condition immunity of the creature until the end of your next turn.

You can do this a number of times equal to your Proficiency bonus and regain all expended uses of this ability after a short rest.

SPELLS

The archmage Magzadan once built a tower upon the Island of Lamina. It is rumoured that within his tower is a relic that perpetually summons storms around the island which keeps it moving, so that no-one would ever discover his secrets. While the Moundlings care little for the tower upon Mount Volx, some brave adventurers have ventured in and uncovered the strange grimoire of the former owner, filled with several new spells.

SANDMAN'S KISS

(Bard/Cleric/Sorcerer/Wizard)

(Level 2 – Enchantment)

Casting Time: 1 Action

Range: 10ft

Duration: Instant

V, S, M (A pinch of sand)

You blow a handful of enchanted dust towards a creature within 10ft of you and compel them into falling sleep. The target must make a Constitution saving throw, falling asleep on a failed save. The creature falls asleep for 1 minute, however will awaken if they take damage or another creature uses an action to wake them.

When casting this spell at higher levels, you extend the range of the spell by 10ft for each level cast above 2nd.

LARYNX SHOT

(Ranger)

(Level 2 – Evocation)

Casting Time: 1 Action

Range: Self

Duration: Instant (Up to a minute, concentration)

V, S

You infuse your weapon with a forceful strike and aim for the throat. On the next weapon attack roll you make against a creature, the target must succeed a Constitution saving throw or take 1d8 Force damage and be Silenced until the end of their next turn. On a successful save, they take half damage and aren't Silenced.

When you cast this spell using a spell slot of 3rd level or higher, the Force damage increases by 1d8 per spell slot level.

OVEREXERTION

(Artificer/Bard/Cleric/Druid/Sorcerer/Wizard)

(Level 3 – Enchantment)

Casting Time: 1 Reaction

Range: 30ft

Duration: Instant (Concentration up to 1 minute)

V, S, M (A metronome to centre one's mind)

You motivate a willing creature and imbue them with a flood of energy and a willingness to succeed. When you or a willing creature within 30ft make an attack roll or ability check, add a +10 to the roll. Once the attack roll or skill check conclude, the caster and the targeted creature gain one level of exhaustion.

When you cast this spell using a spell slot of 6th or higher, the creature instead gains a +15 bonus.

GIFT OF CHARITY

(Artificer/Bard/Cleric/Druid/Paladin/Ranger/Sorcerer/Wizard/Warlock)

(Level 1 – Divination)

Casting Time: 1 Action

Range: Touch

Duration: Instant

V, S

You touch a willing creature and expend your spellslot. Providing that creature has the Spellcasting or Pact Magic feature, that creature then gains the spellslot that you expend.

When casting using a slot of 2nd level or higher, you can transfer that higher level spell slot.

DAMNATIO MEMORIAE

(Bard/Wizard/Warlock)

(Level 8 – Enchantment)

Casting Time: 1 Minute

Range: Special

Duration: Special

V, S, M (A scroll of fine paper and ink worth 10,000GP which the spell consumes)

You write a name on a scroll of parchment and banish it to the final page of a random book on the material plane. That creature must make an Intelligence saving throw, or their accomplishments, deeds, and name are removed from recorded history. Any creature (bar the named individual) who knew the name or accomplishments they have performed forgets them. Any accomplishments they make after this spell are cast can be recorded. If the name is discovered, a Dispel Magic or Remove Curse can be used to remove the spell which reveals all the previously hidden information.

A Scrying or similar locating spell cannot discern the precise location of the name but can direct to the closest landmark within 1 mile of the names location.

TREASURES OF LAMINA

The Lost Island is said to be home to many treasures. Some lost on shipwrecks, and others stored away there by thieves, pirates, and ne'er-do-wells in secret caches. These are just some of the treasures an avid explorer might find should they venture to Lamina.

BANGLE OF THE GREENSPARK

(*Wondrous Item, Uncommon*) (Requires Attunement)

This bangle provides its wearer with a +1 to Wisdom. Additionally, this item has 3 charges, and it regains all 3 charges at dawn. When the wearer is hit with a melee attack roll they may expend a charge to deal 2d6 thunder damage and push the attacker 10ft away.

WINDMOOR

(*Weapon, Rare*) (Requires Attunement)

This Scimitar is a +2 Weapon. While it is being wielded it counts as a spellcasting focus. The Sword has 10 charges, with 1d6+4 charges replenishing each day at dawn. The Wielder can use an action to expend 1 or more charges to cast one of the following spells (save DC15) from it: *Gust* (1 charge), *Gust of Wind* (3 charges), or *Wind Wall* (7 charges).

NECKLACE OF GRUNGSPEAK

(*Wondrous Item, Uncommon*)

While wearing this necklace, the wearer may speak the Grung language, as well as gaining the ability to speak with frogs and toads. Once per day the wearer

may cast the Conjure Animals spell but only to summon frogs, giant frogs, or giant toads.

THE SEXTANT OF SAINT WINTHORP

(*Wondrous Item, Rare*) (Requires Attunement by someone with Water Vehicles proficiency)

While attuned to this item, the wearer doubles their proficiency bonus with Vehicles (Water).

They also have advantage on any check made to sail or navigate, as well as attack rolls made while operating ship-mounted weapons such as cannons or ballista.

LIGHTNING IN A BOTTLE

(*Potion, Uncommon*)

When you drink this potion, you may use an action within the next minute to breathe lightning. The lightning is expelled in a 10ft cone. Creatures caught in the cone must make a DC13 Dexterity saving throw or take 2d8 lightning damage.

ACULEAN STAVE

(*Weapon, Artefact*) (Requires Attunement)

This staff is positively ancient, forged by Montsechia and the first Moundlings after their creation. Wrapping around it are buds of flowers now extinct. The head of the stave is a curved blade made from shimmering glass.

Magic Weapon

The Aculean Stave is a magic Quarterstaff which grants a +3 to attack and damage rolls, and can also act as a Spellcasting focus for a Druid or Ranger which increases their Spell attack modifier and Spellsave DC by +3.

Random Properties

The Stave has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Spells

The Aculean Stave has 10 charges. While holding it, the wielder can use an action to expend 1 or more charges to cast one of the following spells (save DC19) from it: Plant Growth (2 charges), Spike Growth (1 charge), Entangle (1 charge), Grasping Vine (2 charges), Wrath of Nature (4 charges), or Druid Grove (7 charges). The Stave regains 1d6+2 charges daily at dawn.

Breaking the Stave

As an action the wielder can choose to break the Aculean Stave. If this is done, attunement is immediately lost and the Wielder immediately casts Storm of Vengeance. Concentration checks made to hold this effect are made with advantage.