

KAKUEN

A 5E PLAYER SPECIES BY DM TUZ



KAKUEN

Places of natural beauty and ancient sites of worship are tucked away in the corners of the land, beckoning for adventurers and scholars to explore their mysteries and uncover their history. One would expect a reverent tranquility to permeate their ancient presence, with ancient guardians protecting these grounds with solemn dedication. Little would one expect to be welcomed with hospitality and delight, as is often the case with the Kakuen.

Kakuen were born from humble monkeys, gathering around places touched by divinity. Nature gods of old saw their potential as protectors and thus bestowed them with sapience and divine blessings. Once uplifted, they were charged with purpose: to protect these holy sites—a task that came naturally to the Kakuen, who had long made such places their homes even before their transformation. Thus, the Kakuen became favored guardians of many deities, following their purpose with deep devotion—if not always with the dignity that such a charge might demand.

As a blend of divine grace and their vibrant nature, the Kakuen are still unmistakably simian in spirit and body. They carry long-reaching patches of fur over most of their body, typically in subdued hues or dark coloration, leaving only their flat faces, chests, and palms bare. A pair of long and limber arms that flank their bodies allow them to effortlessly navigate their woodland homes as well as most vertical environments they might find themselves in. Aiding them in their ability to climb and balance is a dextrous prehensile tail, which is strong enough to carry their very body weight. Though their appearance may seem unthreatening—perhaps even ridiculous to some—the Kakuen are in essence divine warriors and protectors who will not hesitate to display the ferocity they are capable of if pushed.

Many generations have passed since their emergence, and many individual Kakuen have strayed from their purpose, as the lure of their own simian curiosity has proven too strong to resist. Over time, many Kakuen have left behind their places of origin to explore what the world has to offer beyond their divine duties. Their adaptability and wit allowed them to quickly pick up new traits and skills, making them welcome additions to cultures around the world, though they are thinly spread and rarely establish communities of their own. While Kakuen might be a rare sight and commonly find themselves as the only one of their people in strange lands, they easily integrated into their new homes thanks to their open personalities.

CHATTERING CHUMS

Kakuen are very social creatures, always eager and quick to connect with others, regardless of race or background. In very little time they grow very comfortable with the presence of others and allow them to build strong bonds quickly. But as eager as they are to connect, many may see this for-



Vanara
Artwork by
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ward openness as overwhelming, intrusive, or simply false. This has led to plenty of initial misunderstandings, which commonly end with a puzzled and dismayed Kakuen, struggling to understand why their attempts at connection were not reciprocated. Indeed, Kakuen's desire for connection is genuine, and thus rejection may cut them deeply.

When Kakuen cross paths, all risk of misunderstanding vanishes. Their greetings overflow with chatter, teasing jests, and spirited laughter, as if two dear friends had reunited after years apart rather than strangers meeting for the first time. When groups of Kakuen gather, the air itself seems to burst with revelry, their voices echoing like festival drums, and their contagious mirth invites you to join the merriment. What to others may seem like a mere chance encounter, the Kakuen transform it into a moment of true communal revelry.

KAKUEN TRAITS

Creature Type. Humanoid.

Size. Medium (about 5-7 feet tall).

Speed. You have a walking speed of 30 feet.

Monkey Grip. You have advantage on Strength and Dexterity saving throws and skill checks against effects that cause you to drop or remove items you are holding. Additionally, you have a climbing speed equal to your movement speed.

Instinctive Balance. You are proficient in Acrobatics.

Lineage. Choose one of the following subraces: Vanara, Eteko, or Yeti. Your lineage grants you additional traits.

VANARA

The Vanara are the original Kakuen, so emblematic of their kind that many mistakenly call all Kakuen by their name. As the first of their people, they remain close to the image of their simian ancestors uplifted by divine grace, embodying both the jovial spirit and solemn duty of protectors.

By nature, Vanara are warm and playful, quick to laugh and welcome others. Yet when duty calls, their levity vanishes, replaced by unwavering focus. In such moments, they show their true role as divine guardians, entering battle with fearless resolve. This balance defines them.

The blessings of their creators still linger in their blood, granting them transformative powers. Vanara can enlarge into towering figures of might or shrink for cunning tasks, abilities they wield with reverence. Many remain near sacred sites, though countless have been driven from their crumbling sanctuaries to wander the world, ever searching for new homes or families worthy of their protection.

Blessed Strength. You are proficient in Athletics and count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. Additionally, your unarmed strikes deal 1d6 + your Strength modifier bludgeoning damage.

Prehensile Tail. You possess a flexible tail which is able to pick up or hold tiny objects and can also carry your weight (this allows you to still use both of your hands to perform actions while climbing). Your tail can't be used to wield weapons, shields, or use complex tools such as thieves tools.

Change Size. You know the *Enlarge Reduce* spell and have it always repaired. You can cast this spell on yourself once per day without expending a spell slot before you have to finish a Long Rest to do so again. If you cast this spell without expending a spell slot, you gain the following effects for its duration:

- You do not need to concentrate on the spell.
- You can use a Bonus Action to return to your original size until the beginning of your next turn. You benefit from neither Enlarge or Reduce Effect for that duration.
- As a Magic Action you can switch to the Enlarge or Reduce effect on yourself for the remaining duration of the spell.

When you create your character you can choose whether Constitution, Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

ETEKO

The Eteko are an offshoot of the noble Vanara, long estranged from their sacred duty. Where the Vanara balanced discipline with revelry, the Eteko chose indulgence and freedom, abandoning guardianship for lives of curiosity, mischief, and self-determination.

Smaller but quicker than their kin, they thrive on pranks, schemes, and bold exploits. To some, they are pests and troublemakers; to others, they are welcome sparks of chaos, mocking the proud, exposing hypocrisy, or toppling arrogance with wit. In such moments, one could sense a flicker of the duty they abandoned.

Their divine inheritance remains, though changed. Instead of towering transformations, they bend and stretch like rubber, and conjure illusions or sounds to suit their tricks. These powers serve both amusement and advantage.

Eteko Tricks. You know the *Minor Illusion* or *Prestidigitation* cantrip. When you create your character you can choose whether Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

Prehensile Tail. You possess a flexible tail which is able to pick up or hold tiny objects and can also carry your weight (this allows you to still use both of your hands to perform actions while climbing). Your tail can't be used to wield weapons, shields, or use complex tools such as thieves tools.

Stretching Limbs. You can reach objects that are within 10 feet of yourself. Additionally, on your turn the reach of your weapon attacks made with unarmed strikes or one-handed weapons are increased by 5 feet, as well as the range in which you can deliver spells with the reach of touch.

Trickster. You are proficient in Deception or Sleight of Hands.



Eteko
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Yeti
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YETI

Yeti are a peculiar branch of the Kakuen people, though calling them Kakuen might not be accurate. Rather, they are the result of imitation: after witnessing the success nature deities had with uplifting lesser monkeys to their services others followed their examples, in this case entities of frost, winter, and wilderness. Not all of these deities were benevolent, and their harsh portfolios often caused their bitterness and malice to bleed into their creations. Where the Kakuen became guardians of sacred sanctuaries, the Yeti were tasked to defend the frozen domains of their winter masters by any means necessary, giving birth to territorial predators who strike first and ask questions never.

Befitting their creators, Yeti are isolated, cold, and fiercely territorial people. The chill of winter seems to follow in their wake, escaping their mouths with every cold breath, and ready to be unleashed with a single glare. To those who do not know them, they are little more than hostile beasts, but among their own Yeti do form small, remote communes which can be filled with the revelry and joy befitting the Kakuen.

Rarely, a Yeti wanders beyond the icy lands of its birth and makes contact with civilization. Such exiles or explorers struggle with the warmth of strangers, which they only know as invaders of similar ferocity as is ascribed to the Yeti themselves. Often they mask their confusion behind a cold facade. Yet beneath this reservation lies the same yearning all Kakuen have: connection. So, with patience and persistence, one can indeed melt away their icy demeanor and discover what the Yeti truly have to offer in means of kinship.

Coldborn. You are resistant to cold damage and are adapted to cold climates.

Chill. You have an amount of chill charges equal to your proficiency modifier and regain all expended charges when you finish a long rest. You can use it in the following way:

Chilling Gaze. As an action you can expend one or more chill charges to force a creature within 60 feet of yourself that you can see to make a Constitution saving throw (DC is equals to 8 + your Constitution modifier + your proficiency bonus). On a failed save a creature takes 2d6 cold damage and has its movement speed reduced by 15 feet until the end of its next turn. On a successful save a creature takes half as much damage and suffers no movement penalty. For each additional chill charge expended the damage is increased by 1d6 and the movement speed is reduced by another 15 feet. A creature that has its movement speed reduced to 0 this way gains the restrained condition until the end of its next turn. A creature immune to cold damage automatically succeeds its saving throw.

Yeti. You may know how to speak Yeti.

Check out these other Player Races!

Aside from the Kakuen, I also have created plenty of other Monster Girl inspired player races, such as the [Mandragora](#) and the [Mys](#)!





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KAKUEN UNIQUE FEATS

MARK OF YAOHOU

Origin Feat (Prerequisite: Kakuen), You can replace your Origin Feat from any Background with this.

- **Ability Score Improvement.** Increase your one Ability scores by 1 (to a maximum of 20).
- **Tough Skin.** As long as you don't wear armor you have a bonus +1 to your AC. This bonus still applies to you in your **Monkey Form**.
- **Pedaldextrous.** Your feet are now just as dextrous as your hands, allowing you to hold and use items and tools with them as if you have an additional pair of free hands. You can only use your feet to attack with weapons (or make use of a shield) if at least 2 of your other hands and feet are free to retain a proper balance in combat.
- **Monkey Form.** You become a shapechanger in addition to your existing creature type. As an action, you can polymorph yourself into a tiny Monkey (using Baboon statistics) for 1 hour and can use an action or bonus action to change back. When you polymorph you can choose to either drop your entire equipment or have it merge into your new form. In that form you retain your Intelligence, Wisdom, and Charisma ability scores along with any skills associated with these scores, allowing you to still speak. If you take any amount of damage in that form you change back into your real form (the damage is applied after you change back). Once you use this ability you can't do so again until you finish a Long Rest.

DIVINE WARRIOR

General Feat (Prerequisite: Vanara Kakuen, Level 5+)

- **Ability Score Improvement.** Increase your Strength or Dexterity score by 1 (to a maximum of 20).
- **Divine Strength.** When you roll damage for an Unarmed Strike, you can treat any 1 or 2 on the die as a 3. In addition, when you use your **Change Size** trait to enlarge yourself, the extra damage from the *Enlarge Reduce* spell increases to 1d6.
- **Great Ape.** You can use the *Enlarge Reduce* spell from your **Change Size** trait without expending a spell slot a number of times equal to half your proficiency bonus (rounded up), and you regain all expended uses when you finish a Long Rest.

MOCKING MISTER MONKEY

General Feat (Prerequisite: Eteko Kakuen, Level 5+)

- **Ability Score Improvement.** Increase your Intelligence or Charisma score by 1 (to a maximum of 20).
- **Vicious Mockery.** You learn the *Vicious Mockery* cantrip. You choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell when you gain this feat.
- **Sharper Tongue.** When you cast *Vicious Mockery* using this feat, you can choose whether the target has disadvantage on the next attack roll or the next ability check it makes before the end of your next turn. In addition, whenever a creature fails its saving throw against this casting of *Vicious Mockery*, you may choose for the spell to deal no damage.
- **Sting of Humiliation.** When you see a creature within 60 feet of you miss an attack roll or fail an ability check, you can use your reaction to cast *Vicious Mockery* targeting that creature. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
If the triggering creature rolled a 1 on the d20 for its attack roll or ability check, you can use this feature without expending a use.

THE ABOMINABLE ONE

General Feat (Prerequisite: Yeti Kakuen, Level 5+)

- **Ability Score Improvement.** Increase your Strength or Constitution score by 1 (to a maximum of 20).
- **Abominable Claws.** You develop vicious claws which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the normal damage for an unarmed strike. Attacks with your claws have advantage against any creature that has its movement reduced by your **Chill** trait.
- **Cold Mastery.** You gain access to additional ways to use your **Chill** trait and expend your chill charges:
 - **Chill Breath.** As an action you can expend a chill charge and exhale frigid cold in a 15-foot cone. All water (or similar fluids) in the area is frozen and each creature in that area must make a Constitution saving throw (DC is equals to 8 + your Constitution modifier + your proficiency bonus) or take 2d6 cold damage and have their movement speed reduced by 10 feet until the end of your next turn. Water frozen this way remains ice for 1 minute and can carry the weight of a creature of your own Size (typically medium) or smaller. You can expend an additional charge when using this trait to increase the area to a 30-foot cone.
 - **Control Temperature.** When you take a short or long rest you can expend a chill charge to generate a temperate 10 foot area surrounding yourself, effectively allowing other creatures in the area to be protected from harsh temperatures. For the duration of the rest you must remain in place in a meditative state, allowing you to benefit from the rest but unable to perform other activities.



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