

LAMIA

A 5E PLAYER RACE BY DM TUZ



LAMIA

"Look into my eyes, darling."

Iconic in their unmistakable appearance and disposition, the lamia are creatures who combine traits of snake and humanoid. They possess the top half of a humanoid, and the lower half of a coiling serpentine body. In folk tales they are often described as fair, but cold and calculated seductors who lure folk with their upper halves to then entrap them with their snake bodies. These antiquated tales stem from a time in which lamia had not integrated themselves with the world at large and fortunately only contain small kernels of truth.

Nowadays lamia are found in wide swaths of the world, though they commonly prefer warmer climates. They are found in villages of their own kind, as well as other communities they managed to slip into. Most of the lamia are not homebound beings and are comfortable with leaving a place on a whim if a serendipitous opportunity presents itself. The lamia are not only independent, but a head strong and persistent people who know what they want and their natural problem solving abilities aids them in getting it. These traits earned the lamia a reputation of being smart and determined, but also aloof and calculating, which some folk might interpret as a cold disposition. Nonetheless, lamia have been very successful in mingling with the rest of the world thanks to their merits and achievements in the communities they entered.

INSCRUTABLE SERPENTFOLK

Their ascribed aloofness causes many folk to believe that lamia are uncaring and cold creatures, but as anyone who has regular interactions with them can assure, this is far from the truth.

Their humanoid upper half can make one easily forget that lamia still are part snake. Their serpentine nature is not limited to their form, but also in mind and manners. In the way a lamia expresses themselves, their facial expression and body language communicate in very subtle and unusual ways, which often go unnoticed by other races. Many unfortunate miscommunications resulted from this characteristic, which in caused many blunders in initial meetings between the lamia and the other people of the world. But this does not mean that lamia are entirely stone faced. A lamia will express quite clearly when an emotional threshold is crossed and emotions boil over. For those unfamiliar to lamia, these outbursts of joy or anger can come unexpectedly and might be misinterpreted as sudden and out of nowhere.

Fundamentally though, despite the lamia expressing themselves in different ways as most folk of the world are used to, the lamia possess a just as varied emotional spectrum as any other.



Dusa Lamia

Artwork by QueenChikkibug

LAMIA NAMES

Lamia use the draconic alphabet as the basis for their language, which makes some sages suppose that their early history must have been influenced by dragons at one point. Strangely enough, the lamia write right to left, which also reflects itself in their names, as they name their family name first, followed by their calling name.

Male	Name	Examples:
		Adeel, Bassil Chaguul, Djaan, Eklan, Fajeel, Ghaith, Harim, Imraij, Johel, Kamrul, Lafit, Malzahr, Nazaar, Ozil, Perzo, Qismal, Rufaan, Saeel, Taaliq, Umal, Veehan, Widiham, Xon, Yuol, Ziyal

Female	Name	Examples:
		Aish, Bhisma, Chandra, Dorri, Ezlyn, Fayru, Ghaliya, Heshifa, Ilnam, Jennah, Kaya, Lifah, Mohoa, Nadira, Oolma, Pahi-je, Qabala, Rajjah, Sobohi, Tahmeen, Unczu, Vishih, Waad, Xayah, Yahl, Zhafir

LAMIA TRAITS

As a lamia, you possess innate traits and capabilities .

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. Lamia reach maturity at 30 years of age and live well beyond four centuries.

Alignment. Lamia are often times self-serving and logical. Their pragmatic tendencies make them lean towards neutral alignments.

Size. Head to tail end, Lamia commonly are about 12 ft. in length, but are rarely are over 6 ft. high when standing upright. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, draconic, and another language of your choice.

Constrict. Your coiling body is a natural melee weapon, which you can use to make constrict attacks. If you hit with it, you deal bludgeoning damage equal to 1d6 plus your Strength modifier. Instead of dealing damage, you can choose to grapple your target instead. Until the grapple ends you can't constrict another target and if the creature is a smaller size than you, it is restrained.

Tail. You have a long tail that you can use to handle items that weigh less than 5 lbs within 10 ft. of yourself. You can't use your tail to perform complex tasks such as using tools, wielding weapons, or using items with it.

Swimming Speed. Your serpentine body allows you to move effortlessly through the water. You have a swimming speed equal to your walking speed.

Subrace. Choose one of the following subraces: Apophis, Dusa, Echidna, or Cuatl.

APOPHTHIS

While the Apophis are the smallest of the Lamia species, they are also among the most nimble of their kin thanks to their slender and slithering bodies. But one should not take them as weak, for they possess a potent natural venom.

Bite. Your fangs are natural melee weapons that have the finesse trait, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Venomous. You have the ability to secrete venom from your fangs. When you hit a creature with an attack using your fangs, you can choose to inject venom into the creature. The creature must make a Constitution saving throw. On a failed save a creature takes poison damage equal to an amount of d6 equal to your proficiency modifier. On a successful save a creature takes half as much damage. The saving throw is 8 + your proficiency bonus + your Constitution modifier. Alternatively you can use an action to mix your venom with your saliva to create poison. Your poison is an ingested and injury type poison. A creature subjected to your poison treats it as if you injected your venom into the creature.

Once your poison leaves your mouth, it remains

potent for one hour. You are immune to your own poison. Once you secrete venom, you can't do so again until you have finished a short or long rest.

Slithering Body. You gain proficiency in Performance or Stealth.

DUSA

The mysterious Dusa are rarely seen outside of lamia communities and are oftentimes cited to be the most reclusive of their kin. As such the Dusa are the most inscrutable of the lamia kin and were featured in the early tales of folk that warned of careless interactions with the lamia.

Poison Eye. You can use an action to look at a creature within 60 ft. of yourself that can see you. The creature must succeed a Constitution saving throw or be poisoned until the end of your next turn. A poisoned creature's speed is halved. The DC is equal to 8 + your proficiency modifier + your Charisma modifier. Each subsequent turn you can use an action to maintain the look and force the creature to repeat the saving throw. A creature that is poisoned by this feature and fails its saving throw is paralyzed until the end of your next turn. Once you use this feature, you can't use it again until you have finished a short or long rest.

Treacherous Eyes. You gain proficiency in Deception or Intimidation.



Apophis Lamia
Artwork by QueenChikkibug



Echidna Lamia
Artwork by QueenChikkibug

a lower AC. A shield's benefits apply as normal while you use your natural armor.

CUATL

A spark of the divine lingers within these Lamia, who may trace part of their ancestry back to the elusive Cuatl.

They share many qualities with these celestial serpents and are known to be notoriously bad liars.

Empath. You are proficient in Insight or Persuasion.

Omens. You know the *Guidance* cantrip. When you create the character, you choose Charisma, Intelligence or Wisdom as your spellcasting ability for it.

Shrouded Soul. You have advantage on saving throws against effects that would scry or locate you, read your thoughts, or sense your emotions.

Supernatural Detection. You know and can cast *Detect Evil and Good* and *Detect Magic* without expending a spell slot. Once you cast either of these spells without expending a spell slot, you must finish a short or long rest before you can cast it again. When you create the character, you choose Charisma, Intelligence or Wisdom as your spellcasting ability for it.

[Optional Trait] Honest Nature. You have disadvantage on all Deception checks, but you have advantage on any Persuasion check you make to convince another creature that you are speaking the truth.

ECHIDNA

Unlike the other lamia-kin, the Echidna are quite homebound and seldom venture out of their coastal territories. As the largest of their kind, the echidna are well able to guard their homes from invaders or trespassers.

Bite. Your jaws are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier.

Fanged Embrace. When you successfully grapple a creature you can use a bonus action to make an unarmed attack using your bite against the grappled creature until the end of your turn.

Fitness. You are proficient in Acrobatics or Athletics.

Natural Armor. Your body is covered in tough scales. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with

Check out these other Player Races!

Aside from the Lamia I also have created 2 other player races: the [Holstaur](#), the gentle giants who traverse the land to foster the meek, and the [Slime Folk](#), affable oozelike humanoids that want to experience what the world has to offer and make new friends.



LAMIA UNIQUE FEATS

Lamia characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

PREHENSILE TAIL

Prerequisite: Lamia

You have trained and perfected the use of your tail. It has become more than just an extension of your body, but a limb in its own right. You gain the following bonus:

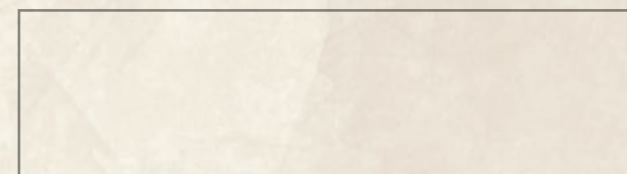
- You can use your tail for complex tasks such as using tools, items, and weapons. Your tail can lift and carry objects of up to 20 lbs. and you can wield any melee weapons that don’t have the two-handed property. You can use an action or bonus action on your turn to make a single weapon attack with your tail.
- You can use your tail as a somatic spell component and use it to make a melee spell attack when a spell requires it.

SERPENT GOD’S BLESSING

Prerequisite: Lamia

Either through a mixed lineage, earning the favor of a mara-lith, or through a forbidden rite; you have obtained the blessing of a vile serpent deity, that changes you into a feral appearance. You gain the following benefits:

- Your natural weapons (constrict or bite) count as magical for the purpose of overcoming resistances and immunities.
- You become resistant to poison damage and have advantage on saving throws against being poisoned.
- A creature that starts its turn grappled by you with your constrict feature takes bludgeoning or piercing damage equal to your proficiency modifier (you choose which damage type when you choose this feat).
- You gain darkvision, which allows you to 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’t discern color in darkness, only shades of gray.



Cuatl Lamia
Artwork by QueenChikkibug

SNAKE TONGUE

Prerequisite: Lamia

Snakes are renowned for their unparalleled sense of taste. Your tongue has become a long and sensitive organ that you can use to perceive the world around you. You gain the following benefits:

- You gain blindsight with a range of 10 feet. Within that range, you can see anything that isn’t behind total cover, even when blinded or if you are in darkness. You can see invisible creatures in that range, unless the creature successfully hides from you.
- You can communicate with serpentine beasts and monstrosities, as if you share a language.
- You have advantage on all Wisdom (Perception) checks you make using your taste.



Serpent Gods Blessing
Artwork by Thrensfw

PETRIFYING GAZE

Prerequisite: Lamia (Dusa)

Your gaze has become a lethal ray able to petrify your foes in an instant. You gain the following benefits:

- Instead of using your **Poison Eye** feature as normal, you can unleash a petrifying flash with your eyes in a 30 ft. cone. Each creature in the area that can see you must make a Constitution saving throw. On a failed save a creature takes an amount of poison damage equal to d6 equal to your proficiency bonus and the creature is restrained until the end of your next turn. On a successful save a creature takes half as much damage. A creature that is reduced to 0 hit points by this damage is stable but becomes petrified for 24 hours, or until it comes in contact with your saliva or blood. The DC is equal to 8 + your proficiency modifier + your Charisma modifier. A creature that is immune to being petrified is unaffected. Once you use this feature you can't use it again until you finish a long rest.
- A creature poisoned by your Poison Eye feature has its speed reduced to 0.

ECHIDNA SPINES

Prerequisite: Lamia (Echidna)

Your hardened body is covered in razor sharp spines, which turn your body into even more of a lethal weapon. You gain the following benefits:

- You gain a +1 bonus to AC when you are wearing medium armor, light armor, or no armor.
- When you are wearing medium armor, light armor, or no armor, and a creature within 5 ft. of you hits you with a melee weapon attack or successfully grapples you, you can use a reaction to deal piercing damage equal to your proficiency bonus to the triggering creature.

RAINBOW WINGS

Prerequisite: Lamia (Cuatl)

You learned to tap deep into your celestial heritage and momentarily manifest splendid rainbow wings. You gain the following benefits:

- You grow a pair of vestigial wings on your back.
- As an action, you can manifest wings made of rainbow colored light from your vestigial wings which remain for 1 minute. For the duration, you have a flight speed equal to your movement speed and you spread bright light in a 30 feet-radius and dim light in an additional 30 feet. When you manifest your wings, other creatures within 20 ft. of you that can see you must make a Wisdom saving throw. On a failed check the creature is charmed by you until the end of your next turn. The DC is equal to 8 + your proficiency bonus + your Wisdom bonus. Once you use this feature, you can't use it again until you have finished a long rest.

SPITTING VENOM

Prerequisite: Lamia (Apophis)

You have trained your venom glands to flex with such strength that they eject their poison with lethal accuracy. You gain the following benefits:

- As an action you can spit venom as a ranged weapon attack. This attack has a range of 20 ft. at short range and 60 ft. at long range. On a hit the attack deals poison damage equal to an amount of d6 equal to your proficiency modifier and the target must succeed a Constitution saving throw or be blinded until the end of your next turn. The saving throw is 8 + your proficiency bonus + your Constitution modifier.. If you have a feature that allows you to make multiple attacks as an action, you can spit venom in place of one attack. Using this action counts towards the amount of times you can secrete venom.
- Because of your trained venom glands, you can use your **Venomous** trait twice before you have to finish a short or long rest.

MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes](#) - A Hunter's Bestiary - A complete bestiary fan adaptation of From Software's *Bloodborne*

[Unbound Monsters: Slaughterhouse Horrors](#) - A small collection of horrific monsters given as a free sample of my patreon exclusive monsters

Tuz's Fearsome Foes - A set of unique foes designed to be the centerpiece of a one shot monster hunt, or a longer story, such as the notorious [Rat Pile](#), or [Gemhide, the White Bulette](#).



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