

WOLF FOLK

A 5E PLAYER RACE BY DM TUZ



Wolf Folk

"I will be by your side, always!"

Originating from a venerable people hailing from the world's boreal forests, the Wolf Folk have successfully established themselves across the world. Their cultures are numerous and diverse which are testament to the Wolf Folk's ability to adapt and succeed in almost any given environment.

Over their long and colorful history, many distinct offshoots of the Wolf Folk emerged. Despite their differences and unique dispositions, certain recurring innate traits to their kind can be observed again and again that paved their way to success.

Wolf Folk combine traits of both canines and humanoids, featuring a humanoid frame and animalistic senses. Despite their bestial appearance, Wolf Folk are no warmongering people. This does not mean that they are not defenseless. Wolf Folk can show a great capacity for ferocity when pushed, especially when protecting themselves or their community.

Perhaps the trait that was the greatest contributor to their success upon the world's stage is their sociability. Unhampered by biases and open minded, Wolf Folk are willing to meet and cooperate with any folk encountered. Regardless if strange, imposing, or complex, the Wolf Folk have yet to meet a people in the world they have not mingled with, or at least attempted to.

With their social tendencies, Wolf Folk commonly strive to excel within the communities they inhabit. How they do so might differ greatly from Wolf Folk to Wolf Folk. While one Wolf Folk might be complacent with their given position and willing to perform reliably as a cog in a greater machine, some more headstrong individuals might aim to rise their ranks to a leadership position from where they hope to do more good for their community.

LOYAL PACKMATES

Since their earliest history, Wolf Folk were reliant on each other to survive in their harsh ancestral homes. This wisdom endured and was passed down from generation to generation, becoming ingrained into the very being of the Wolf Folk. This understanding of packbonding transcends racial limits and as such, the Wolf Folk have become an open and welcoming people to anyone willing to earn their favor.

This wisdom is the source of the Wolf Folk's sociability and people that secured a Wolf Folk's loyalty know them to be reliable companions for life. A Wolf Folk will go to great lengths to ensure the safety of other members of their group and become heavily invested in their doings. To some a Wolf Folk's behavior might be seen as overbearing or intrusive, while others will see them as the truest friend one can have.



Doggo

Artwork by QueenChikkibug

WOLF FOLK TRAITS

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

Creature Type. Your creature type is humanoid.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Bite. Your sharp teeth make your bite a powerful weapon for unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.

Canine Senses. You have advantage on Perception and Survival checks that rely on smell.

Subraces. Choose one of the following subraces: Blinky, Doggo, Hell Hound, or Wulf.

DOGGO

Doggos have become the most numerous of the Wolf Folk over the recent years, as they have flourished within the urban landscapes of the world. While most would rather refer to them as the Wolf Folk's distant cousins because of their contrasting disposition, they are true Wolf Folk.

These common city dwellers are known to be amicable and devoted members of any community they mingle in. Their charming and outgoing nature makes sure that they often find themselves in the center of attention of social events and are generally considered welcome wherever they go.

Helpful Ally. On your turn, you can use a bonus action to use the help action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Quality Time. When you take a Short or long rest you can choose another allied creature that is resting. You spend parts of the rest in jovial conversation, play, or other uplifting activities. At the end of the rest you and the allied creature both gain a number of temporary hit points equal to 1d6 or your Proficiency Bonus (whichever is higher), plus your Constitution modifier. These temporary hit points last for each respective creature until it finishes a short rest. As long as a creature has temporary hit points gained from this trait, they have advantage on saving throws against being charmed or frightened.

HELL HOUND

In times past the infernal forces became aware of the Wolf Folk as valuable servants due to their loyal nature. Hell Hounds descend from Wolf Folk that were enlisted into service of infernal lords.

The Hell Hound's infernal heritage is still present to this day, which comes with unfortunate stigmas. As such many Hell Hounds have adapted a defensive stance in anticipation of hasty judgment of others, or embraced the fear they command. While Hell Hounds still retain the loyalty prominent in their species, they will find themselves often challenging and test the leadership of authority and take command if they deem it lacking.

Infernal Heirtag. Your creature type is fiend instead of humanoid (the material world is still considered your home plane) and you can read and write Infernal.

Fire Resistance. You are resistant to fire damage.

Hellfire. You have an amount of Hellfire charges equal to your proficiency bonus. You regain all expended charges when you finish a long rest. You can use the Hellfire charges in the following ways:

Infernal Bite. Once per turn when you hit with a bite attack, you can expend 1 Hellfire charge to deal 2d6 additional fire damage.

Hellish Growl. When you make an Intimidation check you can expend one Hellfire charge to gain advantage on the check.

Flame Bark. As an action you can expend 2 Hellfire charges to exhale fire in a 15-foot cone. Each creature in the area must make a Dexterity saving throw or take

3d6 fire damage on a failed save or half as much damage on a successful one. The DC is equal to 8 + your Constitution or Charisma modifier + your proficiency bonus.

The fire damage increases by 1d6 when you reach 5th level (4d6), and 9th level (5d6).

Hell Hound
Artwork by
QueenChikkibug



WULF

Wulfes are the original Wolf Folk, originating from the dark forests and harsh northern tundras. People often mistake Wulf as a skittish and cold people. The Wulf are indeed generally reserved and prefer to carefully evaluate a situation from afar before taking action, but this stand-offish disposition was key for their initial survival within their ancestral wilderness. Once overcoming this initial hurdle, one is bound to experience genuine care and warmth from a Wulf and will find a loyal companion for all times.

Wulfes are often found as vagabonds or settled in the world's frontiers. Communities or groups that managed to earn the loyalty of a Wulf will find them becoming an invaluable part of it, as Wolf Folk tend to do. Wulfes who do not find connections in the civilized world travel inseparable groups with their kin. Folk often call Wulfs belonging to these 'packs' feral, as these packs can become problems for isolated communities within their territory.

Hunter's Stride. You have a +5 ft. bonus to your speed.

Wulfen Instincts. You have a number of Instinct charges equal to your Proficiency Bonus. You regain all expended charges when you finish a long rest. You can use Instinct charges in the following ways:

Animalistic Awareness. You can use a bonus action to expend a Instinct charge to take the search action.

Pack Attack. Once per turn when you attack a target creature within 5 feet of an ally who isn't incapacitated, you can expend an Instinct charge to gain advantage on the attack.

Takedown. When you hit a creature that is within 5 feet of an ally who isn't incapacitated with a bite attack, you can expend one instinct charges to force the creature to succeed a Strength saving throw or be knocked prone. The DC is equal to 8 + your Strength or Dexterity modifier + your proficiency bonus.

You can only expend one Instinct charge per attack.



Wulf
Artwork by QueenChikkibug



Check out these other Player Races!
Aside from the Wolf Folk, I also have created many other monster girl inspired player races such as the [Arachne](#), solitary hunters who guard their hearts as fiercely as their domains, and the [Harpies](#), free-spirited wanderers whose wings carry them across the world in search of connection.



BLINKY

As the early Wolf Folk began to spread across the world, many of them sought out distant places as new hunting grounds. Settling far into unexplored territories and wilderness, some of the Wolf Folk were bound to find fey sooner or later. The most curious of these Wolf Folk would begin to seek out entrances into the fey world to explore and made a new home out of this fantastic realm.

Blinkies are the descendants of the ones who wandered off into the world of fey. Over generations, the Blinky became more and more in tune with the new land they inhabited, and harnessed the abundant magic around them. As the realm of the fey was a treacherous place Blinkies became a careful and fickle people, which manifested their new innate magic in the form of short range teleportation.

Despite their skittish disposition, Blinkies retained the same curiosity that once brought them into the fantastical lands of fey. And it is this curiosity which leads groups of Blinky back into the material world which they are keen to rediscover.

Fey. Your creature type is fey instead of humanoid (the material world is still considered your home plane) and you can read and write Sylvan.

Additionally, you have advantage on saving throws against effects that charm you or put you to sleep.

Blink. You have an amount of Blink charges equal to your proficiency bonus. You regain all expended charges when you finish a short rest. You can use the Blink charges in the following ways:

Flash Blink. You can use an action or bonus action to expend a Blink charge to teleport to an unoccupied space within an area equal to half of your movement speed. You must be able to see the area you teleport to.

Extend Journey. Whenever you expend a Blink charge to teleport, you can expend one additional charge to double the distance you can teleport to.

Designer's Note: Teleporting

As it is the design intent of the Blinky, which is based on a well known monster with at-will teleportation, they have easy access to short-range teleportation. Similarly to a player character with flight, a character with teleportation at the ready might clash with conventional encounter design.

If a Dungeon Master wants to limit the effectiveness of the Blinky's teleportation, here are a few suggestions:

- A Blinky may not teleport if they are grappled or restrained.
- Limit the base distance of teleportation to 15 ft., which can only be extended to 30 ft.
- When a Blinky teleports, they temporarily shift into the world of fey and appear back in the material world. Obstacles such as a portcullis or a closed door might have twisted counterparts in the world of fey that blocks their path.



Blinky
Artwork by QueenChikkibug



Anubian
Artwork by Ceehaz

ANUBIAN

While the Doggo are the most well-known among the wolf folk to be embraced by civilization, they were not the first. In ancient times, the earliest of the wolf folk to leave their ancestral lands encountered the kingdoms of old. These ancient realms recognized their strength and loyalty, soon welcoming them into service as vigilant guardians. For generations, they dutifully protected sacred halls, royal tombs, and noble palaces, earning recognition for their diligent service. In time, the lines of servant and master began to erode. Proximity bred familiarity, and eventually, these faithful wolf folk were elevated into the ranks of the nobility themselves, resulting in the Anubians.

Whereas most wolf folk instinctual loyalties are deeply personal, Anubians are loyal to their roles and responsibilities, valuing duty above all. Once charged with a task, they follow it with deep dedication as if it were a sacred obligation. This sense of purpose is rooted not only in personal conviction but also in tradition. Anubians reverence the legacies of their ancestors and often align their purpose with the responsibilities once held by their predecessors. Their noble bloodlines are a point of great pride, and many can accurately trace their ancestry back for centuries.

Anubians carry the pride of their heritage on their chest, along with an aura of nobility and poise, untypical of the common wolf folk. Compared to their honest kin, Anubians may carry a veil of arrogance but undeniably exude a gravitas earned from centuries of generational service and discipline.

Chill Touch. You know the *Chill Touch* Cantrip.

When you use this cantrip to deal necrotic damage to an undead creature you ignore that creature's resistance to necrotic damage. When you create your character you can choose whether Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

Sanctified. You are resistant to necrotic damage.

Rites. You have an amount of Rite charges equal to your proficiency bonus. You regain all expended charges when you finish a long rest. You can use the rite charges in the following ways:

Repelling Curse. When a creature within 30 feet of you that you can see deals damage to an allied creature you can use a reaction to expend a Rite charge to force the creature to succeed a Wisdom saving throw or be cursed until the end of its next turn. A cursed creature subtracts 1d4 from all attack rolls and saving throws it makes. Whenever a cursed creature deals damage to the same allied creature that triggered your reaction, the duration of the curse is extended until the end of the cursed creature's next turn. The DC is equal to 8 + your Wisdom or Charisma modifier + your proficiency modifier.

Sacrifice. When you deal damage to a creature with your *Chill Touch* cantrip, you can expend one or more Rite charges to give another creature within 30 feet of the target for 1d6 temporary hit points per charge spent.

Judgement. When you make an Insight check you can spend a rite charge to gain advantage on the check.

WOLF FOLK UNIQUE FEATS

LYCAN MARK

Prerequisite: Wolf Folk, Level 4+

- **Ability Score Improvement.** Increase your one Ability scores by 1 (to a maximum of 20).
- **Lycan Fangs.** Your bite is treated as magical for the purpose of overcoming resistances.
- **Feral Claws.** Your claws become weapons for unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier. Whenever you hit a creature with a bite attack during your turn, you can use a bonus action to make an attack with your claws against the same creature until the end of your turn.
- **Packmate.** When an allied creature attacks a creature that is within 5 ft. of both yourself and the attacking ally, you can use a reaction to grant that creature advantage on the attack roll. To use this trait, you must see both creatures.

BLINKY'S GAMBIT

Prerequisite: Wolf Folk (Blinky), Level 4+

- **Ability Score Improvement.** Increase your Dexterity or Wisdom score by 1 (to a maximum of 20).
- **Blinky's Gambit.** When a creature targets you with an attack, you can use a reaction to expend one blink charge to impose disadvantage on the attack. If this causes the attack to miss you can teleport along with any equipment you are wearing or carrying up to an amount equal to half of your movement speed to an unoccupied space that you can see. Once you teleport your next attack roll against the triggering creature has advantage.
- **Fey Trick.** When you use your **Blink** trait you can choose to expend an additional Blink charge to target the position of an allied creature within the trait's range instead. If you do, you and the creature, including any equipment you are wearing or carrying, swap places.

EVERYONE'S BEST FRIEND

Prerequisite: Wolf Folk (Doggo), Level 4+

- **Ability Score Improvement.** Increase your Constitution or Charisma score by 1 (to a maximum of 20).
- **Group Entertainment.** You can choose additional creatures to spend **Quality Time** with. You spend quality time with a total number of creatures equal to your proficiency bonus.
- You can expend a use of your Helpful Ally trait to cause one of the following effects:
 - **Soothe.** As a bonus action you can expend one use to allow a creature within 5 ft. of yourself that is charmed or frightened to repeat the saving throw against the condition, ending it on a success. This effect can only be used if the condition was imposed by an effect with an original DC.
 - **Puppy Eyes.** When you make a Charisma (Persuasion) check, you can expend one use to gain advantage on the roll, provided the target of your Persuasion is within 10 feet of you and can see you.

INFERNAL FURY

Prerequisite: Wolf Folk (Hell Hound), Level 4+

- **Ability Score Improvement.** Increase your Strength or Charisma score by 1 (to a maximum of 20).
- **Fiery Fangs.** You can choose to use your Charisma in place of your Strength when making a bite attack. Additionally, you can choose to deal fire damage instead of piercing damage whenever you hit with your bite.
- **Snap.** Whenever a creature deals damage to you that is within range of your bite, you can use a reaction to make a bite attack against the triggering creature.
- **Infernal Chomp.** When you use the Infernal Bite effect of your **Hellfire** trait, you can expend additional Hellfire charges to increase the fire damage by 2d6 for each charge spent.

PREDATOR TACTICS

Prerequisite: Wolf Folk (Wulf), Level 4+

- **Ability Score Improvement.** Increase your Strength, Dexterity or Wisdom score by 1 (to a maximum of 20).
- **Coordinate Hunt.** After you roll for Initiative, you can use a reaction to lower your own Initiative to the same as another allied creature within 30 ft. of yourself that is lower in the Initiative order than yourself, allowing you to take your turn right before or after the allied creature.
- **Flanking Strike.** When an ally hits a creature within 5 ft. of yourself with an attack, you can expend a Instinct charge use a reaction to make a melee weapon attack against the same creature.
- **Improved Takedown.** You can now use your **Take-down** after hitting an attack with any weapon attack.

ANUBIAN SACRAMENTS

Prerequisite: Wolf Folk (Anubian), Level 4+

- **Ability Score Improvement.** Increase your Wisdom or Charisma score by 1 (to a maximum of 20).
- **Soul Procession.** When you kill a creature of a Challenge Rating higher than 0, you gain one bonus Rite charge that lasts until the end of your next turn. You can only have one bonus rite charge at a time.
- **Blood Sacrifice.** You can now use your **Sacrifice** trait when you kill a creature, even if the triggering damage was not dealt by your **Chill Touch** cantrip.
- **For Whom the Bell Tolls.** Whenever you deal damage to a creature with your **Chill Touch** cantrip that is below half its maximum hit points, you deal an additional amount of damage equal to your proficiency bonus.



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