



LAMPAD TRAITS

Creature Type: Fey. You are also considered a nymph for any prerequisite or effect that requires you to be a nymph.

Size: Medium (about 4–6 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Lampad, you have these special traits.

Magic Resistance. You have Advantage on saving throws against spells.

Corpse Stride. You have the ability to enter a corpse and move from inside it to inside another corpse 60 feet. Both corpses must be at least the same size as you. You must use 5 feet of movement to enter a corpse. You instantly know the location of all other corpses of the same kind within 60 feet and, as part of the move used to enter the corpse, can either pass into one of those corpses or step out of the corpse you're in. You appear in a spot of your choice within 5 feet of the destination corpse, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the corpse you entered. You can use this transportation only once on each of your turns. You must end each turn outside a corpse.

You can use this trait a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

Guide of the Underworld. You are a servant of the gods using the magic of Nyx. You have the following benefits.

- You have Resistance to Necrotic damage.
- You know the *Thaumaturgy* cantrip. Starting at character level 3, you always have the *Gentle Repose* spell prepared. Starting at character level 5, you always have the *Speak with Dead* spell prepared. You can cast each of these spells once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

