

Muminvolk

The muminvolk are a peaceful species from a secret valley in the Feywild. They are easily distinguished by their white, cushy bodies and their vaguely hippo-like features. The origin of this species is unknown, and hotly debated in some circles; many suggest that they are originally descended from trolls, while others propose that they are distant relatives of the giff of wildspace. The muminvolk, for the most part, find these conversations dull, and have little to say on the matter.

Muminvolk are exceedingly hospitable, and their skills in homemaking make them excellent hosts. However, they also love excitement and adventure, and when life in the valley becomes too predictable for a family of muminvolk, they very well might set out on a spontaneous expedition that can last anywhere from a few days to a few months. Still, very few find any place they like as well as their hidden valley, and they nearly always return to it eventually.

Muminvolk Traits

Creature Type: Fey

Size: Medium (about 4-6 feet tall)

Speed: 30 feet

As a Muminvolk, you have these special traits.

Call to Adventure. As a Bonus Action, you can gain a Climb Speed and a Swim Speed equal to your Speed for 10 minutes, and you have **Advantage** on Strength (**Athletics**) checks made to climb or swim in difficult conditions for the same

duration. If you have a Climb Speed or Swim Speed from another feature, that speed instead increases by 10 feet for the duration.

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**.

Muminvolk Hospitality. You have proficiency in the **Persuasion** skill.

Soft Landing. Whenever you take damage from falling, you can roll a number of d4s equal to your Proficiency Bonus and reduce the damage taken by the number rolled, to a minimum of 0.

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