

The Darkworld: Races of the Non

"We don't see things as they are, we see them as we are."— Anaïs Nin

These are the races of the non a realm where dreams, inspiration, creativity, imagination, and the heart's desire lives. This is a place without the fundamental rules of our reality a non reality if you will or as we call it the Non. Fairies, dragons, demons, angels, werewolves, vampires, zombies, and elves and dwarfs all come from here. So does magic and things that go bump in the night some are good, some are bad, and still others are as fickle as a fairies kiss on the wind. Now any one of these kind can be evil or good the only exception is Angels and demons there always good or evil, it is not to say a angel can fall it dose and will happen just as likely a demon can rise above his nature given enough will to fight it. But those are extreme cases to say the least, when all is said and done if you see an angel; even if he is being a dick to you he is still a "good righteous dick". And even if that demon might be one hell of a buddy seeming to help you out, just make sure you watch your ass, because the whammy is coming, and the bitch has horns.

"We do not see things as they are. We see things as we are."— Rabbi Shemuel ben Nachmani, as quoted in the Talmudic tractate Berakhot (55b.)

Reality Tears

This happens when something that is from the non is done in the real world, like casting a fireball in times square or a dragon flying over the Yankee stadium. This will cause a Tear in reality and stuff from there will bleed over into here. The issue is never good as people populate this place with all manner of dark dreams and desires as well as that of light and goodness. Humans are feared and are treated with respect because of the power they can hold over the non. Because after all they are the ones who made the place and all that is there is due to them, this also makes some things that dwell there hate humans as well. fairies being one who do not care for humans or their things they make as cold iron and mechanizations of man. They do not work well for them and they can even cause a disruption being

within 10 feet of such a thing. Dwarves also have come from the non to the real and have made lives for themselves most make the pilgrimage as single families or the solitary wonderer "I've been to the Leaning Tower of Pisa. It's a tower, and it's leaning. You look at it, but nothing happens, so then you look for someplace to get a sandwich. - quote Danny DeVito exiled Dwarf". Elves do not care much for the real but few have come here as out casts or out of curiosity and some have made quite a life for themselves "Life is like a roller coaster, live it, be happy, enjoy life." - Quote Avril Lavigne. As to gnomes and Halflings they almost never leave the non and when one does he is a solitary person. They tend to keep to themselves or with others of their kind and never become adventurers, some might on an occasion help one if he or she has a mind to.

Each of us tends to think we see things as they are, that we are objective. But this is not the case. We see the world, not as it is, but as we are—or, as we are conditioned to see it. When we open our mouths to describe what we see, we in effect describe ourselves, our perceptions, our paradigms.

Languages

A character who begins play as one of the supernatural races can know one or more languages, most of which are not spoken on Earth. Such languages include Enochian, Draconic, Nordic, Fae, and Scuthian. Supernatural races in our world can also gain languages as human characters do depending which part of the world they are from. In addition to one or more local languages, they may know one or more languages of the supernatural races (taught to them by their parents and elders).

Aramaic (Gen/Jinn): The Aramaic alphabet was widely adopted for other languages and is ancestral to the Hebrew, Syriac and Arabic alphabets. During its approximately 3,100 years of written history, Aramaic has served variously as a language of administration of empires and as a language of divine worship, religious study and as the spoken tongue of a number of Semitic peoples from the Near East. Historically, Aramaic was the language of Aramean tribes, a Semitic people of the region around between the Levant and the northern Euphrates valley. By around 1000 BC, the Arameans had a string of kingdoms in what is now part of western Syria. Aramaic rose to prominence under the Neo-Assyrians (911–605 BC), under whose influence Aramaic became a prestige language and its use spread throughout most of Mesopotamia and the Levant. At its height, variants of Aramaic were spoken in all over what is today Iraq, Syria, Lebanon, Israel, Jordan, Palestinian territories, Kuwait, Eastern Arabia, Northern Arabia, and to a lesser extent parts of southeast and south central Turkey, and parts of northwest Iran. Aramaic was the language of Jesus, who spoke the Galilean dialect during his public ministry, as well as the language of large sections of the biblical books of Daniel and Ezra, and also one of the languages of the Talmud.

Atlantian (Austronesian): The Austronesian languages are a language family that is widely dispersed throughout Maritime Southeast Asia, Madagascar and the islands of the Pacific Ocean, with a few members in continental Asia. Different sources count languages differently, but Austronesian and Niger–Congo are the two largest language families in the world by the number of languages they contain, each having roughly one-fifth of the total languages counted in the world. The geographical span of Austronesian was the largest of any language family before the spread of Indo-European in the colonial period, ranging from Madagascar off the southeastern coast of Africa to Easter Island in the eastern Pacific. Hawaiian, Rapa Nui, and Malagasy (spoken on Madagascar) are the geographic outliers of the Austronesian family. Most Austronesian languages lack a long history of written attestation, making the feat of reconstructing earlier stages – up to distant Proto-Austronesian – all the more remarkable. The oldest inscription in the Cham language, the Đông Yên Châu inscription, but with Indo-European languages influences, dated to the mid-6th century at the latest, is also the first attestation of any Austronesian language.

Enochian (Celestial): Elegant in its simplicity and purity, angelic writing tends to be direct in its language. Spoken, it has a gentle, flowing tone. This is the holy language of celestial beings those of light, its power is great and few can master its power. To speak it is to talk in all languages at once all can understand and everything made clear with this spoken word. This cannot be taught it is a inborn language and is almost impossible to read and write in it. There are key power symbols very few know, even those are very dangerous to do. Divine magic uses this alphabet for the wards and protections, but these are very basic.

Babylonian "Sumerian" Cuneiform, Akkadian (Draconic): A florid, powerful alphabet, Cuneiform is often used for magical messages and inscriptions, the spoken form is called Akkadian. It is said to descend from the dragons themselves and is often referred to as the Original Language and the language of Power. This language is the same one written and spoken by the ancient Babylonian's and written in Cuneiform. The dragon language is cited as the first language, not true there was an older one but the dragons are not telling. It is said that the hidden language would bring with it chaos and blood upon the earth. The spoken form is called Akkadian this language

Germanic: The North Germanic languages (sometimes misleading named Scandinavian languages), make up one of the three branches of the Germanic languages, a sub-family of the Indo-European languages, along with the West Germanic languages and the extinct East Germanic languages. The language group is sometimes referred to as the Nordic languages, a direct translation of the most common term used among Danish, Swedish and Norwegian scholars and laypeople. In Scandinavia, the term Scandinavian languages refer specifically to the mutually intelligible languages of the three Scandinavian countries and are thus used in a more narrow sense as a subset of the Nordic languages, leaving aside the insular subset of Faroese and Icelandic. The term Scandinavian arose in the 18th century as a result of the early linguistic and cultural Scandinavist movement, referring to the peoples, cultures, and languages of the three Scandinavian countries and stressing their common heritage. This is also the written language of the Werewolf Clans as well. It is said they learned it from the evil snakes of the earth, and drove them to the edge of the world.

Celtic (Fae): Their language is that of the Celtic languages which was most commonly spoken on the north-western edge of Europe, notably in Ireland, Scotland, Wales, Brittany, Cornwall, and the Isle of Man, and can be found spoken on Cape Breton Island. There are also a substantial number of Welsh speakers in the Patagonia area of Argentina. Some people speak Celtic languages in the other Celtic diaspora areas of the United States, Canada, Australia, and New Zealand. In all these areas, the Celtic languages are now only spoken by minorities though there are continuing efforts at revitalization. Welsh is the only Celtic language that isn't classified as "endangered" by UNESCO. During the 1st millennium BC, they were spoken across Europe, in the Iberian Peninsula, from the Atlantic and North Sea coastlines, up the Rhine valley and down the Danube valley to the Black Sea, the Upper Balkan Peninsula, and in Galatia in Asia Minor. The spread to Cape Breton and Patagonia occurred in modern times. Celtic languages, particularly Irish, were spoken in Australia before federation in 1901 and are still used there to some extent. It is used by fae (including dark fae) and has a melodic tone when spoken. Fae do not belong to this realm but come here on occasion if the whim strikes them, this can be through old hollow oak trees, toad stool rings or from the reflection of the moon on a lake or genital stream. This race is not defined by good or evil as carefree as the wind and like emotions in a child can shift at a moment's notice.

Stygian: The written and spoken language of the fallen (Demons, devils and most other vile evil beings) the alphabet is a jagged, powerful script. The language is dominated by harsh gutturals and accents. Favored by evil outsiders, its presence usually indicates something malefic. After the fall the former angelic beings cursed to show their true selves, could not speak or bear to hear it spoke. So a new powerful language took its place, spoke at the time by the lower vile beings that had hid in dark places. The new demon kind took this and breathed power in to it, as a mockery of what once was. Dark magic uses this alphabet in its conjurations and wards as well as its invocations and most other dark spells.

CAT FOLK



History

From the third millennium BC, when Bast begins to appear in our record, she is depicted as either a fierce lioness or a woman with the head of a lioness. Images of Bast were created from a local stone, named alabaster today. The lioness was the fiercest hunter among the animals in Africa, hunting in cooperative groups of related females.

Originally she was viewed as the protector goddess of Lower Egypt. As protector, she was seen as defender of the pharaoh, and consequently of the later chief male deity, Ra, who was also a solar deity, gaining her the titles Lady of Flame and Eye of Ra. Her role in the Egyptian pantheon became diminished as Sekhmet, Her sister lioness war deity, became more dominant in the unified culture of Lower and Upper Egypt known as the Two Lands. In the first millennium BC, when domesticated cats were popularly kept as pets, during the eighteenth dynasty Bastet began to be represented as a woman with the head of a cat her true appearance, by the twenty-second dynasty emerged as the Egyptian cat-goddess par excellence. In the Middle Kingdom, the domestic cat appeared as Bast's sacred animal and after the New Kingdom she was depicted as a woman with the head of a cat or a lioness, carrying a sacred rattle and a box or basket.

The lioness represented the war goddess and protector of both lands that would unite as Ancient Egypt. As divine mother, and more especially as protector, for Lower Egypt, Bast became strongly associated with Wadjet, the patron goddess of Lower Egypt. She eventually became Wadjet-Bast, paralleling the similar pair of patron (Nekhbet) and lioness protector (Sekhmet) for Upper Egypt. Bast fought an evil snake named Apep.

As the fierce lion god Maahes of nearby Nubia later became part of Egyptian mythology and assigned the role of the son of Bast, during the time of the New Kingdom, Bast was held to be the daughter of Amun Ra, a newly ascending deity in the Egyptian pantheon during that late dynasty. Bast became identified as his mother in the Lower Egypt, near the delta. Similarly the fierce lioness war goddess Sekhmet, became identified as the mother of Maahes in the Upper Egypt. She and her sister were always at odds, and after death of her sisters at the hands of the with dark forces who sought the destruction of humanity, she decided to stop being a warrior god and more of a protector.

Cat people in ancient Egypt were revered highly, due to their ability to combat vermin such as mice, rats - which threatened key food supplies -, and snakes, especially cobras. Domestic Cats of royalty were, in some instances, known to be dressed in golden jewelry and were allowed to eat from their owners' plates. Turner and Bateson estimate that during the twenty-second dynasty c.945-715 BC, Bast worship changed from being a lioness deity into being a major cat deity due in fact to the war with the Rats and snakes of the time. With the unification of the two Egypt's, many similar deities were merged into one or the other, the significance of Bast and Sekhmet, to the regional cultures that merged, resulted in a retention of both, necessitating a change to one or the other. The Ancient Egyptian pantheon was evolving constantly. During the eighteenth dynasty Thebes became the capital of Ancient Egypt and because of that, their patron deity became paramount. The priests of the temple of Amun shifted the relative stature of other deities in the Egyptian pantheon. Diminishing the status of Bast, they began referring to her with the added suffix, as "Bastet" and their use of the new name became very familiar to Egyptologists. The cat race that thrived during this time faded in to legions and myths of other cultures around the world, Bastet being the mother of her race had many sons and daughters. And with those from her brothers and sisters they spread themselves throughout the world, ever vigil of the evil Rats and snakes of the world.

The cat folk have been around a while originating from the time of Egypt and the goddess Bast (small domestic cats) and her sister Sekhmet (larger greater cats). The dark ages when magic and alchemy were at their height most

were burned at the stake for witches and for practicing herbalist and homeopathic curse. From there as all through history witches, and there familiar which is a cat, went hand in hand, sometimes these were cat folk other times not.

In its natural form they look just like everyone else and have no problem passing for humans, Bastiens and Sekhmet in their human forms tap into some of their power. They can pursue any class but cannot gain any apex abilities due to their magical natures. They have full control of their shape change abilities unlike werewolves who they dislike but tolerate. The two races cannot mate even mentioning it causes utter revulsion in both races, and quite possibly a slashed face or head removal depending on who it is. Cat Folk can and do mate with humans who they seem to have a fondness for that dates back to their very beginning as a race. The offspring with humans always result in cat folk, due to their genetic more dominant. Despite this most who do find out there wife or husband is one almost always accept them, could be due in fact to their natural charms, their very good about blending in as well.

There are two sub races

Bastiens and Sekhmets each with their own set of skills and abilities that can be used in the hybrid states or full cat form, or tapped into in their human forms.

Tapping the beast: To use a power or natural abilities you could otherwise use freely in hybrid or cat form you first have to tap into it. This requires a concentration roll to do and

Bastiens/Sekhmets basic traits

The Cat Folk are a race of feline humanoids and are well-known for their agility and grace. These traits make them superb thieves and acrobats, Cat Folk are also fearsome warriors. However, strenuous training must typically be undertaken to make wielding magic a serious option, either in passive or aggressive actions. When using an active ability the human takes on cat like qualities, be it eyes change, small fangs/claws (not usable in combat), or light fur with patterns. Most of these features can be cancelled with a hoodie or hats and long hair if you will and lose fitting clothing to cover exposed skin.

Cat Folk Traits (In human form.)



Age. Cat Folk's life spans are believed to be similar to that of normal humans, while others feel they are more similar to other kinds of felines. They reach adulthood at 16 years of age and usually live up to between 80 and 150 years.

Speed: You have a speed of 30 ft.

Alignment. The Cat Folk's race tends to prefer chaotic alignments due to their free-spirited nature.

Ability Score. Dexterity ability score increases by 2 and Charisma increases by 1.

Languages. You can speak, read and write the language from where they were raised or born, One Language of your choice and you

can speak to any felines and understand what they are saying back to you.

Active abilities

Darkvision: You can 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.

Feline Grace: Because Cat Folk have feline blood, they have advantage on Dexterity checks involving acrobatics. Cat Folk are natural acrobats.

Soft Fall: The Cat Folk reflexes and feline like appearance gives them resistance to falling damage and they will always land on their feet just like cats. This ability can be used as a reaction to trying to be thrown, falling, and or being knocked prone (without a grapple). This can also be used outside of combat for other situations

Natural Stealth: Cat Folk have a natural tendency to be stealth and are natural rogues and thieves. You gain proficiency in the Stealth skill.

Bastien Cat form

Size: Cats in this form are between 8 to 10 inches in length, weigh between 7 to 10 pounds, and come in hundreds of variety of color and coat length. their size is small and start in this form with a natural armor class of 12, Also while in this form you have half your normal hit points.

Speed: in cat form your base walking speed is 40' and climb speed is 30'.

Ability score adjustments: A Bastien Dexterity score increase by an additional +2 with a max of 24, and wisdom by 1. Their strength decreases by 6.

Pounce: In cat form you do not require a 10' running start to leap their maximum distance.

Sekhmets

Werecat Traits

Natural werecats are human in appearance but are natural shapechangers, able to assume a hybrid feline form and the form of a greater cat. Your character possesses the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Although human in both appearance and origin, werecats' lycanthropic physiology allows them to live several decades longer than humans.

Alignment. Naturally rebellious, werecats often leave familial prides when they come of age. Although passionate about family, werecats are fiercely independent. The average werecat is neutral in alignment, balancing personal freedom with dedication to their pride.

Size. In humanoid form, natural werecats appear to be strong, muscular humans with long, thick hair, and fluid, graceful movements. Your size is Medium in your humanoid and hybrid forms, but may be Medium or Large in your greater Cat forms.

Speed. Your base walking speed is 30 feet.

Darkvision. You can 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 cannot discern color in darkness, only shades of gray.

Resistances. While in hybrid or lion form, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not copper.

Vulnerabilities. While in hybrid or lion form, you gain vulnerability to damage from weapons made of copper.

Natural Shapechanger. Natural werecats possess the magical ability to assume two alternate forms—the hybrid Feline and the Feline Animal. As an action, you can change into either your hybrid Feline form or your Feline Animal form. You can remain in this form for 1 hour, reverting to your humanoid form when the time expires, you fall unconscious, you drop to 0 hit points, or you die. You can revert to your humanoid form early as a bonus action. Once you use this ability, you can't use it again until you finish a short rest.

Hybrid Form. In your hybrid Feline form you grow sharp teeth and claws, and take on a more intimidating feline appearance. In this hybrid form you may use weapons, wear armor, and carry equipment normally. Your base walking speed increases to 40 feet. You have proficiency with your claws and bite. Your claws deal 1d4 slashing damage, and are considered light weapons. Your bite deals 1d4 piercing damage. In addition, you gain advantage on Charisma (Intimidate) checks, and Wisdom (Perception) checks that rely on smell. You gain disadvantage on Intelligence checks and all other Charisma checks.

Feline Animal Form. You may assume the form of a Greater cat such as a lion, panther, cheetah, mountain lion, etc (use the stat block for the panther) as if using the druid's Wild Shape class feature. Unlike that feature, you retain your own hit points between forms.

Languages. You can speak, read, and write from where you were born.



Genesis 6:4 states "The Nephilim were on the earth in those days --and also afterwards-- when the sons of God

went to the daughters of men and had children by them. They were the heroes of old, men of renown." The Nephilim were a race of giants (which meant great men of women of power) that were produced by the sexual union of the sons of God (fallen angels) and the daughters of men. Translated from the Hebrew texts, "Nephilim" means "fallen ones." They were renowned for their strength, prowess, and a great capacity for sinfulness.

The origination of the Nephilim begins with a story of the fallen angels. Shemhazai, an angel of high rank, led a sect of angels in a descent to earth to instruct humans in righteousness. The tutelage went on for a few centuries, but soon the angels pined for the human females. After lusting, the fallen angels instructed the women in magic and conjuring, mated with them, and produced hybrid offspring: the Nephilim.

The Nephilim were powerful. Their strength was prodigious and their appetites immense. Upon devouring all of humankind's resources, they began to consume humans themselves. The Nephilim attacked and oppressed humans and were the cause of massive destruction on the earth.

Two texts of central import to the story of the Nephilim, the Bible and the Dead Sea Scrolls, mention several names for the Nephilim. The diverse kinds of these giants are cited in several passages. They are variously referred to as Emim, or "Terrors" (Gen. 14:5; Deut. 2:10), Rephaim, or "Weakeners" or "Dead Ones" (2 Sam. 23:13; 1 Chron. 11:15), Gibborim, or "Giant Heroes" (Job 16:4), Zamzummim, or "Achievers" (Deut. 2:10), Anakim, or "Long-necked" (Deut. 2:10; Josh. 11:22, 14:15), and Awwim or "Devastators" and "Serpents." Other giants are mentioned in these texts as well, such as Goliath (2 Sam. 21:19), a giant with twelve fingers and twelve toes who is mentioned as one of the Rephaim (2 Sam. 21:20), and a tall Egyptian (1 Chron. 11:23). The passage of Numbers 13:26-33 recounts the Nephilim of Canaan that Joshua and the other Hebrew spies saw. Furthermore, according to Judaic lore, a certain one of the Nephilim, Arba, built a city, Kiriath Arba, which was named for its builder and is now known as Hebron.

The wickedness of the Nephilim carried with it a heavy toll. Genesis 6:5 alludes to the corruption that the Nephilim had caused among humans and themselves: "The Lord saw how great man's wickedness on the earth had become..." Their evil rebellion had incurred both the wrath and grief of God. God instructed the angel Gabriel to ignite a civil war among the Nephilim. He also chose Enoch, a righteous man, to inform the fallen angels of the judgment pronounced on them and their children. God did not allow the fallen angels any peace, for they could not

lift their eyes to heaven and were later to be chained. The end of the Nephilim came about in the war incited by Gabriel, in which the Nephilim eventually annihilated each other.

In this tradition, the children of the Nephilim are called the Elioud, who are considered a separate race from the Nephilim, but they share the fate as the Nephilim. These are the Nephilim that live among us to this day, also according to these texts, the fallen angels who begat the nephilim were cast into Tartarus (Greek Enoch 20:2), a place of 'total darkness'. However, Jubilees also states that God granted ten percent of the disembodied spirits of the nephilim to remain after the flood, as demons, to try to lead the human race astray until the final Judgment.

In addition to Enoch, the Book of Jubilees (7:21–25) also states that ridding the Earth of these nephilim was one of God's purposes for flooding the Earth in Noah's time. These works describe the nephilim as being evil giants. How their offspring survived the flood is unknown and there is no written record of this account, but yet here they are living and working alongside the races of humanity.

They either have a good or evil outlook, their powers start to manifest at an early age. The Nephilim gain these abilities at first level and can use them as per the below charts, they cast these abilities as a caster equal to their character level of the Nephilim's.

Nephilim

I saw her, wreathed in wings of pure light, her eyes blazing with the fury of the gods. The bone devils stopped in their tracks, shielding their faces. Her blade, now a brand of light, swept once, twice, three times. The devils' heads hit the ground, one after another. And thus we learned that an Nephilim traveled in our ragtag band. Nephilim bear within their souls the light of the heavens. They are descended from humans with a touch of the power of the fallen angels who were from heaven sent to watch. Nephilim are born to serve as champions of the good or evil, their births hailed as a sign of change and mark a major event in the world. They are a people of otherworldly visages, with luminous features that reveal their divine heritage.

Heavenly Champions

Some Nephilim are placed in the world to serve as guardians of law and good. Their patrons expect them to strike at evil, lead by example, and further the cause of justice. From an early age, a Nephilim receives visions and guidance from divine entities via dreams. These dreams help shape a Nephilim, granting a sense of destiny and a desire for righteousness.

Each Nephilim can count a specific celestial agent of the gods as a guide. This entity is typically an angel who acts as a messenger to the mortal world.

Hidden Wanderers

While Nephilim are strident foes of evil, they typically prefer to keep a low profile. A Nephilim inevitably draws the attention of evil cultists, fiends, and other enemies of good, all of whom would be eager to strike down a divine champion if they had the chance. When traveling, Nephilim prefer hoods, motorcycle helmets, and other gear that allows them to conceal their identities. They nevertheless have no compunction about striking openly at evil. The secrecy they desire is never worth endangering the innocent.

Nephilim Guides

A Nephilim, except for one who has turned to evil, has a link to an angelic being. That being—usually a lesser angelic being—provides guidance to the Nephilim, though this connection functions only in dreams. As such, the guidance is not a direct command or a simple spoken word. Instead, the Nephilim receives visions, prophecies, and feelings. The angelic being is far from omniscient. Its guidance is based on its understanding of the tenets of law and good, and it might have insight into combating especially powerful evils that it knows about. As part of fleshing out a Nephilim character, consider the nature of that character's angelic guide. The Angelic Guide tables offer names and natures that you can use to flesh out your character's guide.

NOTE TO THE GM: PLAYING AN ANGELIC GUIDE

As GM, you take on the role of a Nephilim's angelic guide and decide what kind of advice or omens to send in dreams. The being, is your chance to add special roleplaying opportunities to the game. Remember, the being lives in a realm of absolute law and good. The being might not understand the compromises and hard choices that mortals must grapple with in the world. To the being, a Nephilim is a prized student who must live up to high, sometimes inflexible standards.

Conflicted Souls

Despite its heavenly origin, a Nephilim is mortal and possesses free will. Most Nephilim follow their ordained path, but some grow to see their abilities as a curse. These disaffected Nephilim are typically content to turn away from the world, but a few become agents of evil. In their minds, their exposure to divine powers amounted to little more than brainwashing. Evil Nephilim make deadly foes. The radiant power they once commanded becomes corrupted into a horrid, draining magic. And their angelic guides abandon them. Even Nephilim wholly dedicated to good sometimes feel torn between two worlds. The angels that guide them see the world from a distant perch. A Nephilim who wishes to stop and help a town recover from a drought might be told by an angelic guide to push forward on a greater quest. To a distant angel, saving a few commoners might pale in comparison to defeating a cult to an evil godlike being. A Nephilim's guide is wise but not infallible.

Nephilim Names

Most Nephilim are born from human parents, and they use the same naming conventions as their native culture.

Nephilim Traits

Your Nephilim character has the following racial traits.

Ability Score Increase. Your Charisma score increases by 2.

Age. Nephilim mature at the same rate as humans, but they can live up to 160 years.

Alignment. Imbued with celestial power, most Nephilim are good. Outcast Nephilim are most often neutral or even evil.

Size. Nephilim have the same range of height and weight as humans.

Speed. Your base walking speed is 30 feet.

Darkvision. Blessed with a radiant soul, your vision can easily cut through darkness. You can 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.

Heavenly Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it.

Languages. You can speak, read, and write the language of from where you were born and Enochian.

Subrace. Three subraces of Nephilim exist: protector Nephilim, scourge Nephilim, and fallen Nephilim. Choose one of them for your character.

Protector Nephilim

Protector Nephilim are charged by the powers of good to guard the weak, to strike at evil wherever it arises, and to stand vigilant against the darkness. From a young age, a protector Nephilim receives advice and directives that urge to stand against evil.

Ability Score Increase. Your Wisdom score increases by 1.

Radiant Soul. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Scourge Nephilim (good only)

Scourge Nephilim are imbued with a divine energy that blazes intensely within them. It feeds a powerful desire to destroy evil—a desire that is, at its best, unflinching and, at its worst, all-consuming. Many scourge Nephilim wear masks to block out the world and focus on containing this power, unmasking themselves only in battle.

Ability Score Increase. Your Constitution score increases by 1.

Radiant Consumption. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you



can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

Fallen Nephilim (Evil only)

An Nephilim who was touched by dark powers as a youth or who turns to evil in early adulthood can become one of the fallen—a group of Nephilim whose inner light has been replaced by shadow.

Ability Score Increase. Your Strength score increases by 1.

Necrotic Shroud. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

With your DM's consent, you can change your character's subrace to fallen Nephilim if your protector/scourge Nephilim turns to evil. To do so, replace your subrace benefits, including the ability score increase, with those of a

fallen Nephilim. Similarly, if your fallen Nephilim turns to good, your GM might allow you to become a protector or scourge Nephilim.



JINN CHARACTERS

The Jinn (or Gin) are a offshoot race of the Djinni race that live among humans. They are tall and look like ordinary men and women but for the occasional flash of elemental light in their eyes. Though physically superior to and more attractive than normal humans, some Jinn are unaware of their genie heritage until later in life. This race has the option to summon a powerful Djinni to unlock there full power although this does come at a price. As it depends on the Djinni that is summoned:

EFRIT

The Efrit (or a more ancient term E'ifrit a variation of afrit) is cited only once in the Qur'an, in reference to a djinni who fetched the throne of the Queen of Sheba at the command of King Solomon. In lore, it is evil and powerful, and difficult to control.

JANN

Jann are shape-shifters who lives in the desert, and take the forms of whirlwinds and white camels. They are open-minded about humans, and were among the first djinni encountered by people. They have the power to hide

or reveal oases in the desert, depending on whether they like or dislike a party of travelers.

MARID

The marid is unruly and rebellious, and the most powerful of djinni. The marida (plural) possess great knowledge of magic and have assisted kings and priests. They are also known as "blue" djinni and are the ones most often associated with wish-granting genies.

DAO

The Dao are the most reclusive of the djinni and are stubborn to an extreme, they as almost always connected to a land mark be it the grand canyon, devil tower or the vast Sahara desert. Earth, minerals, precious gems and Metals are what attracts this kind in vast quantities. There the most easily bribed of the djinni but if betrayed can be a force to reckon with.

Ecology

The Jinn race were created long ago born of the union between djinni and humans shortly after the angelic rebellion. The djinni were given free will and are like us humans but do not possess a soul like us and there for once dead cannot return to life or be brought back from beyond the veil of the dead. Many in the time after the fall, helped, hindered, or just decided to remain hidden from humanity. During this time many humans found that due to the lack of a soul the djinni were easily enslaved and repressed. This was a dark time for the djinni King Solomon himself had a slave army of them. But after his death many broke free and took to hiding leaving family and offspring to fend for themselves. These offspring with the mixed blood of gin grouped to together for safety becoming nomadic tribes who roamed desert waste lands. Over the passage of time many left the deserts and became part of the world its self. They in turn mixed with humans but due to the magic with in their blood their power could not diminish.

Jinn age at the human rate and are physically identical to humans in terms of height and weight. During their youth, Jinn tend to be slightly smaller than their fully human peers, but grow quickly to their full adult height upon reaching their teenage years. Despite their smaller size, they are prone to feats of greater strength than their fellows. Even those Jinn that know nothing of their djinni blood possess a measure of personal pride, and a young Jinn early life is often filled with fights with others who insult the Jinn size.

Habitat & Society

Because most are born unaware of their heritage, Jinn tend to proceed through life much as any other humans of exceptional ability would, by taking advantage of their unique skills in order to survive and succeed. As they grow to adulthood among human children, Jinn find that their inherent strength and magnetism make them natural leaders among their peers. Some embrace their abilities, becoming commanders of small bands of mercenaries or adventurers. Others shirk the role and head out to the wilderness, preferring solitude to the constant responsibility of shepherding humans. Those Jinn that learn of their djinni blood often experience a period of self-reflection and indecision about whether to stay as they are or to become more embracing there djinni ancestry. In the end, most choose to stay as they are because the djinni are not to be trusted much like demons just not quite as evil like humans with power there a corrupt lot.

Subraces

Four major subraces of gen are found among the worlds of D&D: air gen, earth gen, fire gen, and water gen. Choose one of these subraces.

Gen Traits

Your gen character has certain characteristics in common with all other Gen.

Languages: You can speak, read, and write the language from where you were born and Aramaic.

Ability Score Increase: Your Constitution score increases by 2.

Age: Gen mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, up to 120 years.

Alignment: Independent and self-reliant, Gen tend toward a neutral alignment.

Size: Gen are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Air Gen

As an air Gen, you are descended from the djinn. As changeable as the weather, your moods shift from calm to wild and violent with little warning, but these storms rarely last long.

Air Gen typically have light blue skin, hair, and eyes. A faint but constant breeze accompanies them, tousling the hair and stirring the clothing. Some air Gen speak with breathy voices, marked by a faint echo. A few display odd patterns in their flesh or grow crystals from their scalps.

Ability Score Increase: Your Dexterity score increases by 1.

Unending Breath: You can hold your breath indefinitely while you're not [incapacitated](#).

Mingle with the Wind: You can cast the [levitate](#) spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Earth Gen

As an earth Gen, you are descended from the cruel and greedy dao, though you aren't necessarily evil. You have inherited some measure of control over earth, reveling in superior strength and solid power. You tend to avoid rash decisions, pausing long enough to consider your options before taking action.

Elemental earth manifests differently from one individual to the next. Some earth Gen always have bits of dust falling from their bodies and mud clinging to their clothes, never getting clean no matter how often they bathe. Others are as shiny and polished as gemstones, with skin tones of deep brown or black, eyes sparkling like agates. Earth Gen can also have smooth metallic flesh, dull iron skin spotted with rust, a pebbled and rough hide, or even a coating of tiny embedded crystals. The most arresting have fissures in their flesh, from which faint light shines.

Ability Score Increase: Your Strength score increases by 1.

Earth Walk: You can move across difficult terrain made of earth or stone without expending extra movement.

Merge with Stone: You can cast the [pass without trace](#) spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Fire Gen

As a fire Gen, you have inherited the volatile mood and keen mind of the efreet. You tend toward impatience and making snap judgments. Rather than hide your distinctive appearance, you exult in it. Nearly all fire Gen are feverishly hot as if burning inside, an impression reinforced by flaming red, coal-black, or ash-gray skin tones. The more human-looking have fiery red hair that writhes under extreme emotion, while more exotic specimens sport actual flames dancing on their heads. Fire Gen voices might sound like crackling flames, and their eyes flare when angered. Some are accompanied by the faint scent of brimstone.

Ability Score Increase: Your Intelligence score increases by 1.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your ties to the Elemental Plane of Fire make your [darkvision](#) unusual: everything you see in darkness is in a shade of red.

Fire Resistance: You have resistance to fire damage.

Reach to the Blaze: You know the [produce flame](#) cantrip. Once you reach 3rd level, you can cast the [burning hands](#) spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Water Gen

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish. Most water Gen look as if they just finished bathing, with beads of moisture collecting on their skin and hair. They smell of fresh rain and clean water. Blue or green skin is common, and most have somewhat overlarge eyes, blue-black in color. A water Gen's hair might float freely, swaying and waving as if underwater. Some have voices with undertones reminiscent of whale song or trickling streams.

Ability Score Increase: Your Wisdom score increases by 1.

Acid Resistance: You have resistance to acid damage.

Amphibious: You can breathe air and water.

Swim: You have a swimming speed of 30 feet.

Call to the Wave: You know the [shape water](#) cantrip. When you reach 3rd level, you can cast the [create or destroy water](#) spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.





Snake blood humans are humans with yuan-ti blood in their veins. Their serpentine bloodlines trace back several generations, such that most snakeblood humans have no trouble blending in with the rest of humanity. Although superficially similar to humans, lingering physical or genetic discrepancies occasionally betray their dubious ancestry.

Snakeblood humans fit the general parameters and diversity of modern humanity. In addition, they tend to have mild serpentine traits, such as waxy complexions, exotic, snakelike eyes, or scaly patches of skin. Such subtle "deformities" rarely call attention to themselves and can be easily overlooked or concealed. However, Snakeblood humans cannot hide their serpentine DNA, although they try.

Yuan-ti look at snakeblood humans as minions, servants, and soldiers - all of which are necessary in their plot to dominate the mammalian species of our world. Most of the snakeblooded humans are not aware of their intended role, but to the yuan-ti they are perfect battle-fodder.

Ecology: The yuan-ti were the first race before humans learned to crawl on the earth they were here and thrived, large stone cities and monuments were built by them. Theirs was a very controlled society of laws and rules which were enforced very harshly. They developed their vast intellect and developed the first bases for mathematics and astronomy. They lived in harmony with the natural world never taking too much or harming it, this changed with the rise of homo sapiens and the cooling of the earth the ice age. The first was controllable at first easily controlled, enslaved some were even taught basic knowledge, this was their downfall as man rebelled and with the coming Ice age proved to be more resilient than their yuan-ti masters. Ages passed and man forgot about their past and the cities were ruined or flooded as the world reshaped itself and time marched on. But this was just a lull and the first race will rise again and man will fall to their scaly masters once more. Yuan-ti are master minds long term planners and schemers, it is not unknown for one of their kind to plan for years. And most of their plans run like clockwork making note of every possible outcome, but random chance is not predictable.

Habitat & Society: The yuan-ti are a matriarchal and have a queen of a sort who controls a large nest of lesser. Humans are used for mating and are killed once their usefulness is done. There are many different stages of breeding as humans are the only compatible species to perpetuate their race and to rebuild. The snakeblood humans are the lowest form as the blood is too thin and mixed to make a true yuan-ti. The race has just now replenished its ranks enough to start making their move. The serpent can be seen in many cultures across the world some see it as a helper teacher others as a demonic force to be cast out. Most of this was from good or bad results in propaganda and exposure due to the forces of light.

ROLEPLAYING A YUAN-TI

Yuan-ti are emotionless, yet feel completely superior to humanoids, in the same way that a human can feel superior to chickens or rabbits- in a matter-of fact, completely objective way that doesn't brook any second-guessing. To a yuan-ti, there are only three categories of creature: threat, yuan-ti, or meat. Threats are powerful creatures such as demons, dragons, and genies. Yuan-ti are any of their own kind, regardless of caste; although a rival yuan-ti might be dangerous, and a weak or dead one might be potential food, it is first and foremost one of the true people and deserving of some respect. Meat includes any creature that is neither a threat nor a yuan-ti, possibly useful for a base purpose but not worthy of other consideration. Most yuan-ti consider it beneath themselves to speak to meat.

Abominations and malisons rarely communicate directly with slaves except in emergencies (such as for giving battle orders); at other times, slaves are expected to constantly be aware of the master's mood, anticipate the master's needs, and recognize subtle gestures of hands, head, and tail that indicate commands. Only purebloods-which walk among humanoids and therefore have to learn how to speak to them civilly- practice interacting with meat-creatures. Much of their training involves suppressing their innate annoyance at having to speak to lesser beings as though they were equals, or being obliged to kowtow to a humanoid ruler as if the pureblood were merely an advisor.

Pureblood spies feel a sort of aloof contempt toward meat-creatures, but they can affect a pleasant tone, and speak to such creatures with a silver tongue that disguises their true feelings. Under normal circumstances, yuan-ti are always calmly deferential to those of higher rank. They tend to be curt and formal with those of lower rank, for the differences between them aren't a source of anger or disgust (emotions that the yuan-ti don't feel anyway), merely a fact of the natural order, and their culture long ago realized that treating the lower castes with a measure of detached respect prevents rebellion and advances the cause of the entire race. But even with their tight control many have decided to leave the collective and the life of a spy against humanity. The knowledge of their race's history of a more noble people have had many want to help the world and stop the evils that are in it.

YUAN-TI PERSONALITY TRAITS

d8 Personality Trait

- 1 I see omens in every event and action. The serpent gods continue to advise us.
- 2 I have very high standards for food, drink, and physical pleasures.
- 3 I prefer to be alone rather than among other creatures, including my own kind.
- 4 I sometimes become consumed by philosophy.
- 5 I believe I am superior to others of my caste.
- 6 I am driven by wanderlust and want to explore lands far from our cities.
- 7 I am interested in modern human culture, even as primitive as it is.
- 8 I await the day when we again conquer lands by force, as we did in the old times.

YUAN-TI IDEALS

d6 Ideal

- 1 Greed. I display my wealth as a sign of my power and prosperity. (Evil)
- 2 Aspiration. I strive to follow the path toward becoming an anathema. (Evil)
- 3 Unity. No leader shall put personal goals above those of our race. (Any)
- 4 Kinship. My allegiance is to my caste and my city. Other settlements can burn for all I care. (Any)
- 5 Inspiration. My actions set an example for the lesser castes to emulate. (Any)
- 6 Power. Everything I choose to do is determined by whether it will make me smarter and stronger. (Evil)

YUAN-TI BONDS

d6 Bond

- 1 I will see our empire rise again and, in so doing, win the favor of the serpent gods.
- 2 I am enamored with the culture and trappings of another society and wish to be part of it.
- 3 I respect my superiors and obey them without question. My fate is theirs to decide.

- 4 I have an interest in an unsuitable mate, which I can't suppress.
- 5 I respect and emulate a great hero or ancestor.
- 6 An enemy destroyed something of value to me, and I will find where it lives and kill the offender.

YUAN-TI FLAWS

d6 Flaw

- I feel twinges of emotion, and it shames me that I am imperfect in this way.
- 2 I put too much credence in the dictates of a particular god.
- 3 I frequently overindulge in food and wine, and I am impaired and lethargic for days afterward.
- 4 I worship a forbidden god.
- 5 I secretly believe things would be better if I was in charge.
- 6 If I could get away with it, I would gladly kill and eat a superior yuan-ti.

CANNIBALISM AND SACRIFICE

After the fall of the great empire of their kind had built driving the old ones from the world their kind was all most wiped out. Their priest and tried forbidden magic and contacted and made pacts with dark powers that promised them the means to restore their number, but at a cost. The ritual that produced the first yuan-ti required the human subjects to butcher and eat their human slaves and prisoners. This act of cannibalism had several ramifications. It broke a long-standing taboo among civilized humanoids and set the yuan-ti apart from other civilizations as creatures not beholden to moral values. It corrupted their flesh, making the yuan-ti receptive to dark magic. It emulated the dispassionate viewpoint of the reptilian mind, a trait the yuan-ti admired. Today, cannibalism is practiced by the most fervent of yuan-ti cultists, including those who aspire to transform into yuan-ti themselves. In yuan-ti cities, the activity persists in the form of human sacrifice-not strictly cannibalism anymore, but still serving as a repudiation of what it is to be human and a glorification of what it is to be yuan-ti. Yuan-ti don't have a taboo against eating their own kind; a starving yuan-ti would kill and eat a lesser without a second thought, and a group of them would choose the weakest among them to be killed and eaten. Under normal circumstances, however, they bury or cremate their dead rather than eating them, but a great hero or someone of status might be ritually consumed as a form of tribute.

Relationships

Yuan-Ti are hated by almost all, and hate almost all.

Yuan-Ti Traits

Insane serpentine cultists, Yuan-Ti are as terrifying as they are insane.

Ability Score Increase. Your Intellect score increases by 1.

Age. Yuan-Ti Abominations can live for 200 years, Malisons 150, and Purebloods 100. They all mature at age 8, as their parents almost never wish to care for them for too long.

Alignment. Yuan-Ti are almost always in service of their god. They are typically Neutral Evil, though some exceptions exist.

Size. Medium

Speed. Your base walking speed is 30 feet.

Snakeskin. You have resistance to poison damage, and advantage on saving throws related to poison.

Darkvision. You have 60 ft. of Darkvision.

Serpentine Brethren. You can as an action convince a serpent that you mean it no harm that's within 30 feet. Choose a serpent that you can see within range. It must see and hear you. If the serpent's Intelligence is 4 or higher, the spell fails. Otherwise, the serpent must succeed on a Wisdom saving throw or be charmed by you for 24 hours. If you or one of your companions harms the target, the beguiling ends. DC is 8 + charisma bonus.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Languages. You can speak, read, and write language of where you were born, and your choice between either Akkadian, or Stygian.

Yuan-Ti Subraces

Abomination (non player race)

Yuan-Ti abominations appear as anthropomorphic serpents, and are taller than other Yuan-Ti. In Yuan-Ti society, they are seen as the higher caste.

Ability Score Increase. Your Strength score increases by 2.

Speed. Your movement speed is increased from 30 ft. to 35 ft.

Constrict. When you have a target grappled, you may constrict the target as an action. It is treated as a 2d6 bludgeoning weapon.

Serpent's Sight. You have proficiency in Perception.

Malison (non player race)

Yuan-Ti malisons appear as either humans with snake heads, or human upper bodies with snake lower bodies. In Yuan-Ti society, they are seen as the middle caste. Malisons with human upper bodies may have any hair color humans can have.

Ability Score Increase. Your Strength and Charisma scores increase by 1.

Bite. You have sharp snake fangs, which are natural weapons you are proficient with. They deal 1d4 piercing and 1d4 poison damage, and have the finesse property.

Serpent's Tongue. You have proficiency in Deception.

Pureblood (playable race)

Yuan-Ti purebloods appear as humans with snakelike features, such as snake eyes, scaly patches of skin, or serpent's tongues. Purebloods may have any hair color humans can have. In Yuan-Ti society, they are seen as the lowest caste. Most become adventures and oppose their brethren and their evil plans in the world.

Ability Score Increase. Your Charisma score increases by 2.

Release Toxins. You can spit your poison in a spray at will. You use an action to spit your venom to those in front of you, range on this is 10' The creature must succeed on a Constitution saving throw or take 1d12 poison damage. damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12). The DC 8 + Constitution modifier + proficiency bonus.

Serpent's Stealth. You have proficiency in Stealth.





VAMPIRES

The origin of the species:

The first vampire the Vampire king was created long ago after the fall of the fallen angels who begat the nephilim were cast into Tartarus (Greek Enoch 20:2), a place of 'total darkness'. However, Jubilees also states that God granted ten percent of the disembodied spirits of the nephilim to remain after the flood, as demons, to try to lead the human race astray until the final Judgment. Of those was Salpsan the son of Satan who despite his condition was still very powerful. He had hatched a plan to free his father from the pit and reclaim heaven in his name. To do this he had to build an army of powerful beings who were like him but easy to rule over, and would do his will. He searched the world for a mortal whose soul and strength could contain his power. On October 37 AD he found his vassal in Caligula who was felled seriously ill due to the possession. To the world he recovered from his illness soon thereafter, but many believed that the young emperor had changed into a diabolical mind as he started to kill off or exile those who were close to him or whom he saw as a serious threat.

Perhaps his illness reminded him of his mortality and of the desire of others to advance into his place. He had his cousin and adopted son Tiberius Gemellus executed an act that outraged Caligula's and Gemellus's mutual grandmother Antonia Minor. She is said to have committed suicide, although Suetonius hints that Caligula actually poisoned her. He had his father-in-law Marcus Junius Silanus and his brother-in-law Marcus Lepidus executed as well. His uncle Claudius was spared only because Caligula kept him as a laughing stock. His favorite sister Julia Drusilla died in 38 AD of a fever: his other two sisters, Livilla and Agrippina the Younger, were exiled. He hated the fact that he was the grandson of Agrippa, and slandered Augustus by repeating a falsehood that his mother was actually the result of an incestuous relationship between Augustus and his daughter Julia the Elder. He made others like himself, but due to the fact they were weaker could not stand the sunlight and were susceptible to destruction by various means.

Wooden stakes through the heart, crosses, mirrors and garlic all these were because of various reasons. Wooden stakes due to Christ being nailed to a wooden cross, Crosses due to his pain upon it for the sins of humanity, Mirrors due to his father's vanity and fall from grace, and garlic due to its natural purity and power of the herb. On 22 January 41, although Suetonius dates it as 24, Chaerea and other guardsmen accosted Caligula while he was addressing an acting troupe of young men during a series of games and dramatics held for the Divine Augustus.

Details on the events vary somewhat from source to source, but they agree that Chaerea was first to stab Caligula, followed by a number of conspirators. Suetonius records that Caligula's death was similar to that of Julius Caesar. He states that both the elder Gaius Julius Caesar (Julius Caesar) and the younger Gaius Julius Caesar (Caligula) were stabbed 30 times by conspirators led by a man named Cassius (Cassius Longinus and Cassius

Chaerea). The cryptoporticus (underground corridor) where this event would have taken place was discovered beneath the imperial palaces on the Palatine Hill. By the time Caligula's loyal Germanic guard (Werewolves) responded, the emperor was already dead. The Germanic guard, stricken with grief and rage, responded with a rampaging attack on the assassins, conspirators, innocent senators and bystanders alike. His essence was contained within a chalice, the very one he drank blood from or so it was said. The cup was sealed away from all who could use it to bring back the foul king of wickedness and blood. Some thought the ages have tried to find this and free him from his prison, Hitler, Maximilien Robespierre, Vlad III of Romania, as well as Ivan IV of Russia were some who did try and find this chalice of power.

After Caligula's (Salpsan's) death and imprisonment, His progeny fled from the city and hid, the strongest among them the first five each took a grouping and went their own ways. These later became known as Houses, The head of each of these houses rules it like a father over his own family. Some houses are better than others but as for abilities they are all the same, each one has its own rules but none will go against the first set down by the council of Mages.

Vampires Species Traits

Vampire spawn

True vampires have the ability to change shape into a cloud of mist or a bat, create spawn, spider climb and regenerate, it is good that they have some weaknesses. Vampire weaknesses such as running water, being forbidden to enter without invitation, wooden stakes and sunlight – can add interesting elements for your player to learn to cope with. This vampire character begins as a vampire spawn and might even answer to a vampire lord or lady. Vampires in the world are created from humans only as it is the only race to fully survive the transformation. gen, elven, snakeblooded, dragonborn, dwarven, or any other racial heritage does not work and if are attempted to be made into one can cause massive issues. As they never become vampires but because of the traumatic binding of the demonic force with that of another who does not have a human soul. Vampires are the weakest of all demons and the binding and mixing with the human soul makes them stronger. In this binding the two beings become a blending of the two, depending on the strength of the soul this can be good or bad.

Ability Score Increase. Charisma score increases by 2 and Dexterity score increases by 1.

Age. Vampires do not age.

Alignment. Any

Size. Medium

Speed. 30 ft.

Damage Resistances. necrotic, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Superior Darkvision. You can see in dim light within 120 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.

Vampire Senses. You gain advantage on Wisdom (perception) checks to smell the presence of blood. This only applies to blood that is exposed to the open air, e.g. you can't use this to detect a completely uninjured, hidden creature.

Born from Death. You have no need for air or sleep. You trance during the long rest, remaining semiconscious for 4 hours a day. You do not dream in this state; you are fully aware of your surrounding and notice approaching enemies and other events as normal. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. While classified as dead or undead vampires are really the once occupied body's of mortals that are possessed of a lesser demon who bonds with the host gaining his memories and it thinks it was the person but the soul is usually elsewhere. but there are cases of the soul returning to the body and the two are forced to share it, this can result in a jackal and Hyde syndrome in almost all cases. The only thing holding the body together is the demonic force which once it is forced to leave consumes the organic material turning the person and all he has to dust.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You cannot use this ability again until you have completed a short rest.

Charm. As an action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a Wisdom saving throw (DC is 8 + your Charisma Modifier + your proficiency) against this magic or be charmed until the end of your next turn. The charmed target regards the vampire as a trusted friend to be heeded and protected and is a willing target for your bite attack. A target that succeeds on the saving throw is immune to your Charm for the next 24 hours.

Regeneration. You regain 1 hit point for each of your hit dice at the start of your turn, if you have at least 1 hit point and are not in running water or in sunlight. If you take radiant/ultraviolet damage or damage from holy water, this trait doesn't function at the start of your turn.

Life Drain. To gain the benefits of a long rest, you must drink a sufficient amount of fresh blood prior to the long rest, about the amount equal to the 1/8 the volume contained within the average human adult.

Vampire Weaknesses. You have the following flaws

Forbiddance. You can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. You take 20 acid damage when you end your turn in running water.

Stake to the Heart. You are destroyed if a piercing weapon made of wood is driven into your heart while you are incapacitated in your resting place.

Sunlight/ Ultraviolet Allergy Hypersensitivity. You have disadvantage on attack rolls and ability checks when you are in sunlight. Any contact with sunlight will result in you taking 20 radiant damage when you start your turn in sunlight. Ultraviolet light also burns a vampire's flesh. Any exposure to ultraviolet light (including direct sunlight) burns the vampire has the same effect as direct sunlight.

Unarmed Attacks. You have the following unarmed attacks that are based on Strength.

Claws. 1d4 slashing damage

Bite. 1d6 piercing damage and 1 hit point of necrotic damage for each character level to a willing or grappled creature. The target's hit point maximum is reduced by the amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The target dies if this effect reduces its hit point total maximum to 0.

Languages. The languages you knew in life.

Becoming a Vampire

There are two ways a player character can become a vampire. The default assumption used above is that the vampire character was still young and inexperienced when she was transformed into one of the undead, and thus has none of the advantages associated with her former race. When characters are transformed into vampires once the campaign has already begun and they have gathered experience, the GM may choose to apply the vampire racial traits in a slightly different manner. Characters that are transformed into vampires during the campaign rise from the dead three days after their death, transformed body and soul by the experience. They gain all the ability bonuses and traits of the vampire species, but the trauma of dying and being reborn plays havoc with their memories and abilities. A creature immediately at disadvantage on all that is not directly connected to being a vampire. This lasts until the newly created vampire makes his first kill and become a full vampire, after which the disadvantage goes away. that is why most in this state are watched and fed their first kill by those that made them otherwise they remain in a feral state till the hunger is sated.

Spotting a Vampire: Vampires look like humans, although they often possess a predatory cast to their features and have a tendency to be lithe and extraordinarily pale. A creature attempting to identify a vampire as anything other than an ordinary human must make a perception check VS the vampires Deception check.

Vampires and Age

Since their bodies are essentially timeless and immortal, vampires do not die of natural causes and have the potential to live for centuries. The rules presented above assume that the vampire was created relatively recently (within the last twenty years), but vampire characters have the potential to be far older than their apparent age suggests. For every hundred years a vampire been one of the undead let them use their proficiency bonus to any knowledge rolls and checks. This is having to do with information from past events and the world that is over 100 or more years than they are even if untrained in the skill to represent decades of experience when compared to younger vampires and other species. So if it is technology or brain modern neuroscience he will have no clue unless he is in that field of

study or has a profession in the area. Otherwise he could recall historical events he may or may not have been involved with but even doing so there is still an amount of error as the farther back the more difficult it is as they say memories fade and get jumbled a bit over time. So the DC would be 15 at 100 years and increasing by 5 there after no limit on the how high the DC can be.

PC & NPC Vampires Off-camera Hunting Since vampires can only heal by drinking blood, the GM may find that their game slows down when vampires insist on hunting for fresh prey after every fight. This can become especially problematic in groups with a mixed racial make-up, when humans and other species are left sitting by the sidelines while the vampire PC's go searching for prey. There are two key ways of preventing this kind of behavior. The first involves reminding the players that their characters can't just feed at will, since vampires have largely survived on secrecy and caution and their victims always have the ability to fight back. Vampires that behave like serial killers, feeding on dozens of people every night, are likely to attract attention from local law enforcement and professional vampire hunters as well as other vampires concerned by the character's actions. After a few weeks of such behavior, the characters should see headlines about killers stalking the city streets and other reminders that their actions do not exist in a vacuum. The second is to remember that a vampire's victims aren't helpless, and weakened vampires should occasionally find themselves in an even worse state as they accidentally target someone who is capable of fighting back.

As a compromise, players and GM's can agree that hunting takes place 'off camera.' In short, while other characters are sleeping or otherwise engaged, the vampire PC's are cautiously prowling the streets looking for humans they can feed on without arousing suspicion.

The exact nature of the hunting is left to the PC, but it is usually slow and painstaking process feeding on carefully selected homeless people so that the victim isn't missed, breaking into a house to feed on a slumbering victim, raiding a blood bank or tasting only a few drops of blood each from the dozen people the vampire seduces at a local club are all popular depictions. For every two hours the vampire spends hunting during nighttime hours, they have a 20% chance to get enough from the blood they drain from their prey to gain the benefits of a long rest. Since people tend to be more alert and cautious during daylight hours, it requires double the time spent hunting to heal the same number of hit points.

Vampire characters can still feed during or after combat even if they are hunting off camera, and the GM should feel free to throw in the occasional encounter when the vampire's are feeding when it is related to the current plot or simply required to keep the characters from growing complacent. Using this option allows the vampire to heal at roughly the same pace of their human companions without turning their bloodlust into something that dominates the campaign. It allows the vampire PC a safe way to regain hit points, both in terms of avoiding detection and reducing the chance that their victim may fight back and further wound the PC.



HarperCollins

There are two and a half ways to be a Werewolf, You still have to pick your starting class, and background. The Werewolf clans are paths a werewolf must choose from as no wolf should be without a clan. That is not to say there are wolves without a clan as there are and most are given an opportunity to join the clan of the wolf that made them. The one that made the said wolf without proper permission is dealt with by his clans members whose wolf had done the deed. Wolves can only make others at the permission of the pack elders and that privilege is given to only the leaders of a pack.

Werewolf

A Werewolf is a humanoid that is cursed with chaotic nature magic to transform into a giant, wolf-like creature during the full moon. The most common way to become a Werewolf is to be bitten, or scratched. Some part of the Werewolf's claws or saliva must make contact with a target's bloodstream to spread the curse. As such, creatures without blood are immune. Other races too far removed from mammalian predators are also immune for unknown reasons. This includes the races of Dragonborn, Thri-kreen, Shardmind, and Tiefling (the Tiefling's blood is already considered cursed, which prevents it becoming double-cursed).

How to become cursed

Bitten: A humanoid bitten by a Werewolf must make a Constitution Save against DC [8 + Werewolf's proficiency bonus + Werewolf's Con modifier] or become cursed. Must make a save for each time bitten.

Scratched: A humanoid hit by a Werewolf's claws must make a Constitution Save against DC (8 + Werewolf's Con modifier) or become cursed. Must make a save for each time clawed.

A humanoid that is made unconscious (0 HP) from a Werewolf attack instantly fails the Constitution Save and becomes cursed.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Although human in both appearance and origin, Werewolf's lycanthropic physiology allows them to live several decades longer than humans.

Alignment. Naturally loyal to the pack or clan, Werewolves often never leave familial packs and when they come of age the pack or clan trains them. Although werewolves consider the whole pack as family, Werewolf will show a limited favor to those related by blood. The average Werewolf is neutral in alignment, balancing personal freedom with dedication to their clan and pack.

Size. In humanoid form, natural Werewolf appear to be strong, muscular humans with long, thick hair, and your bestial cunning. Your size is Medium in your humanoid and hybrid forms, but may be Medium in your wolf animal form.

Speed. Your base walking speed is 30 feet.

Darkvision. You can 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 cannot discern color in darkness, only shades of gray.

Resistances. While in hybrid or wolf form, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silver.

Vulnerabilities. While in hybrid or wolf form, you gain vulnerability to damage from weapons made of silver.

Natural Shapechanger. Natural werewolf possess the magical ability to assume two alternate forms—the hybrid wolf and the wolf. As an action, you can change into either your hybrid form or your wolf form. You can remain in this form for 1 hour, reverting to your humanoid form when the time expires, you fall unconscious, you drop to 0 hit points, or you die. You can revert to your humanoid form early as a bonus action. Once you use this ability, you can't use it again until you finish a short rest.

Hybrid Form. In your hybrid form you grow sharp teeth and claws, and take on a more intimidating wolf appearance. In this hybrid form you cannot use weapons, wear armor, and carry equipment normally. Your base walking speed increases to 40 feet. You have proficiency with your claws and bite. Your claws deal 1d6 slashing damage, and are considered light weapons. Your bite deals 1d8 piercing damage. In addition, you gain advantage on Charisma (Intimidate) checks, and Wisdom (Perception) checks that rely on smell. You gain disadvantage on Intelligence checks and all other Charisma checks.

Wolf Form. You may assume the form of a wolf as if using the druid's Wild Shape class feature. Unlike that feature, you retain your own hit points between forms.



Languages. The languages you knew before becoming cursed. You cannot speak in wolf form.

There are 12 Werewolf Clans

Sippe (Night Hunter-Clan)

Is German for "clan, kindred, extended family". Which referred to a band or confederation bound by a treaty or oath, not primarily restricted to blood relations. The original character of sibb as a peace treaty is visible in Old English The Founding member was Beowulf.

The Sippe came to be an extended family unit. The nature and role of the Sippe is to protect nature in regulating

use of forests and to keep the encroachment of civilianization at bay. This clan is one of the largest and most diverse of the clans as their the most reasonable of the clans. On occasion have stopped a blood hunt for a member

to deal with them their selves and some have survived to be taken back as a full member after the trials.

Infectious bite: Yes

Characteristics: Standard werewolf characteristics.

Abilities: Most members of this clan have a strong connection to nature in many ways, they move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect them. Also members leave no trail in natural surroundings and cannot be tracked. They may choose to leave a trail if so desired. This clan has the ability to *pass without trace* this ability can be used again after a short or long rest.

Special things of note: Most of the other clans will let anyone join this clan as this clan deals with its members through very old and ancient trials and tests that the other clans find too harsh or barbaric for their tastes.

Aldobrandeschi family (Sacred Fang-Clan)

The Aldobrandeschi were an Italian noble family from southern Tuscany. Of probable Lombard origin, they appear in history as the counts of Santa Fiora in the late 8th and early 9th centuries, although a Ghideldo Aldobrandeschi is mentioned as lord of Roselle as early as 729. The possession extended to what are now southern Tuscany and northern Lazio regions of Italy. The most famous members were Guglielmo Aldobrandeschi, who lived in the 13th century and is cited by Dante Alighieri as the Gran Tosco ("Grand Tuscan"), and Pope Gregory VII. This Clan is the most religious of the clans "Roman Catholic", A fiery temper is a common trait of this clan. They do not go out side the clan for marriage or much of any thing else. Once bound to a mate their bound for life, to break the bond is forbidden, and is grounds for being out cast. The woman or man that is left from the union is considered still a member of the clan but is forbidden to take another and is a lone wolf.

Infectious bite: Yes

Characteristics: Most members are dark tan skin and darker shades of hair and eye colors, men and woman are of average size same is true in the were-form as well.

Abilities: Standard werewolf characteristics.

Special things of note: This clan works closely with many others to track and hunt known supernatural creatures who are being a menace. This is frowned upon by the other clans as fraternizing with lesser creatures.

Amali dynasty (Blood Moon-Clan)

Jordanes accounts Gothic origins as follows: "Now the first of these heroes, as they themselves relate in their legends, was Gapt, who begat Hulmul. And Hulmul begat Augis; and Augis begat him who was called Amal, from whom the name of the Amali comes. Athal begat Achiulf and Oduulf. Now Achiulf begat Ansila and Ediulf, Vultuulf and Ermanaric." Ermanaric (also referred to as Ermanaricus or Hermanaric), is identified as a Greuthungian king that ruled territories in modern Ukraine. Most come from family lines ranging back to the Ostrogoths, the Huns, or even the Visigoths (also known as Wulfings (the "wolf-clan") . This is one of the most violent of the clans and have had their share of run-ins with other clans. The members of this clan tend to be over confident and boisterous to say the least. Most are very solitary hunters that keep to themselves or run in small packs with a leader "alpha male".

Infectious bite: Yes

Characteristics: The term crazy as a bloodmoon or insane wulfing are said to other werewolves when they had done something particularly stupid. This clan is known for their tribal tattoos and body art and modification's, mostly thugs and lower class heavies. Of all the clans this is the lowest rung on the ladder and its broken at that. This clan has dark pelts and eyes mostly, not sure which is crazier the woman or the men in this clan.

Abilities: This clan has the ability to just shrug off damage and just keep going like and insane junkie who knows they might be on something. Members of this clan are all considered to have one rank in the barbarian class upon joining this clan, this means they lose a level in another and gain one rank in barbarian, if they want to or not.

Special things of note: This is the most hunted of all the clans as their always getting in to trouble in one way or another. Other clans will not accept members of this clan only if the person infected has not tasted the blood of the clan. And then only on a trial period.

Balti dynasty (Stone Wolf-Clan)

The Balt(h)i dynasty, Baltungs, Balthings, or Balth(e)s, existed among the Visigoths, a Germanic tribe who confronted the Western Roman Empire in its declining years. The Balti took their name from the Gothic word *balpa* (baltha; bald or bold). It thus meant "the Bold ones". The Balti were considered next in worth among Gothic fighters, and next in royal dignity, to the Amali. But it was Alaric the Visigoth, a Balth, who led his people to the sacking of Rome in 410 CE and founded a dynasty that would come to rule much of Roman Gaul for a century and all of Roman Hispania for longer, establishing a kingdom in the latter that would last until early in the eighth century. Edward Gibbon in the History of the Decline and Fall of the Roman Empire referred to them as an illustrious race. This is a warrior clan hard core fighters proud and uncompromising in the extreme, it's been said it easier to get blood from a stone than to get a member of this clan to change their mind or purpose.

Infectious bite: Yes

Characteristics: Standard werewolf characteristics.

Abilities: Due to their mind set members of this clan have advantage on saving throws against being Charmed, and magic can't put you to sleep

Special things of note: This clan is very closed mouthed about almost all their dealings so not much is known as to their mating habits, or if they accept outside members. People turned by this clan either become members or are killed outright, there have been stories of this clan clashing with others over this.

Dagling (Bright Moon-Clan)

The Dagling or Dögling dynasty was a legendary clan of the petty kingdom Ringerike in what today is Norway. It was descended from a Dag the Great. In the Ynglinga saga, Snorri Sturluson writes that the clan was descended from Dag the Great whose daughter Dageid married the Swedish king Alrekr and was the mother of Yngvi and Alf. Dag had nine sons. Among them were Óli, Ámr, Jöfurr and Arngrim the berserker who married Eyfura. Dag's grandfather received a promise from the gods that there would be no woman among his descendants for three hundred years, which fits badly with Dag having a daughter. This is one of the oldest clans and are one of the most approachable of the clans. They do get rowdy at times but never to the point of causing any one harm. This clan is one of the only clans who can revoke a hunt once it starts as all other clans will listen to them. They are the most trusting of the clans but once that trust is broken there is no going back.

Infectious bite: Yes

Characteristics: In their human form the males and females are almost always blond hair eyes are a shade of blue, there are some darker shades of the hair and eyes color, albinos are not uncommon and are looked upon as touched by the gods. The men are very tall and the woman on the other hand vary from big burly to slim and petite. In wolf form they have normal wolf like pelts light in color grays making up most and white for the albinos among them.

Abilities: These run a bit bigger and stronger than your typical werewolves, they gain a bonus of +1 to their constitution. But also suffer from a disadvantage to intelligence checks and abilities due to they are not the sharpest tool in the shed.

Special things of note: This is the most purest blood of all the clans and as such never mate outside the clan. They do not turn or make others unless told to by an elder of the clan he or she is the only one who can do so. Werewolves created due to indiscretions are dealt with by the pack and do not remain living for long. The only exception is if the person turned joins another clan who is willing to take them in, which has its own issues depending on the clan.

Gaussian dynasty (Ghost wolf-Clan)

The Gausi or Gaussian dynasty was a prominent Lombard ruling clan in the second half of the 6th century (547–572). They were Arian Christians and at odds with the Roman Catholic Church. Under their rule, the Lombards first migrated into the Italian peninsula. The Gausi traced their lineage back to the Goths and they were a prominent family. This is maybe the most widely known clan as they number the most of the clans. Many of them came over on the mayflower to the new world to found the Roanoke Colony on Roanoke Island in Dare County, present-day North Carolina, United States. The clan as a whole saw this as a chance to leave the old country and make a new. The colonists disappeared during the Anglo-Spanish War, three years after the last shipment of supplies from England. Their disappearance gave rise to the nickname "The Lost Colony." But what really happened was they had went farther in land and there met some of the local tribes. The clan found even more here of their brothers, as there were werewolf tribes here as well. What happens when Rowling pulls this in, is we as Native people are now opened up to a barrage of questions about these beliefs and traditions...but these are not things that need or should be discussed by outsiders. At all. I'm sorry if that seems 'unfair,' but that's how our cultures survive. Members of this tribe can be from almost any walk of life as America was a melting pot so this clan became one as well but most are of native American decent. The Navajo people make up a large number and are reluctant to reveal (werewolf) skin-walker lore to non-Navajos, or to discuss it at all among those they do not trust.

Infectious bite: Yes

Characteristics: Standard werewolf characteristics.

Abilities: Standard werewolf characteristics.

Special things of note: Due to the melting pot factor a werewolf of this clan could be from almost any nationality or walk of life. Most other clans look upon this clan as average nothing special and most will not take a mate from this clan and if they do the clan will cast that member out.

Hundings (Dire Wolf-clan)

The Hundings (Old English Hundingas, the "hound-clan") are a legendary tribe or clan in early Germanic sources, mostly mentioned due to their feud with the Wulfings (the "wolf-clan"). In the Poetic Edda, Hunding is a king of the Saxons, slain by Helgi Hundingsbane. The Gesta Danorum mentions a Danish king Helgo who slew Hundingus, king of Saxony, in single combat. The historical core of the story is likely a conflict between the Eastern Geats (the wolf-clan) and the Lombards (the hound-clan). The tails of the wild hunt and the stories there of can be traced back to this clans teachings. This is the most mystical of the clans, Stonehenge was created by this clan. Some of the stories of witches from Salem an the witch trials are also attributed to this clan.

Infectious bite: Yes

Characteristics: Standard werewolf characteristics.

Abilities: Natural trackers it has been said that once you have a hound on your trail you can never rest. Their talent for finding and hunting all manner of man or beast never losing them or giving up until there dead or get their quarry. While in hybrid form this clan gain advantage on checks involving tracking and hunting down creatures whose trail they are on and after.

Special things of note: This tribe has sacred traditions that go way back very mystical and magical in nature.

Landulfids (Sacred Fang-Clan)

The Landulfids or Atenu尔夫ings were a noble family of Lombardic origin in the ninth through eleventh centuries. They were descended from Landulf I of Capua, whose own ancestry is unknown and who died in 843. The dynasty produced a line of princes which ruled most of southern Italy at one time or another and even one pope, Victor III. Were as the Aldobrandeschi family (Sacred Fang-Clan) is the more priestly aspects of the Wolf clans the Landulfids are more like the holy warriors of the clans. There a dedicated and stern people very driven in there life pursuits. Some members of this clan served in the The Crusades during the High Middle Ages through the end of the Late Middle Ages, conducted under the sanction of the Latin Catholic Church.

Infectious bite: Yes

Characteristics: Standard werewolf characteristics.

Abilities: This is the only clan resistant to wolves bane poisoning, as well as most poisons. Their very quick the most dexterous of the clans gaining advantage on dexterity rolls while in hybrid form, its unknown were there powers and abilities come from. Some also whisper there blood is tainted as well, possibly by that of the snake people.

Special things of note: The men and woman of this clan are treated as equals which again cause the other clans to whisper about them.

Lethings (Evil Eye-Clan)

The Lethings (Italian: Letingi) were a dynasty of Lombard kings ruling in the 5th and 6th centuries until 546. They were the first Lombard royal dynasty and represent the emergence of the Lombard rulership out of obscurity and into history. The Lethings were elected by an assembly of warriors. Under the last dynasts, the Lombards became a power in terms of their threat to the Byzantine Empire on par with the Ostrogoths and Franks. Descendants of this clan were the Bavarian dynasty, a cadet branch of the Agilolfings, themselves Frankish in origan. This is one of the only clans that can have offspring with normal humans and there is a equal chance that those offspring would be Wolf or human, equal chance ether-way. Most people of this clan are known as Gypsies and a were known as vampire hunters during the Supernatural Wars of 1939 (World war 2 was a cover for this, as the world at large could never know the truth).

Infectious bite: Yes

Characteristics: Standard werewolf characteristics.

Abilities: They do seem to have a way about them, as if charmed in some way. A natural charisma even in human form which helps them wonder from place to place with ease. A member of this clan gains a +1 to charisma not dexterity.

Special things of note: Some of the oldest Werewolves belong to this clan, it is said the oldest one left alive is protected by this clan.

Myrging (Dark Moon-Clan) "Mire Dweller"

The Myrgings were a clan and people of Saxon origin who, together with their king Eadgils, are only mentioned in the Old English poem Widsith. Although the Myrgings only appear in the Old English poem Widsith and not in any other source, there is enough evidence to say that the Myrgings vanished leaving no other trace, This is the lost

clan. Very little is known about them as from time to time a single wolf will come forward laying claim to relation to this clan. In reality this is the most secret of the clan their type of spy or infiltrators the clans always keeping their allegiance hidden.

Infectious bite: Yes

Characteristics: Most have a very dark pelt from black to dark brown, eyes are as well although Grey are not uncommon.

Abilities: They seem to have a natural ability to hide and move very quiet, at time they seem to just vanish from sight. This clan have advantage on stealth checks in whatever form they are in, it is as if they show themselves cover them at times.

Special things of note: It is unknown how many this clan number as there are very few known groupings of the clan and they are not sharing their information.

Völsung (Dragon-Clan)

In Norse mythology, Völsung (Old Norse: Volsungr) was the son of Rerir and the eponymous ancestor of the ill-fortuned Völsung clan (Volsungar), which includes the well known Norse hero Sigurð. He was murdered by the Geatish king Siggeir and later avenged by one of his sons, Sigmund, and his daughter Signy, who was married to Siggeir. Siegmund and his twin sister Sieglinde reconnect and fall in love in Die Walküre (The Valkyrie), and Siegmund pulls the sword from the tree. Their son Siegfried goes on to become a hero in the following opera, Siegfried. This clan was known as the dragon wolf clan their the vikings of old who set out on long ships some of which sat foot on much of the old world. Dragon slayers are counted in the ranks of this bunch as most were hunted to extinction by this clan. It is also been said that some share blood with the celestial entities, such as angels as well, it has never been confirmed.

Infectious bite: None

Characteristics: This clan are slightly bigger than normal werewolves, their eyes glow when enraged.

Abilities: some show signs of having a thicker hide than a normal wolf, or a slight fire resistance, some have been said to have innate magic abilities, there are more as well who really know, as they will not reveal their bloodline mix ancestry if there is one. This clan may choose to have anyone of the abilities from another race, such as dragonborn, Nephilim, Gen, ect at the discretion of the GM but it cannot be vampire, lost, or zombie.

Special things of note: This clan's blood line is not a pure one by the other clans standard as it is believed they have mixed with other old races like dragons or Celestial creatures.

The 12th clan (non player race)

The Waffen-SS or Nazi Werewolves.

The origins of the Waffen-SS can be traced back to the selection of a group of 120 SS men in March 1933 by Josef "Sepp" Dietrich to form the Sonderkommando Berlin. By November 1933 the formation was 800 men strong, and at a remembrance ceremony in Munich for the tenth anniversary of the failed Munich Putsch the regiment swore allegiance to Hitler. The oaths pledged were Pledging loyalty to him alone and Obedience unto death. During the war most of this clan was hunted and killed by the others as they were an abomination. Not a natural clan but created with science of the age, it is unknown how Hitler and his group of Nazi created these twisted monstrosities. These creatures seeing as they were created by some type of mad science are not magical or supernatural in nature. This was not the only bad thing to come from these experiments, there were also tails of psionic abilities as well being developed by them as well. It was noted that while in the hybrid wolf form they could not use the ones that required any kind of concentration. Also the only form for these things was human and beast form they could not take the form of a wolf as a natural shape changer could.

Infectious bite: No

Characteristics: In their hybrid state they are very Large well muscled sparse hair, Red eyed, skin alabaster like.

Abilities: Most are berserkers wading into combat, ripping with claw and fang, they are very capable of combat tactics and strategy as well.

Special things of note: Their blood is highly toxic to vampires and who drink it end up not surviving. But those that do wish they had not, the up side is it removes all their weaknesses. It horribly twists their form, this is where the stories of Ghouls come from.

Tasting The blood of the clan: This is different for each clan on how it's done but the results are the same none the less. To be a full member of a clan and gain the clans powers you have to taste the blood of the clan, and elder of the clan mixes his blood with that of yours. This is usually part of a trial, test, ritual, or something along those lines, it all ends the same you become part of the tribe. There is no going back after this is done, the only clan that can is the ghost wolf- clan as they do not have a special bloodline. This also let you control the wolf and his powers so that the change is not involuntary, the only other way to do this is with training in control (feats).

Control lycanthropy (feat)

Prerequisite: Lycanthrope

- You have undergone intense training in controlling your shape changing abilities and getting to know the curse upon you. As such the moon has no hold on you and your ability to concentrate is much greater.
- you are able to use your proficiency bonus to add to the save, concentration roll and any checks you roll for controlling your rage and shape change ability.
- You can (tap the beast) letting you use one of your hybrid abilities passive abilities for a short time such as the dark vision or the keen sight or smell. the effect lasts for an hour and can be used again after a short or long rest.

The Curse

Once a creature is cursed with lycanthropy, they have until the first night of the following full moon (approx. 28 days away) to use a remove curse spell, or the condition becomes permanent. Once the first change into a Werewolf has taken place, only a wish or other extremely powerful magic can remove the curse. Doing so should be a monumental undertaking, and possibly the focus of an entire adventure or campaign.

A Werewolf will transform each of the three nights of the full moon, as soon as the moon is in the sky and the sun has set, against their will. The form they take is that of a very large and vicious wolf with some humanoid qualities. They will remain in this form until sunrise, or they are rendered unconscious.

If remove curse is cast at the beginning of the transformation, the Werewolf may make a DC15 Wisdom save to avoid the transformation. This will delay transformation for one night. If the spell is cast using a 4th-level slot, this save will suppress the transformation for 2 nights.

A child of Werewolf parents has a chance of becoming a Werewolf at the onset of puberty, it has been the case with younger ones changing into wolves and not having the hybrid form till puberty at the earliest.

Enraged Transformation

Taking damage. Whenever you take damage while you are in human form, you must make a [Constitution](#) saving throw to maintain your human form. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as bullbat to the head and a shotgun blast, you make a separate saving throw for each source of damage.

Being [Incapacitated](#) or killed. You revert back to your human form if you are [Incapacitated](#) or if you die.

The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm--tossed boat, require you to succeed on a DC 10 [Constitution](#) saving throw to maintain human form as well.

A Werewolf can also fail a Constitution save if he witnesses severe harm come to something or someone they care about, they must make a concentration roll or immediately transform. The DC is determined by the DM and should be dependent on the severity of the insult or injury. Typically DCs of 15, 20, 25 & 30.

Enrage lasts for 1 hour, after which the Werewolf transforms back to Humanoid Form, and gains one level of exhaustion, or you may choose to enrage and continue your rampage at the DM's discretion (additional one hour).

Belladonna/wolf's bane

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Constitution save (DC 20) to shake off the affliction. If someone with ranks in the Medicine skill administers the herb, use the Constitution save or the medic's Medicine check, whichever is higher.

The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week). Fresh or not, belladonna is toxic. A character consuming the herb must succeed on a Constitution save (DC 15) or take initial damage of 1d6 points of temporary Strength. One minute later, the character must succeed on a second save (same DC) or take an additional 2d6 points of temporary Strength damage.

Shifters

Shifters are descended from humans and lycanthropes. Although they cannot fully change to animal form, they can take on animalistic features by a process they call shifting. They are clan less and outcast and do not need to follow the rules of the packs. As their parent had mated with that of a normal human and sired an offspring he too was more than likely an outcast as well or possibly on the run. Most offspring are raised by normal human parents as their own child do an affair or other indiscretion. Very few are raised by the wolf parent at all but the wolf will keep an eye on the young one from a far. Most come into their abilities at puberty and it can be traumatic and is why most have a watcher to help guide and keep them from exposure. This, as said before is most likely the one who is the father or mother of the child, but it's not always the case.

As a shifter, you have the following racial traits.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Shifters are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your lycanthropic heritage grants you the ability to see in dark conditions. You can 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.

Shifting. On your turn, you can shift as a bonus action. Shifting lasts for 1 minute or until you end it on your turn as a bonus action. While shifting, you gain temporary hit points equal to your level + your Constitution bonus (minimum of 1). You also gain a feature that depends on your shifter subrace, described below. You must finish a short or long rest before you can shift again.

Languages. You can speak, read, and write the language from the area you were born and Celtic.

Subrace. Several subraces of shifter exist, each with its own animalistic features. Choose one of the options below.

Beasthide

As a beasthide shifter, you are especially tough and persistent in battle.

Ability Score Increase. Your Constitution score increases by 1.

Shifting Feature. While shifting, you gain a +1 bonus to AC.

Cliffwalk

Your cliffwalk heritage grants you the agility of a mountain goat.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you gain a climb speed of 30 feet.

Longstride

Longstride shifters are fleet and elusive.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can use the Dash action as a bonus action.

Longtooth

As a longtooth shifter, you are a ferocious combatant.

Ability Score Increase. Your Strength score increases by 1.

Shifting Feature. While shifting, you can make a bite attack as an action. This is a melee weapon attack that uses Strength for its attack roll and damage bonus and deals 1d6 piercing damage. If this attack hits a target that is your size or smaller, the target is also grappled.

Razorclaw

As a razorclaw shifter, you make swift, slashing strikes in battle.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can make an unarmed strike as a bonus action. You can use your Dexterity for its attack roll and damage bonus, and this attack deals slashing damage.

Wildhunt

Your wildhunt heritage makes you a consummate tracker and survivor.

Ability Score Increase. Your Wisdom score increases by 1.

Shifting Feature. While shifting, you gain advantage on all Wisdom-based checks and saving throws.

Wendigos

Also of note is Wendigos as there what happens when a person dies from a werewolf bite, the disease ravages the body. Bringing them back as a bestial mockery of a werewolf, an almost feral creature interested only in killing and eating. They totally consume their prey so cannot or produce offspring and there bite is infectious, so if someone were to survive an attack there is a chance they could become a wendigo as well. This can be fixed by consuming wolfs bane, which its self is poisonous to normal's but will keep the person from turning if they don't die from the wolves bane. Either way they will not turn due to the wolves bane in the system at the time of infection. Wolves bane can also keep a person from turning in to a were wolf as well if given to them within 24 hours of the infection past that it will only keep them from being a wendigo not a wolf. Now also if you were to cause a wolf to eat or otherwise partake of wolves bane it would weaken him make the beast sick not kill him. It is a slow poison to werewolves and due to their supernatural senses they easily avoid it. The only way to kill a wendigo is to burn the body to ash and to bury the bone on consecrated ground, otherwise the beast will be back at the next full moon looking for his killer. They look like everyone else but follow a pattern of remaining unkempt and living as scavengers. They retain their abilities while in human form and have no control over their shape change. Which happens during a full moon or new moon or when pushed past the breaking point which is involuntarily. So be careful of that bag lady or hobo because he or she could be a wendigo.

DRACONIC KIND



Abzu (or Apsû) fathered upon Tiamat the elder deities Lahmu and Lahamu (masc. the "hairy"), a title given to the gatekeepers at Enki's Abzu/E'engurra-temple in Eridu. Lahmu and Lahamu, in turn, were the parents of the 'ends' of the heavens (Anshar, from an = heaven, shár = horizon, end) and the earth (Kishar); Anshar and Kishar were considered to meet at the horizon, becoming, thereby, the parents of Anu (Heaven) and Ki (Earth).

Tiamat was the "shining" personification of salt water who roared and smote in the chaos of original creation. She and Apsu filled the cosmic abyss with the primeval waters. She is "Ummu-Hubur who formed all things". In the myth recorded on cuneiform tablets, the deity Enki (later Ea) believed correctly that Apsu, upset with the chaos they created, was planning to murder the younger deities; and so captured him, holding him prisoner beneath is temple the E-Abzu. This angered Kingu,

their son, who reported the event to Tiamat, whereupon she fashioned eleven monsters to battle the deities in order to avenge Apsu's death. These were her own offspring: Bašmu, "Venomous Snake," Ušumgallu, "Great Dragon," Mušma..u, "Exalted Serpent," Muš.uššu, "Furious Snake," La.mu, the "Hairy One," Ugallu, the "Big Weather-Beast," Uridimmu, "Mad Lion," Girtablullû, "Scorpion-Man," Umu dabrutu, "Violent Storms," Kulullû, "Fish-Man," and Kusarikku, "Bull-Man."

Tiamat possessed the Tablets of Destiny and in the primordial battle she gave them to Kingu, the deity she had chosen as her lover and the leader of her host, and who was also one of her children. The deities gathered in terror, but Anu, (replaced later, first by Enlil and, in the late version that has survived after the First Dynasty of Babylon, by Marduk, the son of Ea), first extracting a promise that he would be revered as "king of the gods", overcame her,

armed with the arrows of the winds, a net, a club, and an invincible spear. And the lord stood upon Tiamat's hinder parts, And with his merciless club he smashed her skull. He cut through the channels of her blood, And he made the North wind bear it away into secret places. Slicing Tiamat in half, he made from her ribs the vault of heaven and earth. Her weeping eyes became the source of the Tigris and the Euphrates, her tail became the Milky Way. With the approval of the elder deities, he took from Kingu the Tablets of Destiny, installing himself as the head of the Babylonian pantheon. Kingu was captured and later was slain: his red blood mixed with the red clay of the Earth would make the body of humankind, created to act as the servant of the younger Igigi deities. This was the birth of the dragons of the earth there descendants spread out over the earth some good some evil. Each varies in power and abilities but all share a common origin as a species.

THE RITE OF REBIRTH

The Rite of Rebirth unlocks a character's draconic heritage known as a dragonborn. Becoming a dragonborn isn't undertaken lightly. It is a long process full of self-reflection and commitment. Those supplicants raised in the ways of their original race cannot become dragon born only humans can do this as humanity is the only race who might hold a trace of this blood. When the rite begins, the supplicant lays aside all her equipment and possessions for the duration of the ceremony. Dressed in a loose, linen shift, she spends a full day and night fasting and meditating upon her choice. Her mind fills with all the things she is giving up, reminding her she must forgo much of herself to become a dragonborn.

When dawn comes, the prospective dragonborn crawls inside an egg-shaped structure that she has built in order to sleep for the last time in her original form. This symbolic act represents her acceptance of the transformation. When the next dawn arrives, she is transformed into a dragonborn. After awakening inside the sealed egg, she breaks out of it as a glorious, draconic child of Dragon kind.

Prerequisites: In order to be accepted as a suitable candidate, the supplicant must be Human and have an Intelligence score of at least 3.

Benefit: A dragonborn gains the racial traits of the dragonborn race (as per players hand book).

Time: The Rite of Rebirth requires 24 hours of meditation and fasting followed by 24 hours of sleep. If the ceremony is interrupted, the prospective child of Dragon kind must start the rite from the beginning.

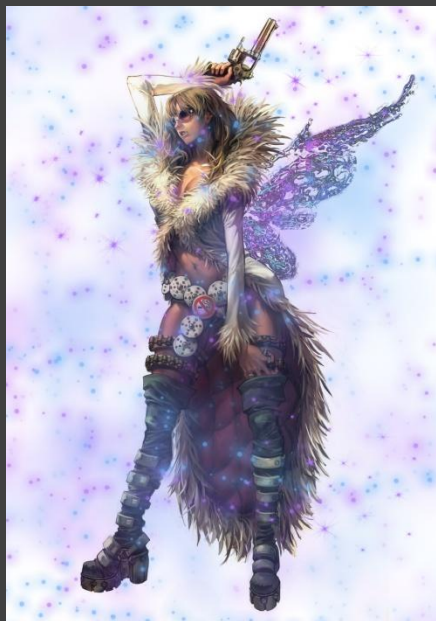
Cost: The symbolic egg crafted by the prospective dragonborn is a wealth roll of 25 DC, to create, and requires a handful of scales from a old dragon.

APPEARANCE

Noble. Draconic. Nearly every description of a dragonborn in their natural form includes those two words. So thoroughly has a dragonborn physically transformed that only the framework of her former appearance remains. Dragonborn are always slightly bigger than most other members of their original race. These servants of Dragon kind epitomize the aspects of their noble race even while under the guise of their original human self. Their very appearance gives an impression of power and wisdom. Dragonborn carry themselves with noble deportment, seeing themselves as humanoid representations of noble dragonkind. When a dragonborn walks into a bar or place of business heads turn and eyes stare. What they see is well worth a second glance. In every aspect of their presence, dragonborn consciously act as emissaries of their kind. Transformation to their true dragon appearance only happens when using a dragon aspect of their ancestry, as per below Heart, Mind or Wings. The rest of the time they look like everyone else as human as you and well maybe not me.



The Fey Blood Human



Fey Blood Human are humans who have gone through the ritual of awaking (\$1000.00 dollars) to tap into their Fey blood lines. Some were in there past someone in their family had joined with a powerful fey creature the mortals sometimes find intriguing, but as all fey they get board and go back from where they came. Often confused by the ignorant with Demonic forces, some fey blood grow up tormented and hunted branded a demon, a witch or whatever fits the bill at the time, but a few use their gifts to win over others and become quite popular, Dakota Fanning. Fey look just like other humans until they use their powers and true face is seen or wings, this transformation in not controlled and has to happen for the fey to use the ability it wants. "Fey Blood" is inherited; it cannot be acquired through other means. Certain mortals who are obsessed with the fey study fey magic and dwell in sylvan places in hopes of gaining power, and never attain it, because it's at the whim of the fey, and they don't like beggars. Such

Feytouched Bloodline

Feytouched are derived from human bloodlines, and in the broadest possible sense, they still look human. However, the Feywild's influence

has left a clear imprint on their appearance. Feytouched often have large horns that take any of a variety of shapes, typically resembling those of some woodland creature, such as a deer or elk. Their feet often take the form of cloven hooves, and they sometimes have tails, though they are more akin to a deer or squirrel than the more typical tiefling's. Their eyes are solid colors—black, red, white, silver, gold, or even more exotic colors—often with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include virtually any color. Their hair, cascading down from behind their horns, is usually bright, from white or blond to vibrant pinks, greens and purples.

Self-Reliant and Outcast

An oddity feytouched are rare enough that communities of their sort are virtually unknown. They typically subsist in the wilderness, or on the fringes of human cities or towns, often in the roughest quarters of those places, where they grow up to be swindlers, thieves, or crime lords. Sometimes they live among other minority populations in enclaves where they are treated with more respect.

Lacking a homeland, feytouched know that they have to make their own way in the world and that they have to be strong to survive. They are not quick to trust anyone who claims to be a friend, but when a feytouched's companions demonstrate that they trust him or her, the feytouched learns to extend the same trust to them. And once a Feytouched gives someone loyalty, the feytouched is a firm friend or ally for life. Once betrayed, the feytouched will forever count that person as an enemy.

Feytouched Names

Feytouched names fall into four broad categories. Feytouched born into another culture typically have names reflective of that culture.

Feytouched Traits

Fey Legacy: You know the Druidcraft cantrip. At 3rd level, you can cast Charm Person once per day at 2nd level. At 5th level you can cast Pass Without Trace once per day. Charisma is your spellcasting ability for these spells.

Alignment: Feytouched gain a strongly independent streak from their fey nature, and tend toward Chaotic alignments.

Age: Feytouched mature at the same rate as humans but live a few decades longer.

Size: Feytouched are about the same size and build as humans. Your size is Medium.

Ability Score Increase: Your Wisdom score increases by 1, and your Charisma score increases by 2.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Languages: You can speak, read, and write the language from the area they are from and Celtic.

The Ritual of Awakening: To unlock your Fey blood hidden deep within your line you first have to find a toad stool ring. Second bring something to offer the fey this can be varied for they be a capricious lot so you might want more than one thing as you can only use the toad ring once and the gate will be moved. A potion made from very rare herbs (cost around \$1000.00 dollars) must be mixed and brewed over an open flame. Then during a full moon at midnight sing, dance, play music, ect..it has to be a carefree act, more whimsical the better. The fey will come some will just come to see others will join in still others might tease or harass the person.

Despite this one among them will step forward and ask why they were summoned and the answer as well as the gift better be good, or the person might be pranked (100 years later you might wake to find yourself in the woods nude alone and without any memories of who you were). I always helps if someone who has dealt with them comes along or give advice on what to bring and say to them, more than not its almost always a parent or grandparent of the Fey Blood.

Fey a brief History: The first fey to set upon this world was around the 8th century BC they first encountered these creature know as humans and was curious. This was there down fall as humans have a deceiving nature and in the early Iron Age was still very barbaric. The fey mated with humans and had off spring some became heroes of the age. Then it happened the betrayal somehow the humans found out how to enslave and destroy the fey. Some fashioned torc's, also spelled torq or torque, a large rigid or at least stiff neck ring in cold wrought iron, made either as a single piece or from strands twisted together. The great majority are open at the front, although some had hook and ring closures and a few mortice and tenon locking catches to close them. Designed for permanent wear and very near almost impossible if not difficult to remove. This was done in the Scythian, Illyrian Thracian, Celtic, and other cultures of the European Iron Age from around the 8th century BC to the 3rd century AD. For the Iron Age Celts the gold plated torc seems to have been a key object, identifying the Fey wearer as being possessed by a person of high rank, and many of the finest works of ancient Celtic art are torcs. The Celtic torc disappears in the Migration Period, but during the Viking Age torc-style metal necklaces, now mainly in silver, came back into fashion used in this case for werewolves.

The fey and there kind left the mortal ream and became a very reclusive race and very distrusting. Fey have long memories and age and time is odd concepts to them so this is why you never cross a fey as they will never forget the wrongs done to them and their kind. The practice of binding a fey is looked upon as cruel and is not allowed by the council of magic. This how ever does not mean that it's not done, many do know the way of binding a simple cold iron ring around the neck and there power is bound. Given time a true fey will die from this its like poison to them fey blood just lose their powers gained from their blood.



Zombie



A female Zombie, with a less mangled body than most.

"You think just because I'm undead, I want to eat your brains? Why the hell would I do that? There's no calories in the brain of an idiot!"

-Muffy Peterson, zombie ex-life coach and personal trainer, to a racist human.

Physical Description

Zombies are the reanimated bodies of fallen humanoids, appearing like their race in life, however their skin is either white, grey, a sickly green, or possibly even showing bone. Their bodies may appear either exactly like a living one of their race but with the differing skin, or may be almost unrecognizable from how mangled it is.

History

As long as there has been humanoids, there has been those dying. The dead sometimes rise, however, either from a necromancer bringing them back, magical energies left in the area, or some other effect bringing the bodies of

what was once-dead back to life.

Society & Relationships

The undead do not have their own societies, and typically try to live in whatever society they had previously been in. However, some zombies have been known to travel together in groups, either as a hunting pack to consume the minds of intelligent humanoids, or just to defend themselves from those who would deem them as monsters.

Zombie Personality

You can use the Zombie Quirks table to determine a personality quirk for a zombie character or to inspire how your character might act.

Zombie Quirks

d8 Quirks

- 1 - I call people 'so cute I could eat them up', and sometimes really mean it.
- 2 - I have a shallow appreciation for life, just assuming people can be undead easily.
- 3 - I have forgotten what pain is, and don't care for those suffering it.
- 4 - Sometimes, I still indulge in life's daily pleasures, even though I do not need to anymore.
- 5 - I wish all of my friends were undead, like me, so we can live forever together.
- 6 - My eyes don't work as well in death, so I use my other senses, like smell, to see.
- 7 - I shower 10 times a day because I hate how my flesh smells.
- 8 - I constantly am wearing very covering clothing, so people will not see I am undead.

Zombie Names

Zombies either create names from themselves, in their native tongue "I am the Devourer of the living and I want your brains", or they may use the name they had in life " Hello I am Todd Harries and I am a zombie this is my first day off the human brains".

Zombie Traits

The reanimated corpses of those who have already experienced their lives, zombies can take a beating and still keep fighting.

Ability Score Increase. Your Constitution score increases by 2.

Age. Zombies do not age at all, due to already being dead, however if their body is not well-kept they can start to rot.

Alignment. Zombies range from any alignment, such as being good for seeing their undeath as a chance at life again, or their death being unjust and wanting revenge.



Size. Zombies can be from any humanoid, ranging from the shortest human to the tallest goliath. Your size is dependent upon what race you were in life.

Speed. Your base walking speed is 30 feet.

Darkvision. Your sight has been restored by necromancy, giving you unnaturally sharp vision. You can 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.

Undead Fortitude. If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 plus the damage taken, unless the damage is radiant or from a critical hit. On a success, you are reduced to 1 hit point, instead. Also when this happens you have a chance to lose a part of your body and will need to have it fixed or replaced, or a random effect on the injury table below.

Undead. You are considered undead for effects such as turn undead and many healing spells. You are immune to disease and the poisoned condition, and you have resistance to poison damage. You do not need to eat or breathe, but you can ingest food or drink if you

wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state, but resting in this way is otherwise identical to sleeping. Magically induced sleep can cause you to enter this inactive state.

Languages. You can speak, read, and write the languages you could when you were living, and one language of your choice.

Zombie Origins

The way you became a zombie is based upon your background and your class, the method of your death is up to the DM. To come back as a zombie one has to have had their body's soul bound to the body to prevent it from passing. This is done by a voodoo shaman or necromancer and is very illegal or requires a very high level permit. But either way it does cost a lot of money or a debt to those who do the ritual or the ones who granted the permit most often both.

Peaceful Death

Your life had ended in a peaceful way, such as dying in your sleep or similar. Your zombification was most likely from a family member or friend, and your body is in better condition than most.

Ability Score Increase. Your Wisdom score increases by 1.

Tools From Life. You gain proficiency in one skill, tool, and musical instrument of your choice.

Military Death

Your life had ended on the front of a war, as a soldier. You may have died from a powerful catapult crushing your body, or to a soldier of your foes. Your body is typically wounded in some way, badly mangled or not, and your revival may have been to call upon your services in the military, again.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Military Training. You gain proficiency in two martial weapons of your choice, and light armor.

Arcane Death

Your life was ended by a magical spell, which has infused itself into your corpse, possibly even being the source that has revived you. Your body may be in bad or good condition, but it has some sort of abnormality, such as an extra eye, an odd skin or hair color, or extra appendages or tentacles.

Ability Score Increase. Your Intelligence, Wisdom, or Charisma score increases by 1.

Arcana Mortis. You know one cantrip of your choice from the wizard spell list. The score you increased from this subclass is your spellcasting ability for it.

Psychological Death

Your life was ended by some sort of mental power, either from madness overwhelming your brain into shutting down, or psionics destroying your mind. Your body is typically in decent condition, and your revival could be from psionic might springing you to life.

Ability Score Increase. Your Intelligence score increases by 1.

Telepathy. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Plague Death

Your life ended from a deathly sickness, possibly a horrible incurable plague, or some disease that you had from birth. Your body may be in a horrible mangled condition, or in a near-perfect condition, depending on how bad the disease was. You may have been brought back to life as experimentation to cure the disease.

Ability Score Increase. Your Constitution score increases by 1.

Might of Disease. Your teeth are imbued with some form of plague, making them natural weapons. They deal 1d6 piercing damage, and have the light property. When you hit a creature with this natural weapon, they must make a DC 8 + your Proficiency bonus + your Constitution modifier Constitution saving throw, or be poisoned until the end of their next turn.

Mortal Injury Table

You have suffered a mortal injury, typically the one that had somehow cost you your life.

1 - 5 Your leg is twisted, broken, or in some way works less than normal. Your movement speed is decreased by 10 feet, and you have disadvantage on Dexterity saving throws.

6 - 10 Your arm is twisted, broken, or in some way works less than normal. You cannot use the arm effectively you are at disadvantage on all dexterity and strength check with this arm.

11 - 15 Your eyes no longer work. You are permanently affected by the blinded condition.

16 - 18 Your brain is damaged terribly. Your Intelligence score is decreased to half of what it is at character creation, you are illiterate, and speaking is hard for you. Additionally, you have disadvantage on Wisdom saving throws.

19 Your organs do not properly work how they should. You have disadvantage on Constitution saving throws, and when you drink a potion, you must make a Constitution saving throw with a DC equal to 8 + twice the potion's rarity, with 1 being Common. On a failed save, you spit up the potion, wasting it.

20 Your head is separated from your body, all that you can do is concentrate on controlling your body. You have to see with your head to make sure as not trip or fall. If not you are effectively blind but if able you can carry your head around until able to reconnect it. You are at disadvantage on all abilities and attacks until properly reattached, after doing so it take a long rest until this condition passes and your body adjusts once again. .



The Lost (Ghosts)



A member of the lost.

"Going through your existence is tiring when you know who you are; you know your problems, and don't know how to solve them. When you don't know who you are, however, things get trickier."

-Demon rain, Tiefling skater punk

Faceless Wanderers Hooded figures walk in back alleys, nothing showing under their hoods but wisps and fog, looking around for some semblance of familiarity. One of them picks up a old doll, as though he had remembered something for a moment, but then shakes his head and tosses it to the side. A huge man, donning a cloak with an obsidian mask, purple highlights making the blank eyeholes seem to pop, appears in front of them, carrying what seems to be a tome large enough to fit the knowledge of the world in it. The man asks each one of them for their names, so each one of them grab two objects, one of them pointing to a old Pontiac, and the man writes it down. With a loud slam, his tome is closed, and the three are gone, the tome-bearer disappearing.

Shadowy Reincarnations

When a sentient creature is slain, their souls typically go into the afterlife, either to spend the rest of existence there, or to wait for themselves to be resurrected by their still-living comrades. However, there are too many souls out in the world that die to track, and not all of them are able to remain who they are. Souls fragment, shatter to the winds of the universe, until they arrive in what is known as the Country of the Forgotten. These fragments form, their souls binding to clothing to give them some sort of shape to resemble what they once were, turning them into what are known as The Lost, and they meet with their new guardian, known as the Bearer of the Tome. These are what the lost truly are; fallen creatures who have been too unfortunate to be given a chance at an afterlife or resurrection, never to return to their old lives.

A Second Life

However, despite the fact that they cannot remember their lives they had before, the lost do not despair. Many of them see it as a new chance to fix the problems they had in their past life, they see that their creation must have been a second chance from a divine being above. Others merely choose to ignore the fact that they were once something else, instead focusing on the here and now for their true identity.

The Lost Names

When all of the lost are thrust into existence, they arrive in seemingly random conditions, such as a forest, a town with not a soul in it, or a cemetery, to name a few. There, they must choose two or three objects or concepts in that area around them, which becomes their permanent name. The only other name a member of the lost will accept as their own is their original name, but that is almost impossible to recover from anything less than divine intervention. Sample Names: Blade Trashcan, Cloud Pokémon, Graves Night, Raven Wing, Sky brick, Pontiac Moon

The Lost Traits

Your lost character loses all other traits of their previous race and gain the following racial traits.

Ability Score Increase. What ever race or creature that you were in life you lose all the ability adjustments based on that race. Once becoming a Lost (Ghost) chose three ability scores of your choice increase by 1.

Age. The Lost are formed fully mature, though they may have mannerisms of adolescence or even childhood if their soul is young, and they do not age.

Alignment. Due to the large variety of souls that can become lost, the lost do not have a typical alignment, with both the best and the worst of sentient kind being with them.

Size. The bodies that the lost possess are no more than souls that bind themselves to armor or clothing, but they



cannot stretch their limits to be too large, and possess too much power to be too small. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Unliving State. From being only a wisp of soul and fog, you do not need to eat, breathe, or sleep, though you can still do so if you choose to, and you are immune to poison damage.

Soul's Sight. Due to the lost being souls bound to objects, you are able to detect other souls. You can see the souls of creatures in darkness that is not magical for up to 60 feet, though you are still unable to detect creatures that are invisible.

Bond. You lack a true physical form, and must bond to something that is important to you something like a favorite trinket "He always carried around an old pocket watch had that damn thing as long as I knew him". During a short or long rest, you cause your wisp-like form to unbind itself from whatever it was previously bound to, becoming one with the new form. You cannot be forced to remove this clothing or armor, and it is immune to effects that would affect you if you do not, such as heat metal. You are stuck wearing whatever you died in and can only wear clothing of those who had died in it "After searching the local thrift stores and goodwill I finally found something better to wear".

Physical manifestation. To make yourself seen and felt in the physical world requires concentration and in doing so you if you're a caster cannot concentrate on spells. And doing spells from the ether plan which you walk the border of you cannot effect this world. All undead and beings with supernatural sight can see and interact with you, even some mortals that have the gift of seeing into the beyond. This can be overcome in time as you get accustomed to the phasing in and out between worlds. But spells and other things like cold iron and salt can force you back into the ether, after which a short rest is needed to recover if you fail a concentration. Otherwise the you can re-manifest again, but each time it become harder to do so. Some things can lock a spirit out or chain it to this physical plane, but the later can cause type of insanity, much like a human going without sleep so is the connection to the ether.

Silence of the Wisp. You are proficient in the Stealth skill.

Fragments of the True Self. Choose one race. You count as that race for any features, feats, or magic items that would require you to be that race.

Languages. You can speak, read, and write the language from the area you were born in life, and two languages of your choice. Members of the lost typically were not made of souls that died young, so they still possess most of the languages that creature knew in life.

Soul bound (Ghost)

Soul bound are created for a purpose or as a punishment to serve after death as part of a contract, or as a slave. Although they act and look like constructs as most are bound to suits of armor or other humanoid shapes, they have much in common with living creatures, including emotions and social bonds, and of course a souls. Players can not choose to be this type of ghost as it is almost always done against the person will, but a few exceptions do happen.

Traits

As a soul bound, you have the following racial traits.

Ability Score Increase. +0 AC, Your Dexterity and Constitution scores increase by 1; +1 AC, Your Strength and Constitution scores increase by 1; +2 AC, Your Strength or Constitution scores increase by 2 and the other by 1.



Size. Soul bound are generally broader and heavier than humans. Your size is Medium as these are much easier to pass for human size. But small ones are created as well they tend to be made of light weight materials like plastic wood and such.

Speed. +0 AC = Your base walking speed is 40 feet, +1 AC Your base walking speed is 30 feet. +2 AC Your base walking speed is 20 feet.

Composite Plating. Your physical bodies construction may incorporate any number of things, this might grant a bonus to armor class depending upon the materials used. Wood/hard plastic/ light composite metals: +1, Lighter materials +0, heavy stone, steel +2. No matter what it is made of it has to be made as if it could be moved much like a marionette without strings.

Living Construct. Even though you were bound to a constructed body, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Languages. You can speak, read, and write languages you could when you were flesh and blood and one other language of your choice.

Alternative bindings. Sometimes the soul is bound to another object to control or as a prison for the creature or person. If this is the case then the one who is its owner can command and control said soul to do his or her bidding as a Poltergeist.



Poltergeist Traits

Ability Score adjustments. Do to the ritual that bound you in this way you have an strength of 1, and your Dexterity increase +2. you lose all bonuses for constitution, but can retain any charisma, Intelligence, or Wisdom you had previously if the binder so chooses to make it so.

Size. Your size is Medium

Speed. Speed 0 ft., fly 50 ft. (hover)

Armor class. Your base armor class is 10 and any bonuses for Dexterity

Alignment. This is retained also if you have kept your non physical abilities, but due to your state this can also cause it to shift.

Damage Resistances. acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities. necrotic, poison

Condition Immunities. charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 60 ft.

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Invisibility. The poltergeist is invisible.

Actions

Forceful Slam. Melee Weapon Attack, reach 5 ft. one creature. Hit: 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved. If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path and dealing 5 (2d4) bludgeoning damage on a hit.

Languages. You can understand all languages it knew in life but can't speak, unless permitted by the controller. If your intelligence was retained you also have all the class abilities and languages you had when living. But some things might not be possible in your current condition.

Object destruction. If the object that the soul is bound to just like any other ghost is salted and set on fire burned or melted the destruction of this object also permanently destroys the soul. No coming back...well not easily any way.





So, we found ourselves trapped in the main chamber with about a hundred hungry Zombies trying to break down the door, and no obvious way to escape. I thought she was joking when she said we'd just have to fight our way out. She wasn't.

—Robert Yodeler, retired human adventurer

Shade Race Details

Hailing from the Veil of Shadows, Shade embody that areas' gloomy disposition in their appearance, while defying its bleak atmosphere through their reckless pursuit of adventure. If Shade legends can be believed, they were half formed human desires and dreams now forgotten. Those who migrated from the non to the real were only a few and the world at large view them as shadow beings and gave raise to many legends around the world. Followed sometime later by another exodus to the real world by a larger group this was around the 1970's. Many others might have lost their will to live in the Veil of Shadows atmosphere of despair, but the Shade survived by embracing the passion and conflict that have come to define them.

Shades of Grey

The Shade' appearance is very striking. Standing between 5 and 6 feet tall, Shade are leaner than a typical human of the same height. Their complexion varies between alabaster and ash-gray, with hair of red, white, gray, or black. All Shade have completely black eyes, like those of a shark - many natural creatures find this very unnerving. Piercings and tattoos are almost ubiquitous among them. After several decades, most Shade are covered in ink, studs, bars, and rings. Shade esteem confrontation and resilience, and scars earned in battle are highly prized as marks of honor. Some Shade engage in ritual scarification as a test of their endurance and willpower. After all they were the primary founders of the whole underground punk scene in the early 1970's and even ushered in many other revolutions throughout history.

The Veil of Shadows's Curse



inherited wealth.

Shortly after formation in the Veil of Shadows, the Shade discovered that the immortality imbued by the non was compromised by the dark magic inherent in their new home. While retaining their ageless existence, they must now constantly push themselves to acquire new experiences and pursue new passions, or they literally fade out of existence. This curse afflicts them no matter where they go. To combat the curse, Shade came to value recklessness, fearlessness, and impulsivity. Shade revere their elders because they are, by proof of their ongoing existence, the most daring and accomplished among them. Shade struggle to respect systems of government and leadership that are based on rhetoric, bureaucratic experience, lineage, or

Strangers in a Strange Land

Shade find the natural world tame compared to the ever-present dangers of the Veil of Shadows, so it is not uncommon for them to strike out in search of adventure. Given that their life is dependent on the constant pursuit of excitement

and novel experiences, the career of an adventurer is particularly well-aligned to their long-term health. Shade adventurers sometimes struggle to blend with a party of other races, as their need for excitement often puts their companions at risk. A human adventurer might create an elaborate plan to infiltrate an enemy base undetected, only to have their Shade companion decide that a frontal assault would be more thrilling. Shade who learn to balance their love of danger with their companion's desire for longevity are highly valued additions to any party.

Shade Names

Shade are given a name by their parents at birth. As they reach maturity, Shade are more commonly referred to by a nickname derived from their greatest deed. Although there is little room for formality in Shade culture, introducing oneself by one's birthname and lineage is considered a sign of respect.

Male Names: Albrek, Baden, Codren, Emul, Horiarn, Hutahn, Ioan, Lucyan, Mahahn, Natan, Niku, Ovid, Petru, Razvahn, Serbahn, Shathys, Sithierel, Teodahr, Thieraven, Vasylay, Zahar

Female Names: Afyn, Anka, Bahnka, Codruta, Doru, Dyon, Floahr, Ghita, Helayna, Ilvani, Ioana, Jenit, Katryn, Lucia, Markella, Nadya, Roduka, Sahyeh, Tabita, Yalda, Zyna

Nicknames: Demon Slayer, Eye of All-Seeing, Hand of Vengeance, Hundred Faced, Keep Breaker, Pact Maker, Servant of the Ravenqueen, Thief of Secret Knowledge, Twice-Scarred, the Undying, Unseen One

Shade Traits

Shades are born of both human and that of beings from the vale of shadows in the non the plane of shadows permanently stain their souls.

Armor Class: Shades are difficult to hit in shadow. and as a result gains a +2 to their armor class while in darkness.

Naturally Stealthy: A shade has advantage on stealth checks while in shadow.

Size. Shade typically stand between five and a half to six and a half feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet. 50 while in shadow.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Shade mature at a slightly faster rate than humans, reaching adulthood by their mid-teens.

Shade can live indefinitely so long as they can avoid succumbing to the call of the veil or meeting a violent end.

Alignment. Every Shade's life force is tied to their pursuit of passion, so they are almost always chaotic. Depraved Shade whose passions involve suffering or narcissism are likely to be evil, while Shade who find purpose in altruism and in defending the weak are likely to be good.

Languages: You can speak, read, and write the language from the area you were born and one extra language of your choice. The muted essence of the Shadow veil has infused most Shade to the extent that most cannot speak above a whisper without straining their voice but some have overcome this issue.

Cloak of Shadows. Shadows contort themselves to hide the passing of the Shade. You have advantage on Stealth ability checks when you are in dim light or darkness.

Shadow Jaunt. As a move action your body melts into the ethereal shape of a shadow and teleports 30 feet before becoming solid again. This can only be done in an unobstructed view of location to location as you cannot pass through walls and other solid surfaces. You may use this feature again after you finish a short or long rest.

Control Light: As a bonus action the shade can decrease the levels of light within a 20-foot radius by a factor of 50. For characters and creatures depending on light to see, this decreases the effective range of vision for them by the same percentage. This requires concentration on the part of the shade to do, so if a caster he cannot concentrate on a spell. This can last up to one hour and You may use this feature again after you finish a short or long rest.

Shadesight: The shade has 30-foot darkvision. He can see normally through any darkness effects but not through fog, invisibility, obscurement, and so on.



Lemuria

The continent of Lemuria, though largely discounted by the theory of plate tectonics and the existence of other sunken continents still visible on the silty bottom of many oceans, lives on in people's dreams. The Native American Indians have been said to be descendants of the Lemurians, as are certain tribes in Turkey, the Aborigines and the population of Madagascar. Believed to be located in either the Indian or Pacific oceans, according to Helena Petrovna Blavatsky the Lemurians are the third root race making them very ancient indeed, preceded only by the 'Ethereals' and Hyperboreans, each laying claim to no living descendents today. Interestingly according to Madame Blavatsky, the fifth root race – the Aryans who do have descendants alive today is now one million years old. Well she was partly right Lemuria according to traditional theosophy began over 34 ½ million years ago, and that is where the truth stops. The Lemurian people had strong Religious and magical believes and they were in fact they were a light blue, greenish to dark blues and cool tones some having a pastel quality. When their continent did not sink but was destroyed as a result of their people tapping into magic and with forces they could not control. As a result of so many volcanic eruptions across the continent, some of the Lemurians did dispersed trying to blend in with those people of the neighboring East Indies, Southern India and Africa.



Atlantis

“Technology is a gift of God. After the gift of life it is perhaps the greatest of God’s gifts. It is the mother of civilizations, of arts and of sciences”. ~ Freeman Dyson

The Atlanteans, rising and giving birth to the Toltec and Mongolians races and spreading out into Africa, the Americas and all of the Europe that we know today. The Atlanteans in comparison to the Lemurians, who were more religious and philosophical, were much more advanced and God-like; beautifully intelligent and ambitious. They believed in science and knowledge and advanced their technologies rapidly, much as we are doing today, some theorizing that this race arrived from the skies in the first place.

Atlantis in mainstream history most believe originated in our ancient minds in Greece (‘Island of Atlas’ in ancient Greek) and was written about in Allegory by Plato as a superior civilization that had transcended his ideal of a state and had launched an attack on Athens. Athens, unlike any other nation, succeeded in fighting off the state and it wasn’t long before Atlantis fell out of favor with the Gods and sunk to the bottom of the Atlantic ocean. Atlantis has also been linked to belonging to Poseidon (who was the ruler of the capitol city at the time), God of the sea and the Ancient Egyptians who apparently wrote about it in hieroglyphs.

Perhaps the association with Atlantis’ apocalyptic demise can be attributed to the continent’s association with Again as in the case of Lemuria, many say that the continent of Atlantis is an impossibility due to the lack of evidence on the ocean floor, but others state that, even within the geology of plate tectonics it is possible that a continent could get lost as they shift and reshift.

According to Madame Blavatsky the fall of Atlantis occurred because the Atlanteans were playing God; their technologies surpassing their soul connection, they were breeding human-animal chimeras to use as sex slaves and messing around with genetic modification and cloning... the latter sounding alarmingly similar to what is going on today. Having been telepathically warned that the continent would sink, many of the inhabitants of Atlantis fled, setting sail on ships before the final submergence in 9,564 BC from a violent series of earthquakes. Well again this was in part correct but in reality as per above it was due to the three continents tampering with forces



Many Lemuria fathered what later became the Aryan race in India and invented Sanskrit, and that the Maoris of New Zealand arrived from a sinking island as well as the legends of Easter Island and the continent of ‘Hiva’ that sank between the waves and many people perished. Most stayed and used what magic they could to preserve their major city from destruction and the other two rulers of the time did the same with theirs. But it took a group effort to help save the knowledge and the history of the great races of the seas.

beyond their control and the result was the destruction of the second continent. Some did run and tried to blend in with the other races of the world, still others like their brothers on Lemuria stayed to try and preserve their main city and all the knowledge it held.

Mu

Mu differs from Lemuria and Atlantis in that it was based on assumptions that had naught to do with science. On first glance and even upon closer observation, it looks like Mu was completely fabricated based on a description of Lemuria and later some alleged artifacts and translations that sound dubious at best. Mu was initially postulated by Augustus Le Plongeon. While his claims were tame compared to later claims about Mu, he did say that Mu sank overnight and that humans who fled the sinking continent established both the Mayan and the Egyptian ancient civilizations. Writer James Churchward took that thinking to an entirely new level. Augustus based his claims on supposed translation of Mayan text, saying a woman called "Queen Moo" left Mu and established ancient Egyptian civilization. There is no evidence of this apart from his word, which brings us to James Churchward. Churchward went a little crazy in his claims. He said that he went to India in his youth and met a priest who showed him ancient



clay tablets. He mastered the language on these tablets, which he called "Naga-Maya." Having learned the language, he read the tablets, which spoke of the land of Mu. He also claimed that he translated the Niven Tablets, which he also said spoke of Mu.

Well he was right and unfortunately for him the triton who showed him this information had to be dealt with for exposing the human to the information. Firstly, it was a good thing that no one else has ever seen these alleged tablets. Secondly, he says he was a soldier in India when he saw them and he had a great memory which had to be altered to cause suspicion. After that who would believe him

to be an expert in translating ancient texts as he had trouble remembering even simple things and was unbalanced due to the memory alteration. Thirdly, when he wrote of the texts, he had not seen them in more than fifty years or so he says after all it did take some time to correct this error. He never showed anyone his translations or the text on the tablets because we destroyed them and he thought he had missed placed them. Then comes the Niven Tablets. thank god they were never translated by anyone and they are now lost, On display in the sunken city i believe they are quite nice, so there is no way anyone in the world can translate them now. So most think that the tails are just that fanciful stories and half backed ideas of writers and mad men.

Mu was the only Continent to partly survive the great sundering of the time, and with that they took in refugees from the other two that fled. As the other two continents focused on science or magic those of Mu was about the mind and the body. And some were powerful psions and mystics in their own right but this power came with a price as it was in part their fault like the others what was unleashed upon the world. They could not deal with the issue and reached out to the only other race that could the snakes and dragons. As humanity at the time was in a very primitive state and had just came out of the hunter gather stages not even cities where built at the time. The snakes drove back the old ones whose realm they ripped open and pushed them back creating a barrier and a wall to force them into a slumber for all time. This was the non and the wall of sleep within it humanity as they were altered during the war have the ability to tap into this place. As a result many things were created and connected to this place the non, the veil of shadows where have shaped thoughts and souls wonder, the land of the dead those who have no soul are for ever held in a prison of their own making, and the Akashic records the only safe place to store knowledge that must

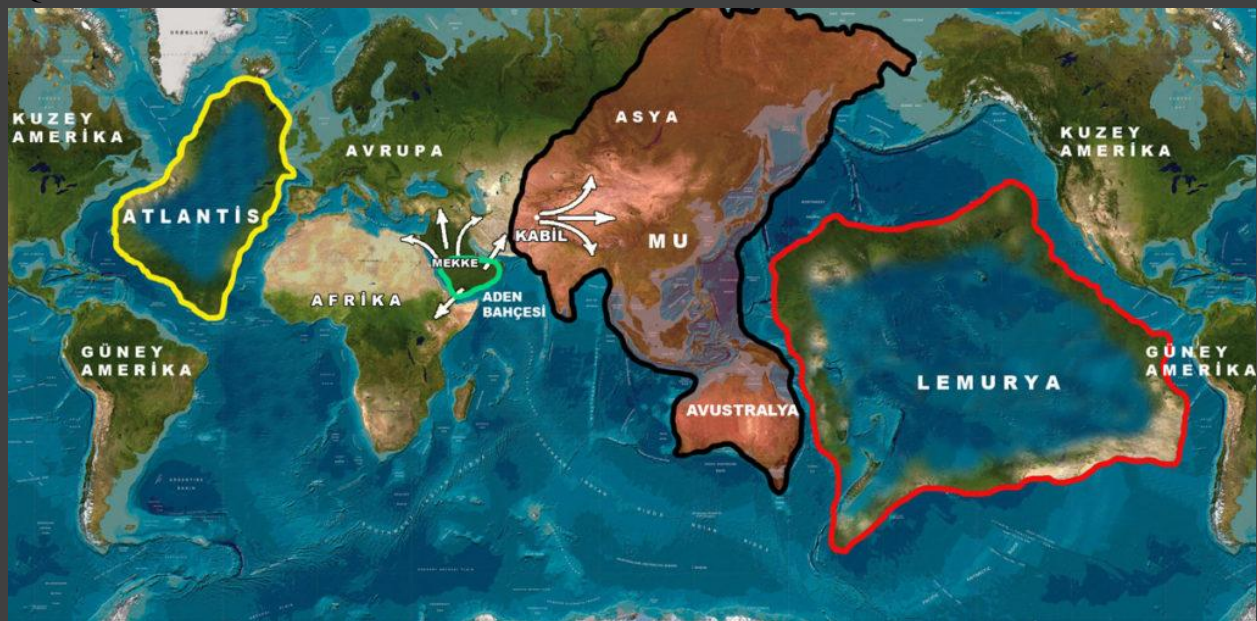
remain hidden from the world. But few have gain entry into this place by those who guard it for reasons only the guardians know.

Centuries after the destruction the three races blended and the triton race arose from them far beneath the sea, where their arrogance and pretension could grow undisturbed. At least the tritons spent that time fighting sahuagin and worse, so you know you can count on them in a fight. They took to calling themselves triton as to mean the three are one and the trident was the symbol as the unification of the three people into one blended race.

-Leskov Zinon Mikhailovich, sea captain

Tritons now guard the ocean depths, building small settlements beside deep trenches, portals to the elemental planes, and other dangerous spots far from the eyes of land-bound folk. Long-established guardians of the deep ocean floor, in recent years the noble tritons have become increasingly active in the world above. but this was not always the case as for a time they left this world for the elemental plane of water only to return to help defend it once again.

AQUATIC CRUSADERS



Centuries ago, tritons entered the world in response to the growing threat of evil elementals. Tritons waged many wars against their enemies on the Plane of Water, driving them into the Darkened Depths where they escaped into the crushing pressure and utter darkness. In time, the tritons noticed that their ancient elemental foes had grown quiet. Expeditions to the depths revealed that krakens, sahuagin, and far worse foes had fled the Plane of Water for the Material Plane. The tritons, driven by a sense of duty and responsibility, would not allow their foes to escape so easily. A great conclave of tritons chose volunteers skilled in weapons and magic as part of an expeditionary force to enter the Material Plane and seek out their enemies. Those tritons spread across the world's oceans and established protectorates to watch over deep sea trenches, portals, undersea caves, and other locations where their enemies might lurk. They defeated their foes when they found them and drove the rest into hiding.

With their foes banished to the deepest reaches of the sea, tritons settled in to watch for any sign of their return.

Over time, the tritons extended their stewardship over the sea floor from their initial settlements and built outposts to create trade with other races. Despite this expansion, few folk know of them. Their settlements are so remote few ever if do rarely encounter them.

HAUGHTY NOBLES

As a result of their isolation and limited understanding of the Material Plane, tritons can come across as haughty and arrogant. They see themselves as caretakers of the sea, and they expect other creatures to pay them deep respect, if not complete deference. This attitude might grate on others, but it arises from a seed of truth. Few know of the

tritons' great victories over dreadful undersea threats. The tritons make little allowance for such ignorance and are delighted to expound upon the great debt others owe them. Tritons also have a tendency to emerge from their isolation under the assumption that other folk will welcome them as respected allies and mentors. Again, distance drives much of this attitude. The tritons' limited view of the world leaves them ignorant of the kingdoms, wars, and other struggles of the surface world. Tritons readily see such concerns as minor events, a sideshow to the tritons' role as the world's true protectors.

STAUNCH CHAMPIONS

Despite their off-putting manners, tritons are benevolent creatures at heart, convinced that other civilized races deserve their protection. Their attitude might grate, but when pirate fleets prowl the waves or a kraken awakens from its slumber, they are among the first to take up arms to protect others. Tritons readily sacrifice themselves for the common good. They will fight and die for humans, merfolk, and other creatures without question. Their self-absorbed nature makes them overlook the history of other creatures, but they also endure a sense of guilt over



allowing the evils of the Plane of Water to enter the Material Plane and threaten its inhabitants. The tritons believe they owe a debt of honor to the world, and they will fight and die to pay it. At times their fervor and ignorance of the world can lead them astray. Tritons encountering other creatures for the first time can underestimate them, leaving the tritons vulnerable to deception. With their strong martial tradition, tritons can sometimes be too eager to leap into a fight.

STRANGERS TO THE SURFACE

Given their isolation, most tritons have never been to the surface world. They struggle with the idea that they can't easily move up and down out of water, and the changing of the seasons mystifies them. Tritons also find the variety of social institutions, kingdoms, and other customs bewildering. For all their proud culture, they remain innocent of the surface world. The typical triton protectorate is tightly regimented, organized, and unified around a common

cause. A triton on the surface becomes easily confused by the bewildering array of alliances, rivalries, and petty grievances that prevent the surface folk from truly unifying.

At its worst, a triton's arrogance compounds the tendency for the triton not to understand the ways of the surface world. It's easy for a triton to blame baffling social practices on what the triton perceives as the barbarism, weakness, or cowardice of surface folk.

TRITON PERSONALITY

Far from flawless, these champions of good mean well, but they are easily frustrated by others. You can select, roll, or adapt a triton-specific quirk from the Triton Quirks table. Use the quirk to inform how you portray your character.

TRITON QUIRKS

d6 Quirk

- 1 You phrase requests as orders that you expect to be obeyed.
- 2 You are quick to boast of the greatness of your civilization.

- 3 You learned an antiquated version of Common and drop 'thee' and "thou" into your speech.
- 4 You assume that people are telling you the truth about local customs and expectations.
- 5 The surface world is a wondrous place, and you catalog all its details in a journal.
- 6 You mistakenly assume that surface folk know about and are impressed by your people's history.

TRITON NAMES

Most triton names have two or three syllables. Male names typically end with a vowel and the letter s, and female names traditionally end with an n. Tritons use their home protectorate as a surname, with the name formed by adding a vowel followed by a "th" to the end of the protectorate's name.

Female Triton Names: Aryn, Belthyn, Duthyn, Feloren, Otanyn, Shalryn, Vlaryn, Wolyn

Male Triton Names: Corus, Delnis, Jhimas, Keros, Molos, Nalos, Vodos, Zunis

Triton Surnames: Ahlorsath, Pumanath, Vuuvaxath

TRITON TRAITS

Your triton character has the following racial traits.

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Age. Tritons reach maturity around age 15 and can live up to 200 years.

Alignment. Tritons tend toward lawful good. As guardians of the darkest reaches of the sea, their culture pushes them toward order and benevolence.

Size. Tritons are slightly sli'orter than humans, averaging about 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Control Air and Water. A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water with it (see the spell in the sidebar). Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardians of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Languages. You can speak, read, and write from where you are from if from the land and Atlantian (Austronesian) as it is known now .

DARFELLANS



Darfellans are an orca-like race of humanoids who generally live in secluded settlements on seashores. They are at home both on land and in the sea. Their populations were greatly diminished by sahuagin hunters, but after beating them back, the remaining darfellans are eager for vengeance.

Orca-like Creatures

Darfellans resemble humanoid orcas. They have black and white skin, arranged into strange patterns, unique to their family lineage. Rarely, darfellans will be monochromatic, and these individuals are likely to be lauded as prophets and saviours. Darfellans have oily, smooth skin, which makes them more streamlined in water. They have a muscular, well-built physique, with broad shoulders. They have sharp teeth, and whilst able to eat more conventional foods, they traditionally feed on raw fish. Darfellans have no hair, and have a variety of eyes colours, from green to blue to brown.

Sahuagin Enemy

The darfellans have been fighting against the sahuagin menace for years on end. Sahuagin are evil, fish-like humanoids, who consider the whole watery realm their sole territory – therefore, the darfellan villages on the seashores

were prime targets for raids. The two groups first began to clash in the early years of the world before man walked the lands in a conflict which lasted over a century. The darfellans took heavy losses and were almost wiped out. Finally, through an alliance of convenience with the Atlantians and likewise those of Mu and Lemuria by a common enemy, the darfellans managed to push the sahuagin out of their territory. Whilst the worse was behind them, the remaining darfellans continue to have problems with them to this day. For these reasons, darfellans hold great contempt towards all sahuagin, to the extent that they will immediately attack them on sight with no thought for diplomacy or self-preservation.

Scattered Peoples

Many darfellans are one of a few survivors of their previously prosperous family line. As a result, they are forced to live amongst other races, far from their homeland, simply for the sake of security. Where there are enough survivors, darfellans have been able to sustain their own communities, performing a variety of roles, although many of them act as hunters who double up as a defense force. These villages are hidden away in secluded areas – the darfellans would say that this is out of preference, but the real reason is most likely more to do with fear of renewed sahuagin attacks. Darfellans generally worship gods of the sea, but many have lost faith, feeling that the sahuagin's incursions signified the abandonment of their race by the gods.

Darfellan Names

Darfellans have a unique set of names drawn from their language. They tend to have a single name, sometimes accompanied by a nickname associated with their occupation. These names are not gender-specific.

Darfellan Names:

Akilu, Ekitilooit, Keitilili, Ootiliktik, Weililkoo

Example Character: Fee'itii the Wanderer a brief history of my people

Fee'itii was born in a small village on in the Antarctic their city is one that has remained hidden for centuries due to the psionic technology they have used in its protection. His grandfather helped lead the surrounding families against the sahuagin in the name of Poseidon after the fall of the great three islands of Atlantis, Lemuria and Mu, and was successful. However, when he passed away a few decades later, faith in Poseidon began to fade. When Fee'itii was growing up, there were only a few remaining believers, and once his father, the chief cleric at the time also passed on, the other villagers pledged to burn all the icons of Poseidon, and purge the traitor-god from their ranks. Fee'itii tried to prevent them, and was even driven to violence to protect his cause, slaughtering a few of his kinsmen. He was therefore banished from the village, and told never to return. Fee'itii wandered the world for many years, earning a reputation as a hero, and the respect of many influential supernatural creatures of the world. In the meantime, his City and many others who he knew came under a wicked ruler. Collecting the peoples under the one

banner of his house and freed them from the superstitions of the past faiths and mystics of old into a new golden age of science and advancement. As Mu was the only advance race at the time to survive the devastation of the rift, who were so devastated and thrown into a dark age. So their race advance on ahead isolated from most the outside world until the new race the tritons came to them as brothers of the wave and sea. But do to their distrust of all outsiders they, kept them at arm's length. This caused much animosity among the two races as both share a history and at one time this world as well. This reminder of the past brought up old wounds that they suffered long ago, when they



were the ones seeking help and advancement and were turned away. For a time the two were in a cold war with each other, as the polar cities of the Darfellan remain isolated. That is until the Maud Expedition in 1918 this cause many issues as to the humans have advance enough to become a problem. As the Darfellan tried many ways to detour or derail the expedition the tenacity and will of those involved was relentless. This continued into the 1920's and just got even harder to keep them at bay and away from the hidden cities and

villages. So the shields were constructed and some were submerged under the seas only the surface City in the Antarctic was left on the suffice. But even this was almost exposed during world war two. The Nazi's had tried to set up a hidden base here and the Darfellan let them as to stay out of the humans war, and to remain hidden. The fact of a Nazi expedition into the Antarctic during 1938-39 to set up this heavily fortified and defended base. this remain hidden from most until a military operation from the united states of America called operation high jump. Operation Highjump, officially titled The United States Navy Antarctic Developments Program, 1946–1947, was a United States Navy operation organized by Rear Admiral Richard E. Byrd, Jr., USN (Ret), Officer in Charge, Task Force 68, and led by Rear Admiral Richard H. Cruzen, USN, Commanding Officer, Task Force 68. Operation Highjump commenced 26 August 1946 and ended in late February 1947. Task Force 68 included 4,700 men, 13 ships, and 33 aircraft. Operation Highjump's primary mission was to establish the Antarctic research base Little America. Naval ships and personnel were withdrawn back to the United States in late February 1947, and the expedition was terminated due to the early approach of winter and worsening weather conditions. Admiral Richard E. Byrd warned today that the United States should adopt measures of protection against the possibility of an invasion of the country by hostile planes coming from the polar regions. The admiral explained that he was not trying to scare anyone, but the cruel reality is that in case of a new war, the United States could be attacked by planes flying over one or both poles. This statement was made as part of a recapitulation of his own polar experience, in an exclusive interview with International News Service. Talking about the recently completed expedition, Byrd said that the most important result of his observations and discoveries is the potential effect that they have in relation to the security of the United States. The fantastic speed with which the world is shrinking – recalled the admiral – is one of the most important lessons learned during his recent Antarctic exploration. I have to warn my compatriots that the time has ended when we were able to take refuge in our isolation and rely on the certainty that the distances, the oceans, and the poles were a guarantee of safety. This was the official statement but the reality of what happened was much more, as the Nazi base attacked his expedition and some of those ships were distorted in the process. This was what the Darfellan had feared would happen and the peace that was will now be broken, so they stepped in and helped drive off the remaining ships. But in doing so it gave away their location to the Nazi's who had had no idea they were sharing the area with such an advance people. As the Darfellan found out the Nazi's were not to be trusted and a fight broke out and in doing so the prisoners that the Darfellan took from the down planes and some ship survivors help fend off the Nazi invaders. This lead to a friendship between the two races and a treaty was struck to keep the continents native population hidden and from the outside world. At the time the Darfellan were only slightly ahead of the forces of the USA and Nazi Germany and the psionic abilities of the race and the medical advancements were what held the American military's interest. This was the foundation research into the project called MKUltra in 1953 and to lesser

degrees on through 1973 officially. After learning of this perversion of the information that was given many Darfellan decided to make contact with the tritons and other supernatural creatures to help fix the issue. In doing so many old wounds were found to have healed and bridges were mended between them. Now most Darfellan work in the shadows to stop those who use others for their own ends and help fight the up rise of the dark forces in the world.

Bonds

When creating a dar character, you can use the following table of bonds to help flesh out your character. Use this table in addition to or in place of your background's bond or a bond of your creation.

d6 Bond

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|---|--|
| 1 | Seafaring Poet. My only love is the sea, and I choose to live out my days in its embrace. My relationship with the sea is not one of survival or mercantilism, but one of romance. On its waves, I feel at home. |
| 2 | Seeker. I keep the records of the dar, traveling from city to city, collecting information about the survivors of my people. If I am looking for something in the small list of names, I have never told anyone what it is. |
| 3 | Slayer of Foes. I hunt, in the way of my people, but I hunt the sahuagin and aboleths that destroyed us. Their deaths give my life meaning. |
| 4 | Sower of Chaos. While my people keep to the old ways, live as though the old rules of our society still exist, I have moved beyond them. The old ways destroyed us, and I will create change by making the world a less ordered, less comfortable place for everyone. |
| 5 | Super-predator. I am a born hunter, and the company of others is of little interest to me. I particularly delight in bringing down large prey on my own. |
| 6 | Survivor. I seek no goal greater than my own survival, at any cost. I will betray any ally, break any vow, if it means that I, and my people, can live for one more day. |

Darfellan Traits



As a darfellan, you inherit certain traits from your ancestry.

Ability Score Increase. Your Wisdom score increases by 1, and your Strength score increases by 2.

Age. Darfellans mature at the same rate as humans but live a few years longer.

Alignment. Darfellans come in all kinds of characters and alignments, but tend towards chaos.

Size. Darfellans are built like burly but streamlined humans. They tend to be around 6 feet tall, and weigh about 180 pounds. Your size is Medium.

Speed. Your base walking speed is 20 feet. Your base swim speed is 40 feet.

Survivalist. You have proficiency in the Survival skill.

Echolocation. Whilst underwater, you have 30 feet of blindsight.

Slippery Mind. You have advantage on saving throws against being charmed. In addition, creatures can only communicate with you telepathically if you allow it.

Sonar Attack: range a 30 foot cone, this attack acts in a higher range that humans cannot hear, but some supernatural and animals can hear. Regardless

the effects are the same the attack causes the subject to make a constitution save DC 8 + con modifier + proficiency bonus or be affected as per the condition exhaustion level 3. Also of note if a subject can also hear the sound waves he is also deafened. This effect lasts for 1 minute, and can be used again after a short or long rest. Note under water this range is doubled.

Hold Breath. You can hold your breath for 10 + you Constitution modifier minutes.

Darfellan Weapon training: Darfellan gain Proficiency with Harpoon Gun and Serrated Spear.

Skill Versatility. Forced to perform a variety of roles in a small society, or take on those of another culture, you gain proficiency in two skills of your choice.

Languages. You can speak, read, and write in the language you were raised in, and (Darfellan (old Icelandic) as a written only language) which its self a older form of Nordic languages, most do not speak it anymore and use German much like the wolves do.

New weapon harpoon gun

Harpoon Gun: Ranged Weapon, range 20/60 ft under water (30/120 surface), (1d6) piercing damage.

A harpoon gun is a strange clockwork contraption capable of shooting a sharp harpoon at high velocity. A harpoon gun is designed so that it can be fired underwater without the usual penalties. A harpoon gun require special ammunition, in the form a special metal shortspear . This shortspear can be used as a normal weapon of its kind, or be fired from the harpoon gun, gaining the weapon profile above. It is possible to link the shortspear to the harpoon gun with a rope or chain, allowing the wielder to pull it back to the gun as a bonus action, reloading it. Otherwise loading a new harpoon take an attack action. Once hooked by the harpoon the target must make a strength vs strength check to move any direction outside the 30ft range at half speed. Person holding the trail rope can do a strength vs strength check to pull the creature towards them (reducing length of the rope) at half movement. Holding the rope requires an action The harpooned creature can pull the harpoon from its wound if it has two free hands and takes an action to do so, but it deals 2d6 damage to itself. A character who succeeds on a DC 15 medicine check can remove a harpoon without further damage.

Serrated Spear: Melee Weapon, 1d6 (two handed 1d8), Serrated. In some cases a rope is also attached to these weapons as to be used as a larger harpoon like weapon. If this is the case treat same as harpoon above in regards to strength contests and hooking the one attacked and attached to the spear.

Serrated: *when you deal max damage on a roll you cause and additional 1d4 as well as the spear cuts deep. On a critical hit, you automatically roll 2d4.*



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Doppelgangers

English-speakers have only recently applied this German word to a paranormal concept. Francis Grose's Provincial Glossary of 1787 used the term fetch instead, defined as the "apparition of a person living." Catherine Crowe's book on paranormal phenomena The Night-Side of Nature (1848) helped make the German word well-known. However, the concept of alter egos and double spirits has appeared in the folklore, myths, religious concepts, and traditions of many cultures throughout human history.

In Ancient Egyptian mythology, a ka was a tangible "spirit double" having the same memories and feelings as the person to whom the counterpart belongs. The Greek Princess presents an Egyptian view of the Trojan War in which a ka of Helen misleads Paris, helping to stop the war. This is depicted in Euripides' play Helen. In Norse mythology, a vardøger is a ghostly double who is seen performing the person's actions in advance. In Finnish mythology, this is called having an etiäinen, "a firstcomer". The doppelgänger is a version of the Ankou, a personification of death, in Breton, Cornish, and Norman folklore. The creatures themselves come from the non and had give raise to many such tails all over the world. The first showed up soon after the first human physically set foot in the non, it was a reaction to the physical presence of a human in the non. The first ones attacked and took the place of the humans who entered, returning to the real world. From these few some mated with humans but the offspring were only partly Doppelganger as well as the offspring they had too. It does take a few generations to thin out the blood, but to this day there are many who still carry the faint traces of their ancestry with them. But most all changelings are abandoned by their father or mother leaving the child with their living human parent. So yes most come from broken homes or single parent homes and due to their supernatural natures they tend to be a handful in and out of trouble.

Changeling

Changelings are subtle shapeshifters capable of disguising their appearance. Their ability to adopt other creatures' guises makes them consummate spies and criminals.

Racial Traits.

Ability Score Increase. Your Dexterity and Charisma scores increase by 1.

Age: Changelings tend to have longer life spans slightly more than humans on average maturity is around 12 years. most can live to be around 200 to 250 years changing their looks so as to blend in and not be noticed.

Size. Changelings are built much like humans, but a little leaner. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Duplicity. You gain proficiency in the Deception skill.

Shapechanger. As an action, you can polymorph into any humanoid of your size that you have seen, or back into your true form. However, your equipment does not change with you. If you die, you revert to your natural appearance.

Languages. You can speak, read, and write the language of the area you were raised and two other languages of your choice.