



TANARES

RPG FOR 5E

PLAYER'S GUIDE TO TANARES
• SAMPLE •

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The following material is to be used by players who want to try two of our new classes (dragonblade and madwalker), a new species (the taii'maku), the new wizard subclass (lost magic researcher), a cleric domain (Courage domain) and a background (Imperial servant).

At the end of the document (appendix B) you will find an Adventure Team Sheet, as the Tanares RPG puts the spotlight not only on characters but also on team creation. You can use the four premade character sheets and the empty team sheet to play the sample of Adventure in the Realms of Madness.

This material presents only the information needed to play the adventure sample; the complete chapters can be found in the Player's Guide to Tanares.

The following is a Work in Progress. The final product may differ partially or entirely, or not contain some of the described features.



DRAGONBLADE

A HUMAN APPROACHES THE INCANDESCENT crater of a volcano. According to her studies, this could be the lair of an Avatar Dragon. She throws herself into the crater and summons a pair of draconic wings. With sword in hand, she plunges into the lava, ready for the biggest challenge of her life.

The massive ancient tome closes with a loud thud; a fight begins outside, and the gnome's companions are calling for him. At the first strike landed, he can't help but smile: this would be an easy fight. After sixty years immersed in draconic studies, his hands are claws, his teeth are fangs, and his powers are the last thing his enemies will ever face. As his Team members fall one by one to the floor of the Arena, the elf unleashes a guttural scream. His job was to protect them, and he failed. A draconic spirit appears behind him, giving him the power to defeat his enemies. The elf and the dragon move as one, taking down each opponent in turn. After the last foe falls to the ground, the elf raises his fist in triumph, knowing that this victory has made him one of the greatest Heroes of Tanares.

Dragonblades are warriors, but, first and foremost, they are scholars who dedicate their lives to fully understanding dragons and how they've helped to shape the world. This deep bond between them allows dragonblades to manifest the latent draconic energy that pervades Tanares and summon a Dragon Spirit to aid them in combat.

SCHOLARS AND WARRIORS

Draconic energy flows from all dragons in Tanares, being especially strong around their lairs. The complex and tireless studies carried out over years of work and research allows dragonblades to channel this energy and use it in different ways. The most prominent demonstration of this knowledge is the invocation of the Dragon Spirit, a draconic aura that empowers them in combat.

Many dragonblades begin their journey due to an almost innate fascination with these magnificent creatures, the stuff of legends, children's stories, and folklore. Others lost their families or loved ones to a dragon and seek revenge, fueled by hatred. Regardless of their motivations, dragonblades have one thing in common: they recognize the immense powers that emanate from dragons and want to absorb and harness them to the fullest extent.

There are some dragonblades who do not seek to fight dragons, but rather to study them. They are often found around the creatures' natural habitats, where they want only to observe their glorious existence. These dragonblades study dragons not out of fear of an eventual cataclysm, but out of admiration for their enormous strength and potential.

THE DRAGONBLADE				
LEVEL	PROFICIENCY BONUS	FEATURES	DRACONIC POWER LEVEL	DRACONIC POWERS KNOWN
1st	+2	Claws and Scales, Draconic Power, Dragon Spirit	1st	1
2nd	+2	Draconic Intuition, Dragon Spirit Feature	1st	2
3rd	+2	Ultimate Power	1st	3
4th	+2	Ability Score Improvement, Dragon Spirit Feature	2nd	4
5th	+3	Draconic Knowledge	2nd	5
6th	+3	Dragon Spirit Feature	2nd	6
7th	+3	—	3rd	7
8th	+3	Ability Score Improvement, Dragon Spirit Feature	3rd	7
9th	+4	Dragon Slayer	3rd	7
10th	+4	Dragon Spirit Feature	4th	7
11th	+4	Sage of the Ancient Ways	4th	7
12th	+4	Ability Score Improvement	4th	7
13th	+5	—	5th	7
14th	+5	Dragon Spirit Feature	5th	7
15th	+5	—	5th	7
16th	+5	Ability Score Improvement	6th	7
17th	+6	Spiritual Wings	6th	7
18th	+6	Dragon Spirit Feature	6th	7
19th	+6	Ability Score Improvement	7th	7
20th	+6	Spiritual Supremacy	7th	7

Since one lifetime is not enough to discover and research all there is to know, dragonblades specialize in one of the great types of dragon, usually deriving from three of the Avatar Dragons: Azymor, the Red Dragon; Thyra, the Blue Dragon; or Kelorth, the White Dragon. This specialization influences the draconic energy that fuels their powers.

A dragonblade's study is so intense that, eventually, they manage to feel the draconic energy that permeates Tanares. After achieving sufficient understanding of this energy, they undergo a special ritual that gives them the power to access and manipulate it. This ceremony is what distinguishes a scholar from a true dragonblade.

DRAGONBLADES IN TANARES

Because dragonblades are immersed in their research, the common folk perceive them as eccentric, obsessed fanatics. In some cities near sites of extreme geography—where it is believed that Avatar Dragons hibernate—dragonblades may be considered criminals. Knowing and fearing the sheer power of dragons, the locals would rather leave things untouched than risk catastrophe.

Many dragonblades are affiliated with the *Draconic Evolutionist Assembly of Tanarean Helpers* (D.E.A.T.H.). When this organization was founded, its main objective was to understand the role of dragons in the world.

The first historical record of a draconic appearance is found in the Evolutionist Sacred Scriptures, at the time of the Malrokian Kingdom's demise, where it's said that the gods Bauron and Tamera descended to Tanares in the form of dragons and decreed what became known as the Malrokian Curse: "Massive bloodshed will be punished with natural catastrophes."

Over the centuries, D.E.A.T.H.'s studies have led them to deduce that all Malrokian Curse incidents throughout history have been caused by dragons. Eventually, the group's objective turned into finding and exterminating the Avatar Dragons under the belief that this would free Tanareans from the curse. Others have come to believe that the gods want their creations to evolve to the point where they can exterminate all Avatar Dragons—a true manifestation of the people being able to determine their own destiny.

MALROKIAN CURSE AND AVATAR DRAGONS

Learn more about this topic in the *Tanares Campaign Sourcebook*.

It is rare to find truly religious dragonblades, as their studies over the years have progressively removed them from the world of blind faith and dogmas. Their humanistic and

scientific inclination means that many join other associations, such as the *Reginheraht Magical Research Tower*, where extensive research is conducted on the origin of magic and how it manifests in different ways. These dragonblades possess vast theoretical knowledge about dragons, but they rarely venture out into the field and have little practical experience in facing the creatures.

Dragonblades are extremely popular warriors in the Arena due to their martial and intellectual prowess. The fame and fortune that the Arena provides are great for gaining access to private libraries and confidential information. As a bonus, constant fighting keeps them in peak physical shape, allowing them to continue to dream of a career-defining dragon encounter.

MASTERS AND APPRENTICES

In addition to organizations such as D.E.A.T.H or the Reginheraht Magical Research Tower, another relatively common way for dragonblades to acquire their powers is through an apprenticeship with a more experienced dragonblade.

While exploring Tanares to further their knowledge of dragons, many dragonblades take apprentices from various species and places. Remarkable determination, energy, and curiosity are traits sought in potential dragonblades. Some masters also have secret objectives, favoring personality and particular inclinations over natural aptitudes.

If they share interests, the master and apprentice will travel together, incorporating vigorous physical and mental training into their routine. While many apprentices specialize in their master's type of dragon, it is not uncommon for an apprentice to tap into energies more suited to their personality and follow a different path.

The training period may take months or years, depending on both the master's and the apprentice's skill. When the master deems the apprentice ready, they conduct the ritual that turns the apprentice into a full-fledged dragonblade.

After the ritual, the new dragonblade usually parts ways with their master to seek an apprentice of their own, join a Team, or conduct individual research. Some partner with their master and remain together long after the ritual.

IN OTHER SETTINGS

Avatar Dragons, unique beings capable of unleashing world-changing cataclysms, are specific to the Tanares setting. But even without such entities, ancient dragons in other settings are still extremely powerful creatures, and it is possible to study them and manipulate their draconic energy. In this way, dragonblades in other settings can function the same way they would in Tanares, whether they focus on exploration, research, scholarship, or the path of the warrior or dragon hunter.

If a setting does not include one of the dragon species (for example, there are no red dragons) but you wish to use the dragonblade subclass, talk to your game master to adjust the flavor of the class to suit both your needs and those of the setting.

CLASS FEATURES

As a dragonblade, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per dragonblade level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dragonblade level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Smiths' tools or cartographer's tools

Saving Throws: Constitution, Intelligence

Skills: Choose two skills from Arcana, History, Investigation, Nature, Perception, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a one-handed martial weapon and a shield or (b) a two-handed martial weapon
- (a) chain mail or (b) chain shirt, longbow, and a quiver with 20 arrows
- (a) a scholar's pack or (b) an explorer's pack

CLAWS AND SCALES

Through your knowledge, draconic energy flows to your armor and weapon. Using them is as natural to you as using claws and scales is for a dragon. Beginning at 1st level, when using melee or ranged weapons, you can use your Intelligence modifier, instead of Strength or Dexterity, for attack and damage rolls. In addition, you can ignore the Strength prerequisite for wearing armor, and ignore half its weight for your carrying capacity.

DRAGON SPIRIT

At 1st level, choose a dragon to focus your studies on, and whose Spirit you will manifest: red dragon, white dragon, or blue dragon. It allows you to connect with the draconic energies that pervade the world. You can manifest your Dragon Spirit within 30 feet of you, in your line of sight, in a space not obstructed or occupied by any creatures, who see it as a translucent spirit. Every time the Spirit manifests, choose whether it takes the shape of a Medium draconic humanoid or a Huge dragon with the characteristics of your chosen dragon. The only difference between shapes is the area they occupy.

On each of your turns, as a free action, you can choose to do one of the following with your Spirit: manifest it; dissipate it; change its size; or move it up to 30 feet in any direction (including vertically), to an unoccupied space in your line of sight. It does not need to finish the movement on solid surfaces because it can hover in the air. You cannot move the Spirit through any obstructed space or any space occupied by enemies, and it can never be more than 120 feet away from you (it can still pass through spaces occupied by allies).

Creatures can move through spaces the Spirit occupies; they are not considered difficult terrain. If you or your allies (but not enemies) move in a single direction through these spaces, it does not count toward the movement distance. Whenever a creature ends a movement in a space occupied by the Spirit, you can change its size and/or move it up to 20 feet. After that, if the Spirit is not in a free space, it dissipates. If you fall unconscious or die, it also dissipates.

In addition, the Dragon Spirit grants you new features at 2nd level and again at 4th, 6th, 8th, 10th, 14th, and 18th level.

DRACONIC POWERS

Your studies allow you to understand the different forms of combat used by dragons and reproduce them in battle, through moves called *Draconic Powers*.

You can perform **one Draconic Power per round**, with no daily limits. Several of them may require the presence of your Dragon Spirit. Some Draconic Powers may require the target(s) to make a saving throw to resist their effects. The save DC is calculated as follows:

$$\text{Draconic Power DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Whenever you use a Draconic Power, your **Dragon Spirit becomes empowered**. It gains a special effect based on your choice of Dragon Spirits.

DRACONIC POWER PROGRESSION

At 1st level, choose one 1st-level Draconic Power from the list of powers on page 9. The Dragonblade table shows the total number and levels of Draconic Powers known, according to your level.

Starting at 8th level, whenever you gain a new level in this class, you can replace a Draconic Power you already know with a different power of a level that you can use, so that you don't exceed the maximum number of Draconic Powers.

Additionally, your Dragon Spirit grants special Draconic Powers, according to the list in the Dragon Spirits section. They do not count toward the number of Draconic Powers that you can learn.

Whenever a power mentions elements related to your Dragon Spirits, use fire for the red dragon, ice for the white dragon, and lightning for the blue dragon, depending on the type you chose.






DRACONIC INTUITION

Your study and research skills improve. At 2nd level, you learn the Draconic language and gain proficiency with the Investigation skill, or double your proficiency bonus if you are already proficient.

In addition, you may meditate for 1 minute to attune to your Dragon Spirit and become sensitive to the blood that intelligent creatures spilled in a number of past days equal to your dragonblade level. This ability allows you to learn how many creatures spilled blood, roughly how much blood each creature spilled, and the amount of time that has passed since the bloodshed occurred. You gain this information for an area up to 60 feet away from your Dragon Spirit. This allows you to infer which creatures died.

ULTIMATE POWER

When you reach 3rd level, you learn deep secrets about Draconic Powers and gain access to their ultimate effects. Each Draconic Power is related to different parts of a dragon's body, represented by the following symbols:

-  **Wings:** Powers related to movement and speed
-  **Scales:** Powers related to protection and defense
-  **Claws:** Powers related to damage and destruction

Whenever you use a Draconic Power, mark its symbol. Once two different symbols are marked, the next power performed will be in its Ultimate version if such power is from the third, unmarked symbol (thus completing the set that represents a dragon's full body). Then erase all markings and start over.

If you repeat a symbol, erase all the previous markings, keeping only the last. Whenever you roll initiative for combat, erase all previously marked symbols.

Every time you use an Ultimate Power, draconic might flows through your body. **All attacks made as part of that power have advantage, and you gain 3 temporary hit points per Draconic Power level;** these last for 1 minute, even if the attack misses.

You can use the Dragon Collection figures to represent your Dragon Spirit, as each of its masterfully sculpted dragons are Huge size, and the Queen of Dragons can represent the Medium form.



DRAGON SPIRITS

SPIRIT OF RED DRAGONS

Dragonblades who specialize in studying red dragons explore the southern portion of Tanares. The region's volcanic activity and extreme heat spikes lead many to believe that Azymor's home is somewhere in the south, but its exact location has never been discovered.

By manifesting the draconic energy that emanates from red dragons, these dragonblades are especially capable of making powerful offensive attacks and withstanding high temperatures.

RED DRAGON POWERS

As a dragonblade specializing in red dragons, you acquire the following Draconic Powers:

RED DRACONIC POWERS







DRAGONBLADE LEVEL	ACQUIRED DRACONIC POWER
1st	Burning Strike
4th	Sundering Strike
7th	Ring of Fire
10th	Boon of Flames
13th	Blades of Wind
16th	Desert Heat
19th	Final Destruction

EMPOWERED DRAGON'S REVENGE







Your Dragon Spirit becomes empowered whenever you use a Draconic Power. At 2nd level, if you or an ally within 15 feet of your Spirit takes damage from an enemy within 60 feet of your Spirit while the Spirit is empowered, you can consume its empowerment (no action required). This causes the Spirit to release a fire breath that affects only the enemy that dealt the damage, dealing 1d6 fire damage for every two dragonblade levels you have, rounded down (with no saving throw for the target).

DRAGONBLADE POWER LIST







LEVEL 1

- Ancestral Blessing 
- Dashing Rush 
- Distracting Tail 
- Draconic Shield 
- Elemental Flay 
- Force Wave 







LEVEL 2

- Bind of the Wavering 
- Dragon's Vitality 
- Elemental Blade 
- Inspiring Roar 
- Spiritual Fog 
- Wings of Wind 







LEVEL 3

- Destructive Claws 
- Diving Attack 
- Draconic Challenge 
- Martyr's Shield 
- Spiritual Retribution 
- Static Imprisonment 







LEVEL 4

- Arcane Barrier 
- Dragon Mark 
- Elemental Cyclone 
- Hardened Scales 
- Linked Bolt 
- Stormbringer 







LEVEL 5

- Combined Strike 
- Draconic Glare 
- Life Link 
- Lightning Spirit 
- Soaring Dragon 
- Stunning Blow 








LEVEL 6

- Dominating Presence 
- Dragon Breath 
- Flurry of Wings 
- Ripper Fangs 
- Shadow Strike 
- Spiritual Reprimand 








LEVEL 7

- Barrage of Claws 
- Dimensional Strike 
- Dragonblood Pact 
- Ghostly Tail 
- Heart of the Dragon 
- Polar Shield 








RED DRAGON

- Lvl 1 - Burning Strike 
- Lvl 2 - Sundering Strike 
- Lvl 3 - Ring of Fire 
- Lvl 4 - Boon of Flames 
- Lvl 5 - Blades of Wind 
- Lvl 6 - Desert Heat 
- Lvl 7 - Final Destruction 

WHITE DRAGON

- Lvl 1 - Heroic Challenge 
- Lvl 2 - Shielding Claws 
- Lvl 3 - Frozen Spikes 
- Lvl 4 - Cold Burst 
- Lvl 5 - Protecting Mists 
- Lvl 6 - Frost Aura 
- Lvl 7 - Ice Fortress 

BLUE DRAGON

- Lvl 1 - Swift Infusion 
- Lvl 2 - Tail Slam 
- Lvl 3 - Binding Lightning 
- Lvl 4 - Paralyzing Thunder 
- Lvl 5 - Thundering Translocation 
- Lvl 6 - Shocking Trap 
- Lvl 7 - Energy Surge 



DRACONIC POWERS - LEVEL 1

ANCESTRAL BLESSING

Type: Scales ♡

Activation: One action

Power: Make a weapon attack. On a hit, the weapon deals its normal damage and a beautiful light touches your body. You gain 1d6 temporary hit points for 1 minute.

Ultimate: Increase the temporary hit points to 2d6, stacking with the hit points gained from using the Ultimate Power feature.

BURNING STRIKE

Type: Wing (red dragon) ♣

Activation: One action

Power: Make a weapon attack. On a hit, deal its damage plus 1d6 extra fire damage. This extra damage increases to 2d6 at 7th level, 3d6 at 10th level, 4d6 at 13th level, 5d6 at 16th level, and 6d6 at 19th level.

Ultimate: Double the extra damage.

As a specific Dragon Spirit power, it does not follow the tenets of wing powers, allowing the red dragon dragonblades to be more aggressive than others.

DASHING RUSH

Type: Wing ♣

Activation: One action

Power: Move up to half your base speed, ignoring difficult terrain, then make a weapon attack. If you moved at least 10 feet in a straight line right before attacking, your attack deals 1d6 extra damage.

Ultimate: Increase the movement to your full base speed, and increase the extra damage to 2d6.

DISTRACTING TAIL

Type: Wing ♣

Activation: One action

Power: Make a weapon attack. On a hit, the weapon deals its normal damage and unbalances the target. It cannot use its reactions to make opportunity attacks and suffers a -2 AC penalty until the end of your next turn.

Ultimate: Increase the penalty to -5 AC.

DRACONIC SHIELD

Type: Scales ♡

Activation: One action

Power: Make a weapon attack. On a hit, deal its normal damage and create an invisible shield. Until the end of your next turn, you or an ally within 30 feet of you gets a +2 AC bonus against the next attack.

Ultimate: Increase the AC bonus to +4, and it ends only at the end of your next turn.

ELEMENTAL FLAY

Type: Claws ≡

Activation: One action

Power: Make a weapon attack. On a hit, in addition to dealing its normal damage, the weapon wounds a large portion of the creature's skin. The next time it takes damage until the end of your next turn, it takes 1d6 extra damage.

Ultimate: Increase the extra damage to 2d6.

FORCE WAVE

Type: Claws ≡

Activation: One action

Power: Make a weapon attack. Even on a miss, the Spirit creates a force wave that attacks a creature up to 15 feet away from it. The target must succeed on a Dexterity saving throw, or take 1d4 force damage and be knocked prone.

Ultimate: Include as targets all creatures within 15 feet of the initial target, and increase the damage to 1d8.





MADWALKER

IN THE PENUMBRAL PLANE, A DWARF CRAWLS INSIDE A nest of arachnid aberrations. Swarmed by monsters, he easily shrugs off their attacks. When he finally sees the queen, the dwarf shapeshifts into an Arachne and handily defeats his opponent.

While fighting in an Arena match, a gnome makes an aberrant tentacle grow from his back. Using it to cross a pit with a series of acrobatic moves, he lands right by his enemies. Grinning, he grapples his opponents with his tentacle and throws them one by one into the pit, ensuring his Team's victory.

A human is pursued by the Ironhand. Her crime? Existing. As she is surrounded by guards, a pair of twisted wings sprout from her back. She takes flight and leaves town, knowing that on her back are not only tentacles or wings, but a target.

Madwalkers are delvers of the Penumbra who, being particularly sensitive to the great energy surge that sustains all penumbral aberrations, struggle to strike a balance between power and sanity. This comes at a price: the further they push their bodies across the line that divides humanoid and aberrations, the more their minds are sucked into the bottomless pits of the realms of madness.

PENUMBRAL MINDS

Intimately connected with the history of the world's creation, the Penumbra is perhaps the most important extraordinary "location" in Tanares, even though it cannot be pointed to on a map. It is, in fact, a dark dimension that mirrors the Material Plane and is separated from it by the subtle veil, or weave, of the Tanarean Field.

The Material Plane is also called the Physical Plane because it adheres to the laws of physics—contrary to the Penumbra, where one cannot accurately predict how space, time, or even gravity will work. It is the realm of dreams and nightmares, the source of prophecies and omens, a place where strong emotions and thoughts—invisible in the Physical Plane—materialize. In extreme cases, these manifestations transform into monsters that dwell in the penumbra (the overall environment of the plane) and either wander free or become attached to a location, person, or object from the Material Plane.

Negative feelings are often more dense and materialize in the penumbra; positive feelings, on the other hand, help dissipate the negative energies, making monsters disappear. Complex feelings, like those generated by a large packed crowd, can even create impassable energy barriers in the penumbra or other phenomena described later in the chapter.

THE MADWALKER				
LEVEL	PROFICIENCY BONUS	FEATURES	MUTATION LEVEL	MUTATIONS KNOWN
1st	+2	Aberrant Mutation, Penumbra Shape	1st	2
2nd	+2	Trail of Madness	1st	2
3rd	+2	Shadow Sense, Blades of Madness (1d4)	1st	3
4th	+2	Ability Score Improvement	1st	3
5th	+3	Extra Attack	2nd	4
6th	+3	Aberrant Mind	2nd	4
7th	+3	Trail of Madness	2nd	5
8th	+3	Ability Score Improvement	2nd	5
9th	+4	—	3rd	6
10th	+4	Warped Morphology	3rd	6
11th	+4	Blades of Madness (1d6)	3rd	7
12th	+4	Ability Score Improvement	3rd	7
13th	+5	—	4th	8
14th	+5	Trail of Madness	4th	8
15th	+5	Penumbra Portal	4th	9
16th	+5	Ability Score Improvement	4th	9
17th	+6	—	5th	10
18th	+6	Trail of Madness	5th	10
19th	+6	Ability Score Improvement	5th	11
20th	+6	Waking Nightmare	5th	11

Most Tanareans are unaware of the existence of the penumbra, and even knowledgeable scholars are still in the early stages of researching its secrets, as it is a dangerous, terrifying place where one mustn't linger.

It is easy to get lost in the darkness, especially if the corresponding site in the Material Plane lacks sources of illumination or orientation. Long exposure to the penumbra gradually deranges visitors, who suffer penalties that compromise their sanity. These maddened individuals then become like magnets or beacons that attract nearby monsters, reducing even further their chance of survival in the penumbra.

In this context, madwalkers are people who have some kind of expertise or familiarity with the penumbra. Sensitive to the energies and powers that pervade the plane, they can access it for their own benefit, even though it takes a heavy toll on their bodies and minds. This sensitivity can come innately, through training, or as a consequence of a traumatic experience, such as getting lost in the penumbra as a child.

While other people remain oblivious to the penumbra or easily succumb to its traps, madwalkers seem to find a dangerous balance between great power and uncontrollable power, Physical Plane and Penumbra, nightmares and daydreaming, sanity and madness.

MADWALKERS IN TANARES

Madwalkers have increasing value in today's world as more and more ways to benefit from the penumbra are discovered. The most important benefit is to transportation, as teleportation spells and portals create shortcuts through the penumbra, taking advantage of the plane's detachment from the physical laws that govern space.

Despite this boon, most people consider madwalkers monsters due to their flesh-bending transformations and their association with aberrations. Pursued and rejected by both the Ironhand and the general populace, madwalkers rarely live normal lives in big Imperial cities. The exceptions are those who keep their powers hidden or are part of prestigious Teams, although that does not mean they receive the same praise as their teammates.

Because of the delicate nature of penumbral energy, which can have a permanent impact on an individual, it is common for madwalkers to seek out a master to teach them how to study and control their powers and avoid persecution by the Empire. Most of the time, this relationship ends up being short-lived to avoid attracting the attention of the Ironhand or potential whistleblowers among the people. Thus, madwalkers are often loners and nomads. Eternal wanderers, they know that settling down could be a death sentence.

IN OTHER SETTINGS

As long as there are nightmares in your setting, a madwalker can tap into its oneiric fabric and embody its creations; it is therefore not only possible, but easy, to play as a madwalker in other settings. Even though only a few minor powers of a madwalker relate to the Penumbra Plane, many other settings have similar dark or astral environments that you can treat as if they were the madwalker's penumbra.

CLASS FEATURES

As a madwalker, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per madwalker level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per madwalker level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, martial weapons

Tools: Thieves' tools

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a longsword
- (a) a longbow and a quiver with 20 arrows or (b) a shortsword
- (a) an adventurer's pack or (b) an explorer's pack
- Two daggers and thieves' tools

ABERRANT MUTATIONS

You can produce unimaginable temporary modifications to your body, known as **Aberrant Mutations**. Some of them require the target(s) to roll a saving throw to resist their effects.

Aberrant Mutation save DC = 8
+ your proficiency bonus + your Wisdom modifier

INSANITY STEPS

TOTAL PENALTY TO ATTACKS, AC AND SAVES	INSANITY POINTS (1ST TO 4TH LEVELS)	INSANITY POINTS (5TH TO 8TH LEVELS)	INSANITY POINTS (9TH TO 12TH LEVELS)	INSANITY POINTS (13TH TO 16TH LEVELS)	INSANITY POINTS (17TH TO 20TH LEVELS)
-1 penalty	3 to 5	6 to 11	9 to 17	12 to 23	15 to 29
-2 penalty	6 to 8	12 to 17	18 to 26	24 to 35	30 to 44
-3 penalty	9 or more	18 or more	27 or more	36 or more	45 or more
Penumbra Shape	12 (maximum)	24 (maximum)	36 (maximum)	48 (maximum)	60 (maximum)



KNOWN ABERRANT MUTATIONS

At 1st level, you know two 1st-level Aberrant Mutations from the list later in this section. You may learn a new Aberrant Mutation every time you gain a madwalker level as long as you do not exceed the maximum number of known Aberrant Mutations as shown in the madwalker table on page 13.

If you wish, when you gain a madwalker level, you may choose one Aberrant Mutation that you already know and replace it with another. Each of your Aberrant Mutations must be of a level no higher than your madwalker level allows. (For example, when you reach 5th level of the class, you can learn a new Aberrant Mutation of 1st or 2nd level, but you cannot know more than four Aberrant Mutations.)

You can use only one Aberrant Mutation per round, but you can have more than one of them active.

INSANITY POINTS

Madwalkers delve deeper and deeper into the realms of madness as they use their powers. After activating an Aberrant Mutation, at the end of your turn you acquire the number of Insanity Points stated in its description.

Once you amass a specified number of Insanity Points, you receive a penalty to your AC and all attacks and saving throws, as shown in the Insanity Steps table. When you reach maximum Insanity, you transform into a Penumbra Shape. After the transformation ends, you remain at maximum Insanity and stop gaining points.

You lose all Insanity Points after finishing a long rest.

PENUMBRAL SHAPE

When you reach the maximum number of Insanity Points indicated on the table, your shape becomes that of a penumbra creature for as many minutes as your madwalker level. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die.

Each level grants you access to new Penumbra Shapes, according to the following table:

AVAILABLE PENUMBRAL SHAPES

LEVEL	BASIC	ABERRANT ARACHNID TRAIL	NIGHTMARE AUGURY TRAIL
1st	Gluttony	—	—
2nd	—	Arachne Serf	Nightmare Lurker
3rd	Envy	Arachne Scout	Nightmare Keeper
5th	Disgust	Arachne Soldier	Nightmare Guardian
7th	Sadness	Arachne Ambusher	Nightmare Warrior
9th	Pain	Arachne Hunter	Nightmare Overseer
11th	Lust	Arachne Sorcerer	Penumbra Eye
13th	Grudge	Arachne Noble	Penumbra Oppressor
15th	Pride	Arachne Commander	Penumbra Lord
17th	Greed	Arachne Overlord	Penumbra Vizir
19th	Fear	Arachne Matriarch	Penumbra Tyrant

You have access to the basic shapes and, starting at 2nd level, you also have access to the shapes from your Trail of Madness, as shown in the table. When this ability activates, choose and transform into one of the basic or trail shapes available. If there is not enough space for your chosen shape to fit, the transformation fails and you lose its use.

While you are transformed, the following rules apply:

- **All attacks, damaging spells, and effects from your shape deal 1d6 extra damage, increasing to 2d6 at 6th level, 3d6 at 12th level, and 4d6 at 18th level.**
- Your game statistics are replaced by those of the penumbra creature, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining the creature's Intelligence, Wisdom, and Charisma saving throw proficiencies, and all other proficiencies it may have. If the penumbra creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.
- While in your Penumbra Shape, you may not activate Aberrant Mutations, cast spells, or use any of your original form's skills. **Any active Aberrant Mutation ends immediately. Except for your proficiencies, mental abilities, and Blades of Madness feature, you only have access to the skills and features of your Penumbra Shape.**
- The transformation automatically interrupts your concentration in spells and features you may have already cast or activated.

- When you transform, you assume the creature's maximum hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if your Penumbra Shape has 1 hit point left and you take 10 damage, you revert and your normal form takes 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- When you transform, you choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment based on the creature's shape and size. The equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

TRAIL OF MADNESS

At 2nd level, you are able to manifest one of the powerful creatures of the Penumbra Plane. Choose the Nightmare Augury Trail or the Aberrant Arachnid Trail. The trail grants you exclusive Aberrant Mutations, Penumbra Shapes, and features at the 3rd, 7th, 14th, and 18th levels.

SHADOW SENSE

At 3rd level, your mind deepens its ties to the realm of nightmares, granting you a unique perception of reality.

- You have advantage on all Wisdom checks made in the Penumbra Plane and on Wisdom saving throws against the environmental effects of the Penumbra Plane.
- You have disadvantage on all Charisma checks except Intimidation while interacting with creatures from the Physical Plane, except for other madwalkers.
- You can easily track portals leading to the Penumbra Plane, or from the Penumbra Plane to other planes. You always know the distance, direction, and size of any such portals in a 1-mile radius.



BLADES OF MADNESS

At 3rd level, you are able to warp reality and physically manifest your nightmares.

When you use an Aberrant Mutation, until the start of your next turn, gain a 1d4 bonus to all melee attack rolls and whenever you deal damage, you may reroll any number of damage dice. You must use the second result. At 11th level, this bonus increases to 1d6.

When you enter your Penumbra Shape, you can apply this ability to all melee attack rolls and damage dice.

TRAILS OF MADNESS

ABERRANT ARACHNID TRAIL

The relationship between the walkers of this trail and the Penumbra Plane is often born out of reverential awe, or fear of the unknown. Attuned to these subtle, chaotic vibrations, they can lurk in the shadows and feed off their prey's fear, until it is time to lunge with an intensity and aggression that is unparalleled among madwalkers.

When these sneaky, strong masters of darkness assume their Penumbra Shape, the resulting humanoid-spider hybrids are horrid, fearsome exemplars of cunning and guile.

ABERRANT ARACHNID MUTATIONS

As an Aberrant Arachnid Trail madwalker, you have access to various exclusive Aberrant Mutations acquired at 2nd, 5th, 9th, 13th, and 17th madwalker levels. Upon gaining each of these levels, you may choose one of the available Aberrant Mutations, and it does not count toward the number of Aberrant Mutations known.

ABERRANT ARACHNID MUTATIONS

MADWALKER LEVEL	AVAILABLE ABERRANT MUTATIONS
2nd	Noxious Attack, Shadow Web
5th	Venom Splash, Nauseating Spray
9th	Arachnid Legs, Venomous Saliva
13th	Allergic Spores, Pheromone Spray
17th	Web Cocoon, Exoskeleton

CUNNING PREDATOR

You acquire the great agility and predatory instincts of a spider.

At 2nd level, while wearing light armor or no armor and not wielding a shield, you gain a +1 bonus to AC.

In addition, whenever you make a melee attack against a creature that has no allies within 5 feet of it, you gain your madwalker level as temporary hit points. They don't stack, last for 1 minute, and are granted even if the attack misses.

OPTIONAL RULE

MADNESS EFFECTS

When you reach each of the first three Insanity Steps (the fourth being the transformation into a Penumbra Shape), you can roll a d8 and check the Madness Effects table below to see how your mind is affected. Roleplay accordingly.

At 1st level, after you end a long rest, you may choose to be immune to at most three of the madness types for

that day. If your d8 roll results in a type to which you're immune, reroll.

If affected, you start by gaining the listed lesser effect; if it already affects you, advance to the greater effect. If you are already under the greater effect, reroll the die. Each effect is cumulative, and they all end when you finish a long rest.

MADNESS EFFECTS

MADNESS TYPE	LESSER EFFECT	GREATER EFFECT
(1) Delirious	You see and hear things that no one else does. You have disadvantage on all Wisdom checks but gain advantage on all Intelligence checks.	You see and hear vivid hallucinations that incite you to do as they say. At the start of each of your turns, roll a die. If the result is an even number, add 1d4 to all your rolls this turn; otherwise, subtract 1d4 from all your rolls this turn.
(2) Maniacal	As your mind and the world around you spiral into chaos, you can't help but find it hilarious; you want to join in on all the fun. Whenever an ally fails a check, save, or attack, you gain +1 to attack rolls and -1 to AC until the end of your next turn.	The whole of existence is a joke, and you laugh in the face of danger. You have -1 to your AC, but your attacks deal +1 damage and you are immune to being stunned, incapacitated, and subject to sleep effects.
(3) Enraged	You boil with anger, making it clear to others that you're not to be bothered. You automatically fail any Persuasion checks you make, but you have advantage on all Intimidation checks.	As you explode in blind fury, you become like a crazed beast, hurting yourself and everyone in your way. All your attacks deal +2 damage, but they also cause you to take 2 damage that cannot be resisted or reduced in any way.
(4) Fearful	You're overly cautious about the dangers of the world. You have disadvantage on all initiative rolls, but you cannot be surprised and you have +2 AC until the start of your first turn in each combat.	Your fear grows into paranoia: they are coming for you, and there is no escape. You gain +1 to AC and on all saving throws, but your fear also cripples your actions. You have -1 to all attack rolls and skill checks.
(5) Sadistic	You enjoy watching others suffer. If there is an enemy adjacent to you and you can attack it, you feel the need to harm it in some way. When you take your turn, if you try to damage that enemy, you gain 2 temporary hit points. Otherwise, your proficiency bonus is reduced by 1 that turn.	You revel in death and killing. On your turn, if an adjacent creature has 0 hit points and is not an ally, you have disadvantage on all rolls that are unrelated to killing that creature. If you kill it, you gain temporary hit points equal to half your level (rounded up).
(6) Fanatic	The powers from beyond talk to you in your nightmares. You are their chosen one. Immediately gain a number of Insanity Points equal to 1 + half your level, but they don't make you suffer saving throw penalties.	The ancient entities provide you with unfathomable power. You are but a tool in their grand plans, your sole purpose being to carry them out. Your Insanity Steps penalties increase by 1, but, once per turn, you can add +1d6 psychic damage to an attack or Aberrant Mutation that causes damage.
(7) Gloomy	Whatever you do can only make matters worse or harm those you care about. You're woebegone, and nothing can cheer you up. Treat all skill checks as if you rolled a 10.	Nothing really matters, anyone can see... You don't apply stat modifiers on any of your damage rolls. Reduce by 5 all damage you receive (to a minimum of 1).
(8) Narcissistic	You are confident in your greatness and cannot accept failure. When you hit an enemy, you gain +1 to attack rolls until you miss with an attack. When you miss an enemy, you suffer -1 to attack rolls until you hit with an attack.	Someone like you should not be touched by lesser beings. You have +1 AC, but whenever an attack hits you, you take 1d4 extra psychic damage. This damage ignores immunities and resistances, and it cannot be reduced in any way.

ABERRANT MUTATIONS

1ST LEVEL

BIOLUMINESCENT SECRETION

1 Insanity Point + 1 point per 5 ft added to cone size

With a bonus action, you can secrete a luminous substance. The secretion emits glowing light within 5 feet and leaves a trail in every space you go through. After 8 hours, the Mutation ends and the secretion disappears completely.

You may end this Mutation early to expel a larger, oilier amount of secretion over a 15-foot cone on the ground, turning it into difficult terrain. All creatures in this area must succeed on a Dexterity saving throw or fall prone. A creature that enters or ends its turn in the area must also make the Dexterity saving throw. The area remains bright and slippery for 8 hours. You may not use this effect if you are already at your Insanity Point maximum.

You can increase the size of the cone, to a maximum of +25 feet, gaining 1 extra Insanity Point for each additional 5 feet. You cannot exceed your Insanity Point limit when extending the area.

DARK ENERGY

1 Insanity Point

When making an attack, before rolling, you can imbue your weapons with penumbral energy as a free action. Until the start of your next turn, your next successful attack deals an extra 1d6 necrotic damage.

ELASTIC LIMBS

1 Insanity Point

You can, with a bonus action, deform your limbs so they become longer. For the next 10 minutes, your melee attack reach increases by 5 feet, and your base walking speed increases by 10 feet.

If you receive bludgeoning damage, you may use your reaction to end this effect and decrease the damage by 2d8.

PENUMBRAL ECHOES

1 Insanity Point

You can, with a bonus action, distort your vocal cords for 1 minute, allowing you to emit sounds that are impossible to reproduce normally. You can simulate any sound you've heard, whether from creatures (their voices, grunts, growls, etc.) or objects (a hammer clang, a door creak, drops falling into a puddle, etc.). A creature hearing the sound can make a DC 20 Wisdom (Insight) check to discern whether it is an imitation.

With an action, you can end this Mutation and emit a terrifying roar that spreads over a 10-foot radius. Each creature in range must make a Wisdom save. On a failure, the creature suffers 2d4 thunder damage and is frightened for 1 minute. An affected creature must make a new Wisdom saving throw at the end of each of its turns. On a success, the effect ends and the creature is immune to it for the next 24 hours.

PENUMBRAL GAZE

1 Insanity Point

You can, with a bonus action, channel penumbral energy through your eyes, whitening them and doubling their size. For 1 hour, you have advantage on Wisdom (Perception) checks that rely on sight. Additionally, you gain darkvision with a range of 60 feet. If you already have darkvision, double its range.

With an action, you can end these effects and hurl a force blast toward a creature. Make a ranged attack roll against a target within 60 feet using your Dexterity modifier and proficiency bonus. On a hit, the target takes 3d6 force damage.

SPACE DISTORTION

1 Insanity Point

You can, with a bonus action, manipulate penumbral energy to create a small portal that allows your hands to reach distant places. Until the end of your turn, you may interact with objects or creatures up to 30 feet away and transport small objects.

While active, this Mutation also allows you to make melee attacks against targets within 30 feet. These attacks ignore cover, and you can add your Wisdom modifier to the attack rolls.

HORRID TENTACLE

1 Insanity Point

With a bonus action, you can grow a hideous tentacle on your back. The tentacle has a reach of 10 feet and lasts for 1 minute. With the tentacle, you can perform only the following tasks:

- Using an action, you can pull, drag, or lift an object or willing creature, or cling onto something. When performing these actions, you can carry twice the weight your Strength normally allows.
- Using a bonus action, you can use and interact with objects. For instance, you can open or close chests and doors, use keys, pull a lever, press a button, hold small objects or similar items, and so on, at the GM's discretion.
- You can use it as an extra limb, granting you advantage on Dexterity (Acrobatics) or Strength (Athletics) checks.
- You can use it as a melee weapon with the light and finesse properties; the tentacle has a 10-foot reach and deals 1d10 bludgeoning damage. If you are using a weapon in one of your hands, the tentacle may be used as a second light weapon for two-weapon fighting.
- The tentacle cannot wield a shield.

ABERRANT ARACHNID TRAIL

NOXIOUS ATTACK

1 Insanity Point

With your bonus action, glands grow in your hands, producing a poison that coats your weapon for 1 minute. Every time you hit with a weapon attack, the target takes an additional 2 poison damage and receives a poison marker (up to a maximum of four markers). Creatures with at least one poison marker must make a Constitution saving throw at the start of each of their turns. On a success, they remove all poison markers. On a failure, they take 2 poison damage for each poison marker they have.

SHADOW WEB

1 Insanity Point

With your action, you can create spiderwebs from your fingertips for 1 minute. The webs can extend for up to 60 feet, with the following effects available:

- You can shoot a web on an object and pull it toward you. If the object is bigger than 5 cubic feet, you must pull it normally, using your own strength.
- You can attach the web to objects or solid surfaces and gain advantage on Strength (Athletics) or Dexterity (Acrobatics) checks when climbing them.
- You can use the web to block an area up to 20 feet in diameter that is between two solid objects; a creature entering the blocked area must make a Strength check or become immobilized until the end of its next turn.

- You can shoot a web to lift or trap objects within range.
- You can shoot a web at a creature within range. On a failed Dexterity saving throw, it is restrained for the effect's duration; it may roll a Strength saving throw at the end of each of its turns to end the condition.

PENUMBRAL SHAPES

ARACHNE SCOUT

Large aberration, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 22 (3d10 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	9 (-1)	12 (+1)	13 (+1)

Saving Throws Dex +5, Cha +3

Skills Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 11

Languages Common, Deep Speech

Challenge 1 (200 XP)

Prowlers. The Arachne's proficiency bonus is doubled for stealth checks.

Spider Climb. The Arachne can climb difficult surfaces, including moving upside down on ceilings, without the need for an ability check.

Web Spinning. The Arachne can spin webs; creatures that touch the web must succeed on a DC 12 Strength saving throw or become restrained. The Arachne can cover a 20-square-foot area for every 10 minutes of work.

Web Sense. While in contact with a web, the Arachne knows the exact location of any other creature in contact with the same web.

Web Walker. The Arachne ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Arachne Scout makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webs. As an action, the target can make a DC 12 Strength check, bursting the webs on a success. The webs can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



ARACHNE SERF

Large aberration, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 15 (2d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	9 (-1)	11 (0)	13 (+1)

Saving Throws Dex +4, Cha +3

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech

Challenge 1/2 (100 XP)

Prowlers. The Arachne's proficiency bonus is doubled for stealth checks.

Spider Climb. The Arachne can climb difficult surfaces, including moving upside down on ceilings, without the need for an ability check.

Web Spinning. The Arachne can spin webs; creatures that touch the web must succeed on a DC 12 Strength saving throw or become restrained. The Arachne can cover a 20-square-foot area for every 10 minutes of work.

Web Sense. While in contact with a web, the Arachne knows the exact location of any other creature in contact with the same web.

Web Walker. The Arachne ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Arachne Serrf makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

ENVY

Medium aberration, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 22 (3d8 + 9)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	16 (+3)	17 (+3)	6 (-2)	7 (-2)

Saving Throws Int +5

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 8

Languages Deep Speech (understand)

Challenge 1 (200 XP)

Heartburn. Whenever Envy sees an ally reduce a creature to 0 hit points, its intensity grows and it gains +1 on its next attack roll. This bonus is cumulative, to a maximum of +5.

Envy Aura (10 ft.). Every creature that enters or starts its turn within the aura must make a DC 14 Wisdom saving throw. On a failure, whenever the creature witnesses one of its allies perform an outstanding feat (roll a natural 20), it suffers a -1 penalty on all its d20 rolls until it also rolls a natural 20 or finishes a long rest. This effect may be removed with *calm emotions*, *lesser restoration*, and other similar magic. A creature that successfully saves against this effect is immune to it for the next 24 hours.

ACTIONS

Multiattack. Envy makes two claw attacks or two resentment blast attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Resentment Blast. *Ranged spell attack:* +5 to hit, range 60 ft., one target. Hit: 5 (1d4 + 3) psychic damage.

GLUTTONY

Medium aberration, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	18 (+4)	5 (-3)	12 (+1)	5 (-3)

Saving Throws Con +6

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech (understand)

Challenge 1/2 (100 XP)

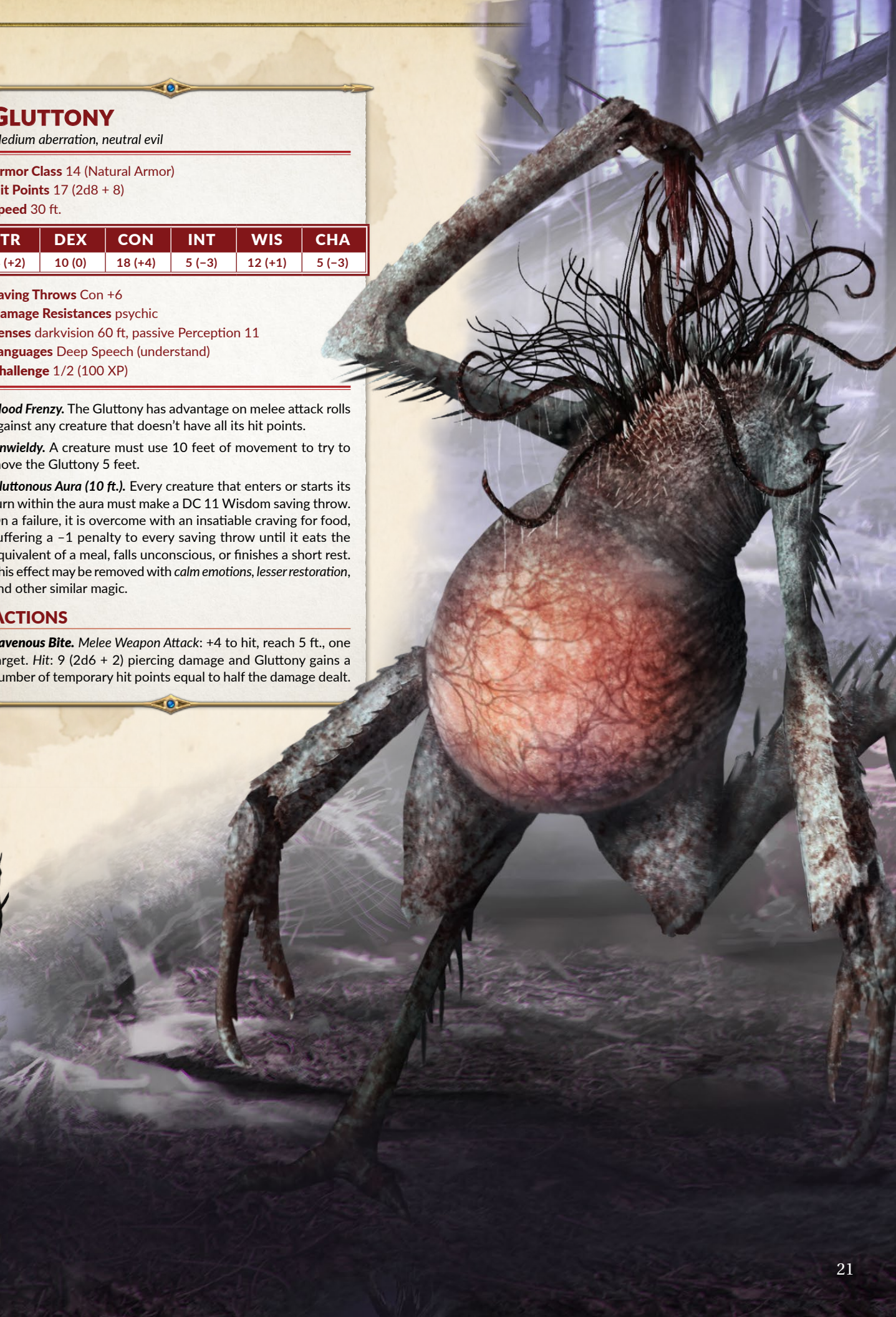
Blood Frenzy. The Gluttony has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Unwieldy. A creature must use 10 feet of movement to try to move the Gluttony 5 feet.

Gluttonous Aura (10 ft.). Every creature that enters or starts its turn within the aura must make a DC 11 Wisdom saving throw. On a failure, it is overcome with an insatiable craving for food, suffering a -1 penalty to every saving throw until it eats the equivalent of a meal, falls unconscious, or finishes a short rest. This effect may be removed with *calm emotions*, *lesser restoration*, and other similar magic.

ACTIONS

Ravenous Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage and Gluttony gains a number of temporary hit points equal to half the damage dealt.





LOST MAGIC RESEARCHER

AS THE PRIMARY PRACTITIONERS OF ARCANIC MAGIC in Tanares, wizards have a history of conducting extensive research, constantly trying to understand how magic works, how to best manipulate the Tanarean Field, and how to make their spells increasingly effective. However, wizardry's golden age—when the world counted thousands of wizards—is long gone, and most of its knowledge disappeared with kingdoms and civilizations that perished in the Malrokian Curses.

Given the nature of their research and the fact that it is easier to control magic in colder environments, wizards in Tanares are naturally reclusive, often only keeping the company of other wizards. Reginheraht's Magical Research Tower is the greatest example. Located far northeast, the tower is isolated from the rest of the world and gathers most of the top wizards in Tanares, who conduct their secret business at the cost of practical exploration of the world and the magic that lies hidden in it.

LOST MAGIC

Unlike wizards who specialize in specific schools of magic, those who study lost magic focus on ancient forms of spellcasting, eager to unveil the secret practices that elevated civilizations of yore higher than any nation currently in existence. Although little is known of the kingdoms that existed before the Empire, there is consensus among the wizards of this school that spells of the past era were used in more powerful and unpredictable ways.

Aversion to risk is not a personality trait of lost magic researchers. Their explorations and research often yield only fragments of past knowledge, and improvising to fill the gaps is dangerous business. Those who succeed find the effort worth it, though, for they use their findings to fill more pieces in the puzzle of their knowledge and thus push spells beyond their limits.

These wizards are found in different places in Tanares: in the Reginheraht Tower, conducting research with support from their peers; in Teams, benefiting from their flexibility to seek knowledge in different topics and fields; or even exploring the outskirts of the ancient Wasteland, dreaming of finding ruins from the extinct Mystical Kingdom.

IN OTHER SETTINGS

Worlds are rarely brand new and without their share of mystery and lost treasures. Adapt your research to fit with an ancient civilization in the setting, or simply consider that you are after the knowledge and experiments left behind by wizards who died. If that is somehow not possible, then you are at the forefront of magic as an empirical science in your world, seeking to break the traditional boundaries of magic and elevate your spells beyond the known limits.

MAGIC RESEARCHER EXPERTISE

Your study and research of the conjuring forms used by the ancients makes you a profound connoisseur of arcane knowledge. At 2nd level, if you are not already proficient in the Arcana skill, you gain this proficiency. If you are already proficient in Arcana, you double your proficiency bonus for this skill. In addition, whenever an Intelligence check related to magic is required, you may make an Intelligence (Arcana) check instead of the one that would normally apply.

MAGIC IMBUEMENT

Starting at 2nd level, you can try to boost the effect of one of your spells. When you use a spell of level 1 or higher, you can make an Intelligence (Arcana) check with a DC of 17 + the spell level. This cannot benefit from the Help action.

If you fail, the spell is cast normally. If you succeed, you may choose one of the three effects from the Magic Imbuement table and apply it to the spell. Rolls of natural 1 or 20 result in specific effects.

MAGIC IMBUEMENT

CHECK RESULT	MIGHT EFFECT	EXPANSION EFFECT	PIERCING EFFECT
Success	As if it had been cast using a spell slot one level higher.	If the spell has an area of effect, that area is 25% larger. If the spell has a duration, it lasts 50% longer.	Increase the DC of the spell's saving throws by 1.
Natural 20	As if it had been cast using a spell slot two levels higher.	If the spell has an area of effect, that area is 50% larger. If the spell has a duration, it lasts 100% longer.	Increase the DC of the spell's saving throws by 2.
Failure	The spell is cast with no changes.		
Natural 1	The spell is cast with no changes, and you take 1d6 force damage for each spell slot level it used.		

Check out some new spells on page 39.

Read the Player's Guide to Tanares to learn the full subclass, including these abilities:

- Lost Energy Recovery - 6th level
- Arcane Overcharge - 10th level
- Arcane Sensitivity - 14th level





COURAGE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>heroism, shield of faith</i>
3rd	<i>branding smite, veil of bravery</i>
5th	<i>haste, revivify</i>
7th	<i>freedom of movement, stonесkin</i>
9th	<i>greater restoration, legend lore</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

WORDS OF ENCOURAGEMENT

At 1st level, you have a number of Courage Points equal to your Wisdom modifier plus half your cleric level (rounded up). You recover all your Courage Points after a long rest. The Courage Points can initially be used in three ways:

- When a creature fails a saving throw, you can spend a Courage Point as a reaction to instill in it the will to fight on. The creature can make a new saving throw and must use the second result.
- As a bonus action, you can spend a Courage Point to summon your inner strength and smite your foes. Until the start of your next turn, your first melee attack deals +1d10 damage of the same type as your weapon. This damage increases to +2d10 at 6th level, +3d10 at 12th level, and +4d10 at 18th level.
- As an action, you can spend a Courage Point to shout a powerful war cry that strengthens your party's resolve. You and all allies within 30 feet gain a number of temporary hit points equal to 1d6 + your cleric level for one minute, and can roll a saving throw to remove any effect causing the frightened condition. While the temporary hit points last, they also give advantage on all other saving throws made against effects that cause the frightened condition.

COURAGE DOMAIN

IN TANARES, TAMERA IS THE MOST RENOWNED GODDESS; while champions of Courage mostly align under her, deities such as Dorsi (the dwarven god) and the element of Fire itself hold sway over this domain. Known for their skill in melee combat, clerics of these gods act as natural leaders, raising the potential of those around them. They are normally sent by their gods to act as a source of inspiration to others, both to guide the common folk to a path of honor and courage and to show other adventurers the true path to bravery.

IN OTHER SETTINGS

To use the Courage domain in other settings, combine it with gods such as Zeus, Thor, and Horus, who are known for their bravery in combat and for being leaders within their respective pantheons.



CHANNEL DIVINITY: BOLSTER THE SPIRIT

Starting at 2nd level, you can use your Channel Divinity to bolster the courage of a creature you touch. As an action, you can give the touched creature one of the following benefits:

- +1 to AC
- +1 to attack rolls
- +1 to all saving throws
- +1 to all damage rolls
- While the effect lasts, the creature can choose to reroll one die (before it knows if the roll succeeded or not).

This effect lasts for 1 minute.

When you use this feature, you can choose to spend a Courage Point to give a touched creature more benefits

instead of one. If you touch an ally, it gains two benefits. If applied to yourself, gain three benefits.

Check out some new spells on page 29.

Read the Player's Guide to Tanares to learn the full subclass, including these abilities:

- *Channel Divinity: Take Heart* - 6th level
- *Divine Strike* - 8th level
- *Unyielding Spirit* - 17th level





TAII'MAKU

THE CONCEPT WAS SIMPLE, BUT ENTIRELY NEW TO me. Are you a coward? Then you're gonna work training and feeding the beasts in the cages of the arena. Are you shy? Go practice, for you're the town's new bard. And the most mind-bending of all is that they made it work!

"Glasses and binoculars. Cogwheels. Moving gates and bridges. Carpets. We can trace the origins of these and hundreds of other day-to-day things back to the taii'maku. Tanares has lost countless civilizations and kingdoms, others grew on top of them, in an eternal dance of destruction and reconstruction. Behind this dance, like the slow, steady, disciplined beat of a drum, we find this incredible species, one of the oldest in the world. They were here before the first Malrokian Curse, and something tells me they will survive the last."

— from Kartoc's speech, "What can we learn from the Taii'maku?", Taii Talks

The literal, pragmatic, and logical taii'maku seek overall perfection through physical, mental, and spiritual balance, trying to transcend their shortcomings with a constant journey of learning in all areas. They are usually righteous and lawful, believing that each individual is crucial to making the great wheels of life turn.

Toward this goal of holistic development, the taii'maku pioneered the custom of holding social competitions in all sorts of activities, from oratory to combat, from sports to spelling bees. These confrontations shaped society, for their results often determined the next tasks that the participants would perform: winners must teach the losers or move on to another field where they're weaker. Taii'maku cities, the *Ilus*, were built and developed around these arenas, a custom the Empire appropriated later.

A NEW SPECIES

Well-known beings such as elves and dwarves need no introduction. Likewise, everyone knows what a wizard or fighter is. In the **Player's Guide to Tanares**, we will breathe more life into our new species and classes, with abundant details so that your imagination needs to fill fewer gaps in your role-playing. This chapter is an excerpt of the final product, and even though it doesn't include all information, you can still have fun playing M'Bollo as a character.

Resilient and resourceful by nature, the taii'maku are among the few people who can survive and even thrive in the most extreme Tanarean environments. Engineers by nature, they created a wide variety of mechanical contraptions to help in their survival, some used throughout the world. Their greatest and most marvelous creations are the mobile cities known as *Ilus*, each having a unique characteristic that relates to the technology employed and the environment for which it was built.

ABSORBING THE ILLUMINATION

"RACES" AND "SPECIES"

In the clash between gaming and science, fantasy and reality, conflicts between these two terms abound, and the reasons for using one word or the other change with the designer: ability to interbreed, existence of a common ancestor, etc.

On Tanares, just as on Earth, humans are the vast majority, with complex diversity in ethnicities, phenotypes, and cultures. Therefore, we use the term "species" to refer to elves, dwarves, taii'maku, and other beings, as they all possess particular genetic characteristics that, in game, result in a unique set of traits and rules. To mix these rules with other RPG sources, you may disregard this distinction.

"To learn, to practice, to perfect. Then, to move on. This is the way."

Taii'maku eyes are white and have a glint that reveals the intelligence that often prevails over their muscles. In contrast, their dark skin tones (earthy, black, reddish, or bronze) barely reflect light, a symbol of their eagerness to absorb whatever illumination comes their way, especially through lessons and teachings.

With no ears, hair, or body hair, taii'maku are stout. Despite their enviable athletic physique, they move with a light grace, and they have extra toes and thumbs that allow them to walk with improved dexterity and balance and handle objects with greater skill and a firmer grip.

The taii'maku have a deeper, more discerning understanding of beauty; while others are quick to call "beautiful" anything that is pleasing to the eyes, the taii'maku add a second layer, where they evaluate whether a visually aesthetic thing has the potential to change someone's life, somehow, for the better. In that sense, there's nothing they find more beautiful

than their **akete**, an artistic rug that follows the taii'maku wherever they go, usually rolled and strapped to their backs.

Aketes are given to each taii'maku when they mature. While books convey knowledge of general, broad importance, aketes are deeply personal and record (through symbols, paintings, and drawings) what that particular taii'maku deems the most valuable lessons they've learned in life—things they always want to keep in mind.

Few taii'maku share what the symbols, colors, and shapes in their aketes mean (they are personal, not instruments of teaching). As the years go by, the fabric or paint that illustrates less important lessons fade away, replaced by others that the taii'maku deems more relevant to their life's journey. On the other hand, some very important lessons, which a taii'maku may be lucky to discover early in life, become stronger, with more vibrant colors, and complemented by secondary symbols and drawings.

As a morning ritual, most taii'maku unroll their rug and carefully behold its teachings. While many observers find this practice strange, meditating upon one's akete is more beneficial, spiritually, than engaging in religious practices whose meaning is long lost and that now are performed simply by habit.

The aketes are usually the only beautiful, artistic, colorful things that the taii'maku carry. Their modest, pragmatic point of view makes them opt for simplicity and utility in their garments—especially in extreme weather, where every ornament and piece of equipment has a function that helps them bear the environmental conditions. Utility over design, performance over beauty.



IN TANARES...

CELEBRATING LIFE

In Bauron's Denture Mountain Range, one can find the Memory Mesa, a flat-topped hill where the taii'maku of yore built the Hanging Aketes Garden, the first world wonder (see them all in the *Tanares Campaign Sourcebook*).

Some call it "the most beautiful and colorful graveyard in the world," although it is actually a memorial where every rug ever worked by a deceased taii'maku hangs. The mesa is in one of the driest places in the world and the height makes the air rarefied and cold—perfect conditions for the eternal preservation of the aketes.

The aketes are displayed in such a way that someone standing in the right place could absorb all the taii'maku experience, knowledge, and history at once. It is not uncommon for a first-time visitor to feel dizzy or extraordinarily impacted by the colorful sight. Sensitive people may even faint on the spot. It is said that taii'maku deposit a piece of their souls in their aketes, so visiting the garden can be a supernatural experience (see also "Power Couple," page 29).

When a taii'maku dies, religious artificers known as Garanta prepare the body for cremation and temporarily store the person's akete in the temple of the Ilu where they were born. For a while, the deceased taii'maku's life is celebrated and honored locally, with acts of remembrance of the lessons they taught, jobs they performed, inventions they created,

and achievements they made.

In every Meeting in Salt (see page 34), the Garanta collect all aketes stored in the temple and lead a procession to Hag'Salar, where the aketes of deceased taii'maku from all Ilus are brought and further, larger ceremonies are conducted. Then a caravan transports all aketes to the sacred Memory Mesa, where they find their final resting place.

The Garanta cast spells and effects that protect the place and reinforce its mystical aura. Large mechanical statues of taii'maku warriors stand watch and come to life if one of the aketes is destroyed, damaged, or unduly removed from its pedestal. Mystical wards repel assailants, and a small, semi-permanent, underground community of Garanta remains there on watch against possible violations of the hallowed grounds.

Despite all these protective measures, most aketes have little value in black markets, as most people consider that improperly owning one brings bad luck. The exceptions are legendary aketes of the past, believed to possess inherent magic and spiritual properties of great power, such as those that belonged to Akojagun the Warrior, Olukoni the Philosopher, Onihumo the Inventor, or Ile'Iwe the Teacher—all renowned figures in Tanares (even for humans studying Tanarean history).



Dahsinakete

The term "Dahsinakete" derives from the Taii'makian words "dah" (to sit), "sin" (near), and "akete" (rug)—so it means "sitting on the rug near" a teacher to receive instructions.

The taii'maku take lessons and teachings very seriously, as one never knows what might forever change how someone deals with an aspect of their lives. Losing the opportunity to learn something valuable, or even something that could be recorded in an akete, is a grave sin in taii'makian philosophy.

To show respect for a teacher and to demonstrate that they are giving their undivided attention, it's a taii'maku custom to unroll the most important object in their lives—the akete—and sit on it to receive the instruction, however small it may seem.

As a taii'maku, you may do this to listen to important information given by an NPC, shutting yourself off from all distractions.

What does your akete look like? Will you record your accomplishments, or prioritize the lessons learned from your mistakes?

THINK LOGICALLY, LIVE WHOLESOMELY

"Thoughts are unacted actions; emotions are unthought thoughts. Control these, lest one becomes indistinguishable from an instinct-driven beast."

Despite their exceptional physical virtues, taii'maku die young, especially in comparison with other species. It is rare for one to live to be 80 years old. Maybe for this reason, from a very young age, the taii'maku are taught that their existence is a mere breath in the history of life, that all life is one life, and that the whole is greater than the sum of its parts.

They believe in the immortality of one's soul, that each individual consciousness reincarnates into a new body, and that their position in the next life is a consequence of their progress and contribution to the community in this life.

Driven by this sense of urgency, taii'maku are raised by their parents until they are twelve years old (they look much older than other species of the same age), and then they set off to make their own way. Some are emancipated even younger, at the parents' discretion. A taii'maku's parents and siblings are their immediate family, then comes their Ilu's community; there are no extended family ties.

The taii'maku consider nature a perfectly balanced machine, where the useful parts must be developed and the useless parts moved into progressively minor roles, until they are eventually—and permanently—discarded. To reject the part one should play in life in favor of purposeless diversions is considered a grave sin, not to mention a shameful lack of wisdom, for the most aggrieved party is often the soul of the offender.

On the other hand, there's no greater joy than being hungry for life, to spend as much time as possible in apprenticeship and contribution. This often leads taii'maku to be extremely disciplined, logical, and rational, for giving in to emotions means resigning their privileged position as intelligent beings and becoming instinct-driven animals.

The most common misconception other people have about the taii'maku is that they are emotionless machines in humanoid shapes, deprived of their free will. Nothing could be further from the truth. Free will is being in control of your emotions and choosing to be happy and disciplined; allowing basic instincts to dictate your actions is slavery.

There is an important difference between suppressing emotions and controlling them. Taii'maku try to love with all their hearts, while not allowing the feeling to suffocate, paralyze, or hurt. Some try to be lighthearted, good-natured, or humorous, but not frivolous. After all, a life without occasional celebration, laughter, and even dancing cannot be a full, balanced life. Taii'maku struggle as much as humans do to strike a balance, but with more mindfulness and less spontaneity.

POWER COUPLE

The game of flirting and seduction is quite peculiar for the taii'maku.

Marriage and raising kids are considered essential tasks, not only for the continuation of the species, but also as learning experiences for the taii'makian soul. That's why even those who never meet their soulmates or can't bear children end up adopting orphans and joining another taii'maku—even in a loveless relationship—for the purpose of living this experience.

The decisive factor in choosing a partner is how much their skills, knowledge, and experiences complement your own. In human settlements, spouses often come from the same circles, sharing the same interests or studying at the same school, but taii'maku believe that marrying or even dating someone like yourself is a waste of time and opportunity.

It all begins with a dare: the potential partner is invited to a competition, something they deem irresistible. A series of challenges ensue. Oratory? Cooking? Wrestling? A spelling bee?



The attraction begins to build if the competitors either win or lose by a wide margin, indicating that they are opposites and thus have much to learn from each other. (Engaging half-heartedly in a competition is a great dishonor, so don't think you can make the entire Ilu fall for you just by being bad at sports.)

The potential spouses then engage in activities that resemble the routines of other species: they talk, date, and perhaps adventure together for a short while.

Finally, when two taii'maku decide to marry, they engage in the most romantic and important moment of their lives as a couple: in private, they sit next to each other and unroll their aketes. Then, for hours, they explain everything recorded there, sharing the lessons, mistakes, achievements, and principles they deem the most significant of their lives. In this way, they share a glimpse of their naked, unveiled souls with each other. There are no secrets between spouses.

This moment is so significant that it is the only time in a taii'maku's life that they replace their akete with two new ones that the couple paints and sews together, for they've learned so much from each other, and there's still so much to come...

Once the youngest of the couple's children matures, it is common for the parents to separate. The marriage has outlived its use. These taii'maku do not marry again, because they



STRANGE HABITS

As a taii'maku, you struggle to understand the following customs or habits of other people:

- Parents disciplining their children for being honest or speaking their minds ("Wow, you're so wrinkly! You must be a thousand years old!").
- If someone praises an object you own (especially an unimportant decoration), you offer it as a gift, and become confused when they refuse.
- Not being allowed to take what you need if it's owned by someone who doesn't need it.
- Visitors should make themselves useful since they are trespassing in someone's home. You don't understand hosts who politely refuse to allow a guest to clean, for example.
- Ignoring a beggar, homeless person, or otherwise needy person.
- Envyng those who don't work for a living; praising weekends, vacations, and time off work.
- Making decisions based on instinct or how you "feel" about it.
- Paying to receive education.
- Overrating comforts and laziness.
- Celebrations of the mere passage of time (such as birthdays, anniversaries, and New Year's).
- Not taking every competition seriously, even friendly challenges.

believe they've already lived and learned what was needed from the experience.

LIFE OUTSIDE THE ILUS

"An empty bag won't stand."

In their constant pursuit of knowledge and developing their bodies, minds, and spirits, taii'maku often live in the company of different species throughout their lives. Their peaceful nature, loyalty, and eagerness to work makes them fairly well accepted.

Since they mostly focus on attending to their shortcomings instead of studying in fields where they are already experts, taii'maku perform all sorts of activities, especially in human settlements and cities. They don't thrive in chaotic environments, though, such as taverns and fairs. Taii'maku sometimes work on specific projects in fields where their expertise would be valuable; for example, they're often sought for sensitive engineering jobs, such as the construction of long bridges.

It is common for a taii'maku to open workshops and teach apprentices in crafts they dominate, thus maintaining two jobs: one in which they teach, and one in which they learn.

Their logical prowess also makes them excellent manufacturers of protection devices, vaults, and customized security solutions (they are not, however, creative inventors, a craft where the gloomfolk perform

better). Those with good communication skills (rarer than one would think) could be good mediators or work in legislation. Many of the best statisticians, mathematicians, and locksmiths are taii'maku.

Trustworthy, loyal, and never slacking on the job, those who don't join a Team but are still strong and capable can become good security guards, working on patrols and in the transportation of valuables. And as they originally conceived of the idea of gathering people to compete in arenas, they also excel in any work involved with this Imperial institution. Preferring to know a little bit of everything than everything about too little, taii'maku rarely work in extremely specialized jobs or crafts whose knowledge is not organized or structured. They may seek to be perfectionists when numbers and mathematics are involved, but many refrain from the uncertainties and chaos of magic.

COMMUNITY AND RESILIENCE

"The house is for an individual what the city is for its citizens, and the world for all people. Everything needs to be in peace and order."

The central region of Tanares has the largest population and urban concentration due to its mild climate, which is conducive to various forms of agriculture, livestock farming, and fishing. In addition, the large population center keeps most of the hostile creatures and barbarian peoples away. The taii'maku, however, choose to live at the extreme

points of the continent. Resilient and resourceful, they are among the few people who can survive and even thrive in the harshest Tanarean environments, from the southern deserts to the northern tundra. After countless generations of adapting to such different climates, they've split into three subcultures, named after the region where their Ilus dwell: the sand taii'maku, the snow taii'maku, and the sea taii'maku.

The taii'maku civilization originally developed in the arid southern territories, under the scorching heat. (Little is known about their origin or evolution; some say they came from the hot rocks of the desert touched by the breath of life, while others believe they sprung from the lava of erupting volcanoes.) The desert dwellers have become especially resistant to extreme heat and scarce resources, specializing in creating and building a wide variety of mechanical contraptions.

The tundra dwellers, on the other hand, have become tolerant of extreme cold and specialize in mixing technology and simple, reliable magic in their creations.

The rare sea taii'maku build massive, self-sustaining Iluands (Ilu that are islands) and are experts in surviving above and under water.

Despite being separated by enormous stretches of land and bodies of water, the taii'makian branches are equally adept at building their greatest creations: the mobile cities known as Ilu. Each city has a unique characteristic that relates to the technology employed and the environment for which it was built.



IN TANARES...

ON WAR AND ILUS

I visited an Ilu once. The fantastic cities of the taii'maku are, without a doubt, the greatest engineering feat in all of Tanares. These mobile settlements surely allow them to withstand countless incursions from barbarian tribes. The ingenuity of transforming entire cities into a nomadic experience—imagine that!

But that is not what's most impressive about them. Any reasonable person would assume that the Ilus are taken to fertile, abundant locations, but in the paranoia of believing that such "paradises" are a hindrance to evolution, the taii'maku, almost in an act of self-flagellation, move to inhospitable regions, where they believe there is the greatest incentive to evolve in their quest for survival.

— Kartoc, *The Tanarean Guide to Ubel*

ORIGINS

Few Tanarean cities have managed to settle and prosper in the hot lands of the south. In order to thrive, one needs military protection, a strategic location, and some sort of peace agreement with regional tribes. Even without such

demanding requirements, the region's barrenness would discourage most Tanareans from settling there.

The taii'maku are a noteworthy exception, thanks to the Ilus. The first taii'maku tribes settled in caves in the mountains of the southern deserts, defended with barricades and a complex tunnel system designed to confuse trespassers. With cryptic signs on the walls, they marked traps and indicated the correct paths through the passages.

Their tendency to discourage direct confrontation is not merely a personality trait, but a survival tactic, as their enemies have always outnumbered them. In time, Ilus became the ultimate manifestation of this: not only do they have defensive features, but mobile cities can also move on before local barbarians can prepare an assault.

EVOLUTION

At first, the taii'maku were nomads, but they soon realized that this way of life was too unpredictable and dangerous, so they settled in strategic sites. Yet within a few generations, the communities worried about the depletion of natural resources in their already-sterile regions. With their population

steadily increasing and the continued threat of enemy assaults, the taii'maku began to consider moving entire settlements elsewhere, proving that their nomadic lifestyle hadn't been completely forgotten.

Meanwhile, their cities were evolving through a widespread effort to create, and above all respect, institutions and rules that worked. Nowadays (centuries later), with most of their community problems solved, they consider their society far more evolved than their people. This has led to the stagnation of the Ilus as the taii'maku seek to correct this imbalance by focusing on the development of the individual.

Once a reclusive people, their change in perspective also opened the doors of the Ilus to the outside world. More taii'maku appeared in provinces farther north, especially after the Imperial age, with the Empire enforcing peace after the Arcana War obliterated most of the world's armies.

Today, the complexity and grandeur of the mobile cities, not to mention the enormous amount of materials and resources needed to build them, mean that the number of Ilus is far less than the number of villages and cities of other peoples scattered throughout Tanares.

Since moving an Ilu is a complex procedure, most have remained in the same place for centuries; some have roads built around them or are featured on maps, as if their location will not change.

OPERATION

The first Ilus were built on precarious structures mounted on platforms pulled by beasts. The cities were driven by large, well-trained Ubellian pachyderms and resembled gigantic tortoises with a complex network of treads and pulleys that allowed them to slide through any terrain, trampling almost anything in their path. It was nearly impossible to destroy these systems, which were made of metal alloys crafted to withstand hostile climates. When one of the rails ruptured, the workload on the other increased to compensate, allowing the city to keep moving while engineers fixed the damage.

Modern Ilus (still older than most Imperial cities) have replaced animal traction with a sophisticated system that requires less physical effort and maintenance, consisting of a series of levers and ropes, with springs, shovels, and excavators at the lower levels. When activated, the base of the Ilu turns on its own axis, digging and hurling the soil to the sides, so the city "buries" itself in that spot for greater stability at ground level.

On top of the huge treads and wheels, a circular city with dozens of levels is built around the main arena. This vertical division facilitates social organization, making it possible



to locate a certain person based on their social role. Should someone change jobs, they often receive a new residence in the appropriate level. Ilus have some capacity for self-sufficiency in the medium term, relying on water purifiers and desalinizers for emergency use, as well as small animal husbandry and vegetable gardens in micro-greenhouses for small demands.

IN COMBAT

Ilus have efficient defense mechanisms, in addition to being approximately 30 feet above ground level, a huge advantage in itself. Defensive features that make it difficult for enemies to invade or otherwise attack the city from outside include the following.

- A solid metal cuirass formed by large shields protects the Ilu at the lower levels; it can resist medium-sized projectiles without hampering visibility from the inside.
- Sophisticated mirrors reflect the sunlight shining above the city and redirect it through mirrored ducts. It can be pointed at enemies to create distractions, disturb their sight, or start fires.
- For siege defense, hot oil or pitch can be poured down on assaulting forces from the bulwarks, slowing or outright stopping attempts to climb the exterior walls.
- On a few particularly vulnerable entry points, smoke screens can obstruct the view and make it difficult to breathe.
- As a last resort, trapdoors can dump unwanted trespassers out of town; in the best-case scenario, they avoid being trampled by the Ilu and are buried by the moving soil instead.

SOME ILUS ARE "PARKED" FOR SO LONG THAT CITIES MULTIPLE TIMES LARGER THAN THE ORIGINAL GROW AROUND THEM. IN THE IMAGE, ONE CAN SEE THE TOWN'S ARENA AT A LOWER LEVEL; IT RISES ABOVE GROUND LEVEL TO BECOME THE HIGHEST POINT IN TOWN WHEN THE ILU IS ABOUT TO MOVE.



IN TANARES...

MEETING IN SALT

“The good son returns home.”

Despite the taii'maku focus on the individual and adventuring, they do not forget their origins. No matter where you are, as a taii'maku you should clear your schedule for the Meeting in Salt, the most important event in southern Tanares. Happening once every five years in Hag'Salar (Ubel Province), it is currently in its 307th edition.

When the taii'maku divided into increasingly distanced Ilus, they started living different lives, which resulted in different problems, solutions, and knowledge. The gathering was thus organized to exchange information, lessons learned, experiences, goods, and new inventions.

In time, the Meeting in Salt became a boon for the local economy and drew the attention of other people, who were welcomed and soon joined in the event; now, the taii'maku are merely a fraction of the species present. Today, it is considered a great truce between all “uncivilized” peoples of the south, who show the rest of the world they can also play the game of politics and economy.

With no official organizers, traditions rule the event. It begins at the winter solstice and ends when the last tent is dismantled (which usually happens within a few weeks, as the days start getting warmer and soon it's too hot to continue). No one can demand anything of anyone, for there are no bosses. One does not get involved in others' fights, so things don't get out of control. You're responsible for your own possessions: don't get conned or robbed, because there is no police enforcement.

The gathering is a great opportunity for peace in the region, because the leaders of different tribes meet to discuss alliances, settle disputes, and stretch their diplomacy muscles on unresolved issues. There is strong incentive not to backstab anyone or escalate tensions because all tribes profit immensely from the event.

When the sun sets and it becomes too dark (or dangerous) to roam around, everyone gathers at the Arena of Salt, a battlefield where disputes that couldn't be resolved amicably are decided in a fight, similar to what happens in the official arenas. Despite the lack of Imperial endorsement, the results of the fights are respected, for it is a great shame to dishonor combat that took place under the eyes of all the tribes, not to mention the probable impact on the diplomatic and economic status of the dishonored nation.

The Meeting in Salt is not only about nations, though, as groups, families, and individuals come to buy and sell, perform, provide or hire work, enjoy spectacles, and even celebrate weddings.

Note: This is a rich event filled with interesting and unusual possibilities for your game. Read more about it and find ideas for adventures in the *Tanares Campaign Sourcebook*.

HOW OTHER SPECIES SEE THE TAII'MAKU

It's not easy to understand the complex philosophy that drives most taii'maku, which leads to misconceptions about them. The humility of recognizing that one's perspective could be limited, biased, or flawed motivates the taii'maku into experiencing life among other people, outside their immaculate Ilus. One must see everything to understand everything, and only by understanding everything can one know and live in the truth.

Other species view the taii'maku under different scopes:

Gloomfolk: “What is the purpose of living if one can't make one's own choices? Life without freedom is not life.”

Humans: “They're loyal allies and business partners, provided that you're not a sloth and you do everything by the book.”

Elves: “They are too busy to appreciate the truly beautiful and elevated things in life. That is narrow-minded, even for their shorter life span.”

Dwarves: “They have admirable qualities when it comes to building things, but they're always working on their ephemeral selves instead. Their constructions won't last forever, like ours.”

Cirrus: “Their accentuated pragmatism could numb their sensibility to the things that really matter. It's undeniable, though, that these people are enviably firm and true to the practical application of their Evolutionist beliefs.”

SELF-REALIZATION IN ADVENTURING

“The truth is out there.”

Sitting in idleness does not embody taii'makian philosophy. In life, there's no greater opportunity to commit mistakes, learn from them, and develop your skills than to embark on dangerous, challenging adventures.

Self-esteem and self-confidence run high in taii'maku who believe themselves to be in balance, with no shortcomings in any area of their life. Under the premise that a chain is only as strong as its weakest link, they work hard to eliminate what they consider to be imperfections, jumping at every chance to strengthen a weakness.

Ilus are far more advanced than individuals for a simple reason: people die, while communities live on. This leads the taii'maku to believe that one of the greatest imbalances in their lives is having an evolved community with unevolved individuals—hence their current focus on self-improvement. Unfortunately, a side effect is that they stop working on the Ilus, which are maintained by as few taii'maku as necessary so the others can adventure.

Joining an Adventure Team is an incredible learning experience that most taii'maku desire but few can achieve. Most who do realize this goal adapt well to the challenge, as it rewards teamwork and reinforces an important lesson of their early years: when each piece of the machine does its job, the whole becomes greater than the sum of its parts.

NAMES

Taii'makian words usually consist of short syllables with hard consonants that are pronounced with one's jaws closed, creating a distinct sound that other species hardly ever reproduce correctly. The words often sound harsh or rough.

Their last names sometimes represent the city they hail from, with the addition of an adjective representing their personal purpose. To facilitate communication, a taii'maku may present themselves to other species only by their first name, keeping their full name for themselves.

Male Names: Akko'Le, Bab'Ku, Bogaji, Bun, Cha'Kado, Dalo'Lo, Dumikole, Eboko, Edowu, Entun, Ghonk, Gom'Bo, Jabo'Rii, Joawari, Kantobu, Kobbim'Be, Konego, Koyode, Kuwako, Lamumbo, Mantu'Na, M'Bollo, Ningo'Lo, Obim'Bolo, Oka'shar, Oke'Tokunbo, Olujime, Thanlu, Uchenno, Zhantan, Zouwan'ga

Female Names: Abeba, Adeuga, Ai'Sha, Alaba, Ayodela, Balan, Ben'Nah, Bon'Bya, Busari, Chon'Walla, Dai'Noka, Dal'jih, En'la, Ethuhole, Falizah, Gainda, Ja'Hali, Kaki'Lih, Kanyeta, Kazanatti, Koman'Ni, Latesha, Lifanni, Molai'Ka, Na'an, Ugo'Cha, Vu'Lah, Wanjika, Yee'Ja, Zalan

ROLEPLAYING PECULIARITIES

As a taii'maku, you strive to improve on the areas where you're lacking while being literal, rational, and pragmatic. However, you're still imperfect and have much to learn. Here are a few ways that can show:

- You embrace every opportunity to learn something new or develop a skill you're not very good at. You volunteer for all chores, like cooking for the team, with unpredictable consequences.
- You might be a bard who can't rhyme: “Hey chick, hey chick, hey chick... / Nothing is bigger than my... love.”
- Nothing is too literal for you. If someone asks, “Excuse me, do you know which way is north?” reply “Yes” and nothing more.
- You're naturally serious, but you're trying to force yourself to develop a lighter mood. You might tell jokes that fall flat, or you miss a punchline and fake a weird laugh.
- When someone tells you a joke, instead of laughing, you might say, “I praise your resourcefulness. That was indeed a hilarious joke.”
- You are kind-hearted, but some of the things you say are misconstrued as arrogance or rudeness. If you ask a famous person their name and they reply, “Don't you know who I am?” you might simply respond, “If I knew, I wouldn't be asking.”
- If someone asks, “Does this dress make me look fat?” you might respond, “No, it's your belly that does it.”
- If you manage a store and someone asks, “Do you close the shop on Sunday?” you might reply “No” (because you actually close it on Saturday night).
- You're amused by puns but find them exceedingly hard to create, although your literal nature means that sometimes you make them spontaneously, as when someone asks “Do you know what's odd?” and you innocently respond “Every other number.”
- Always aware of your emotions but not used to having them suddenly emerge, you often declare your feelings out loud when no one else would, and your choice of words is unexpected: “I'm excessively infuriated.” “I'm rapturous, indeed.”



Last Names: Alaabo (protector), Alaafia (peace), Apata (rock), Asa (shield), Asale (desert), Enjini (engine), Eranko (animal), Ewa (beauty), Ianryn (sand), Ibimo (birth), Idan (magic), Igbagbo (faith), Igbesi (life), Iho (cave), Iji (storm), Iku (death), Imole (light), Irinajo (travel), Iseda (nature), Ja (fight), Koeko (learn), Lagbara (strong), Nla (great), Ododo (flower), Ogo (club), Ojo (day), Oke (mountain), Ona (way), Oorun (sun), Sode (hunt)

TAII'MAKU SPECIES TRAITS

Ability Score Increase. Your Intelligence score increases by 2, and one other ability score of your choice increases by 2.

Age. Taii'maku mature quickly, ending childhood eight years after birth and reaching adulthood when they're 16. They rarely exceed 80 years of age.

Alignment. Most taii'maku are lawful, holding strong beliefs in the systems and laws of their Ilus. They tend to neutrality over good and evil, keeping their personal beliefs to themselves for the greater good of society.

Size. Taii'maku are taller than humans, standing well over 6 to 7 feet tall and averaging 210 to 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Taii'makian. The language is known for its hard syllables and closed-jaw pronunciation, traits that the taii'maku often apply to other tongues they know. Taii'makian runes, made up of geometric shapes, represent words and concepts; by combining up to four runes, a greater concept is created, resembling a sentence in Common. Foreigners often view these lines and markings as complicated mechanical sketches.

Sharp Mind. Thanks to your people's great appreciation for the value of reasoning, you can add half your proficiency bonus, rounded down, on ability checks related to mathematics and logic, in addition to any other bonus you have.

Equilibrium. The taii'maku have learned to push their limits by striving for individual balance. If there are no more than 2 points of difference between your highest and lowest attribute scores, you are considered to be "in balance," which means all attributes that tie as your lowest are considered 2 points higher. Apply the resulting bonus to attacks, saves, checks, and all other features and effects. At 4th level, this applies to all your attribute scores (instead of only the lowest).

Expanded Soul. You gain a +1 bonus to all ability checks. When you are in balance, this bonus is also applied to all saving throws.

Subspecies: M'Bollo is a sand taii'maku; his traits are briefly presented below.

SAND TAII'MAKU

As a sand taii'maku, the deserts are your home, and you are adapted to survive the high temperatures and lack of water of your land. Most Tanarean taii'maku are from the deserts. Their constant nomadic ways, always in search of enlightenment, lead them to develop many advanced mechanisms that they carry on their journeys to help them survive.

Desert Nomads. Because of your adaptation to harsh climates and intense heat, you can withstand temperatures that are 20 degrees Fahrenheit higher than other creatures can before the heat affects you, and you suffer no penalties for being in hot environments while wearing medium or heavy armor, or heavy clothing. You need to consume only half the water a creature would normally need in these environments.

Innate Engineers. You are proficient with tinker's tools. Additionally, when analyzing a mechanism such as an automaton or a mechanical trap, you can attempt an Intelligence (Investigation) check to discover its purpose and function. If successful, you, or creatures to whom you have explained the mechanism, have advantage when trying to use it or disable it.

Ingenious Inventors. Using tinker's tools, you can spend 1 hour and 20 gp in materials to build a mechanism. The construction follows traditional taii'maku patterns and requires training from a young age to be used properly. Sand taii'maku are considered proficient in the use of the mechanisms, which cannot be used without such proficiency. You can have up to three of these mechanisms active at the same time. When making a mechanism, choose one of the following options:



Extended vision monocle. This device grants you improved sight. While equipping this item, your normal vision range doubles, as if you were using a spyglass. You have advantage on vision-based Wisdom (Perception) checks.



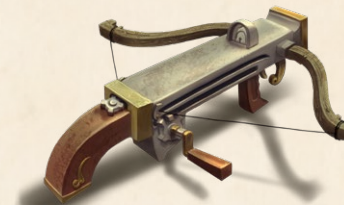
Clock-compass. With this item, you always know the exact time of day and which way is north.



Sound amplifier. With this item, you can hear the sounds around you more clearly; this gives you an advantage on Wisdom (Perception) checks related to hearing. Alternatively, you can use this item to amplify your voice so it can be heard at twice the distance.



Foldable glider. With this item, you can slow your fall speed and reduce or avoid damage, as long as you can move forward. For every 10 feet you fall, you move 5 feet forward. If it is not possible to move forward, you fall normally.



Mechanical thrower. With this item, you can throw a weapon or improvised weapon 10 feet farther than normal.



Automatic reloader. With this item, you can ignore the loading property of a ranged weapon you are wielding, twice per short rest.



Carrying frame. This set of springs and gears can be worn and adapted to your armor to assist in carrying weight. While wearing this mechanism, you are considered to have +2 to your Strength ability score for the purposes of calculating load and lifting weight, as well as for the Strength requirements of armor.



Potion injector. This contraption allows you to load a potion into a mounted reservoir at the end of a long rest. As a bonus action, you can consume the loaded potion by injecting it directly into your bloodstream, receiving its effects as normal.

NEW SPELLS - CLERIC



Accursing Touch *Necromancy cantrip*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

Make a melee spell attack against a creature you can touch. The target takes 1d6 necrotic damage, and it takes a 1d4 penalty on its next d20 roll, then the spell ends.

At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (to 2d6), 11th level (to 3d6), and 17th level (to 4d6).

Arena's Fervor *1st-level enchantment*

Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: 1 minute

When you cast this spell, your party is instilled with the spirit of the Arena. You and every willing ally within range has advantage on Strength checks, Strength saving throws, and all saving throws against effects that cause the frightened condition.

While a creature is under this effect, it deals +2 on all its damage rolls.

Prayer of the Desperate *2nd-level evocation*

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You say a prayer, asking for your deity to protect the desperate and heal the wounded.

Choose up to three creatures in range that need to be healed. Each regains 1d6 hit points.

If a healed creature had 0 hit points, it also receives +2 to its AC until the start of its turn, and can immediately choose to use its reaction to stand up from being prone.

Veil of Bravery *2nd-level abjuration*

Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: 1 minute

You can turn your allies' courage into powerful protective energy. Choose up to three allied creatures in range; while under the effects of this spell, you and these creatures gain +1 to all saving throws, plus the following effect:

When a creature takes damage, it can use a reaction to reduce the damage by 1d6 for itself and all creatures within 20 feet of it that are under this effect. After that, the effect ends for that creature. When the effect ends for all creatures, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, increase the damage reduction die for every two slot levels above the 2nd: roll 1d8 for 4th level, 1d10 for 6th level, and 1d12 for 8th level.

NEW SPELLS - WIZARD



Force Armor *2nd-level abjuration*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

An armor of concentrated energy forms around you, changing your base AC to 12 + your Dexterity modifier + your Intelligence modifier. Your AC cannot be altered by any means while this spell is active, including allies' and enemies' effects.

If you take damage from a creature within 60 feet, you can use your reaction to shatter the armor into four shards that fire at that creature; each shard deals 1d4 + 1 force damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell creates one extra shard for each slot level above 2nd when you use the reaction.

Silver Crown *1st-level enchantment*

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

A crown of silver gleaming energy appears above the target creature's head. The target has +1 AC and +1 to its proficiency bonus for the duration of the spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above the 1st.

Static Bolt *1st-level evocation*

Casting Time: 1 action
Range: 40 feet
Components: V, S
Duration: Instantaneous

You shoot a bolt of static energy at a creature within range. Make a ranged attack spell with advantage against the target; on a hit, it takes 1d6 lightning damage, and another 1d6 lightning damage for each 5 feet it moves, willingly or not, until the end of its next turn. This effect can cause no more than 5d6 damage, and ends if that amount is reached.

At Higher Levels: The initial damage is increased by 1d6 for each spell level above the 1st.



IMPERIAL SERVANT

YOU ARE AN OFFICER OF THE EMPIRE, GRACED WITH the privilege of overseeing land or collecting taxes. You may be the son or daughter of a noble who pulled strings to get you a job as a bureaucrat in a growing city or as a diplomatic envoy in a small farming village, or you may be an orphan who volunteered at an Ironhand outpost or as a missionary in a distant and sparsely inhabited region.

As an Imperial servant, your job is coveted by many and feared by most. The title grants you privileges and honors, but also gives you responsibilities and a set of demanding expectations. Being oppressed by the Empire may be a lighter burden than acting as its representative and carrying out its policies.

In Tanares, the Empire occupies most of the charted world and asserts its presence to enforce peace, always moving around to make sure armies do not assemble in poorly watched regions. Talk to your GM about the different Tanarean locations to see which suits you best as a place of origin and/or a station where you were allocated. Are you a local who uses your knowledge of the region to facilitate Imperial control? Do you pose as a common adventurer

to find new settlements and people, identifying places that might require an Imperial presence?

Determine your tasks and responsibilities, at least superficially. Your allocation does not need to be relevant to your class or species, since the Empire designates its officers based on skills and tendencies in specific situations. With these outlined, you may then work on the minutiae, answering questions like the examples given below.

What is the relationship between the populace and the Empire? Is the Ironhand presence considered one of safety or intimidation? Are you in a large location or an isolated outpost where you need to fend for yourself? What is your outpost like? Do you have a good relationship with other officers? How do they see or treat you? Who is your ranking officer?

How did you get your position? Are you happy there? Did your parents accept your involvement with the Empire? How does your family handle the situation? Did you ever follow orders that you wish you hadn't? Do you keep any secrets related to it? Do you really want to build a career as an Imperial servant, or are you just enjoying the benefits? Are you involved with secret organizations?

How did you become an adventurer? Did your superiors grant you a license to experience what it means to be part of a Team? Do you intend to return to your region of origin not as a simple officer, but as a renowned adventurer? Why?

Use any of these questions to help you develop the details of your character's backstory, breathing more life into it.

Skill Proficiency: Persuasion and History

Tool Proficiency: Calligrapher's tools

Languages: One of your choice

Equipment: An Imperial insignia, an Imperial recommendation letter, a set of fine clothes, and a belt pouch containing 15 gp.

SPECIALTY

As an Imperial servant, you were trained to work in a specialty that best fit you. Choose the role you play as an Imperial servant, or roll on the table below:

SPECIALTY

D8	SPECIALTY
1	Tax collector
2	Researcher
3	Bureaucrat
4	Diplomat
5	Land supervisor
6	Courtier
7	Aspiring Ironhand officer
8	Evolutionist Church support

BACKGROUND FEATURE

IMPERIAL FAVOR

You have access to a high-quality residence in the lands under your domain. When you request audiences with members of the local nobility in Imperial territories, they'll be swiftly granted.

SUGGESTED CHARACTERISTICS

The Empire is a massively powerful political entity—the love, fear, or hatred its presence creates affects both the populace and the representatives who carry out the Emperor's will. Wherever you go, the connections you make are formed under the shadow of this bond. Some Imperial servants sincerely consider the Empire the key to social progress and justice, while others deeply resent its oppressive yoke or might even plot to bring it down from the inside.

PERSONALITY

D6	PERSONALITY
1	The Empire has offered me the opportunity to improve my position in life. Not only am I grateful to the Empire, but I also actively defend and support what it stands for.
2	I have a twisted sense of humor, and I laugh in situations that others would consider sad or unnerving.
3	Obedience to the Empire is what allowed my family to survive. If given the chance, however, I'd put the Emperor down without a second thought.
4	I tend to use mannered and labored language to show my position. Sometimes not even I know what the words I utter mean.
5	I am extremely patient with those who did not have the same opportunities I did, and I will explain things as many times as it takes for someone to understand me.
6	I am disgruntled with the Empire's actions, and I seek to erase my past at any cost.

IDEALS

D6	IDEALS
1	Vengeance. My family was murdered, and the culprits are using the Arena to claim our lands. I must retrieve them. (Any)
2	Ambition. My life is devoted to the Empire and climbing its ranks for more power. (Lawful)
3	Logic. I have a pragmatic view of the world, and I believe that cold-minded reasoning is the only valid way of overcoming obstacles. (Lawful)
4	Progress. I wish to use my power and influence to improve people's lives in the region to which the Empire has assigned me. (Good)
5	Revolution. The Empire must pay for its crimes; I will be its judge, jury, and executioner. (Chaotic)
6	Philanthropy. Whatever I have in excess must go to the people. My position is a calling, and I must not allow myself to be corrupted by it. (Good)

BONDS

D6	BONDS
1	My parents still live in these lands, serving the Empire. They expect great things of me, and I don't plan on disappointing them.
2	I hunt those who disgraced my family, and I always have a fresh lead to follow.
3	To this day, my childhood tutor remains an important figure in my life, advising me on various matters.
4	I grew up in the shadow of an older sibling meant to inherit the family's responsibilities. My freedom means nothing if I am not able to prove myself.
5	My family arranged a marriage for me, and I ran away in despair.
6	I found out that my birth was illegitimate, and I fear I may lose my position if the world ever learns that.

FLAWS

D6	FLAWS
1	I am terrible at keeping secrets and often regret not keeping things to myself.
2	My position in society grants me access to many luxuries and pleasures to which I just can't say no.
3	I usually blow my problems out of proportion, seeing obstacles where there are none.
4	I won't mingle with those I deem unworthy of my company. If forced to do so, I will make my displeasure clearly known.
5	I am unable to judge the actions of others, or even my own. If someone did this or that, what is there to say?
6	I won't settle for any less than what I feel entitled to. Whenever I can, I seek the best for myself.

GAKNAK

Dragonblade - 3

CLASS & LEVEL

Human

SPECIES

Dragon Hunter

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

PROFICIENCY BONUS

+2

+0

18

AC

10

STRENGTH

11

DEXTERITY

16

CONSTITUTION

30 ft

SPEED

PASSIVE WIS

13

PERCEPTION

16

INTELLIGENCE

12

WISDOM

12

CHARISMA

SKILLS

Acrobatics (Dex)	0
Animal Handling (Wis)	+1
Arcana (Int)	+3
Athletics (Str)	+2
Deception (Cha)	+1
History (Int)	+5
Insight (Wis)	+1
Intimidation (Cha)	+1
Investigation (Int)	+7
Medicine (Wis)	+1
Nature (Int)	+5
Perception (Wis)	+3
Performance (Cha)	+1
Persuasion (Cha)	+1
Religion (Int)	+3
Sleight of Hand (Dex)	0
Stealth (Dex)	0
Survival (Wis)	+1

SAVING THROWS

STR	0
DEX	0
CON	+5
INT	+5
WIS	+1
CHA	+1

POWER SYMBOLS

ATTACKS AND SPELLCASTING

I am relentlessly devoted to my missions and I will do whatever I can to accomplish them, ignoring any distractions.

PERSONALITY TRAITS

Change. The dragons' reign of terror must end, bringing a new era of freedom for humanity. (Good)

IDEALS

When I was young, a great hero saved me from a dragon. I have followed in his steps ever since to become a hero myself.

BONDS

I squander any spare money I have on drinking. A strong spirit means a strong resolve when facing dragons... and forgetting the horrors I witnessed.

FLAWS

HIT DICE
3d8

HIT POINT MAXIMUM: 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS



SUCCESSES



DEATH SAVES



FAILURES

OTHER PROFICIENCIES

HEROIC MARK

Weapon / Spell	Hand	Type	Range
Longsword		Slashing	5 ft
Bonus	+5 to hit		
Damage	1d8 + 3		
Special	Versatile (1d10 + 3)		
Weapon / Spell	Hand	Type	Range
Longbow		Piercing	150/600 ft
Bonus	+5 to hit		
Damage	1d8 + 3		
Special	Heavy, two-handed		
Weapon / Spell	Hand	Type	Range
Bonus	Damage		
Special			
Weapon / Spell	Hand	Type	Range
Bonus	Damage		
Special			

GAKNAK

37 years

AGE

6 ft 2 in

HEIGHT

204 lb

WEIGHT

Green

EYES

White

SKIN

Black

HAIR



EQUIPMENT



Chain mail

Longsword

Longbow

(20)

Set of
common clothes

Shield

0 / 15 / 0

1 explorer's pack,
 1 dragon scale,
 1 memento from your home region

LANGUAGES

Common, Draconic, Dwarvish

TEAM NAME

ALLIES & ORGANIZATIONS

Young Gaknak, like all children in Mirare, used to attend the Evolutionism classes in his hometown school, until he was expelled for proposing the extermination of the gods—rather than personal and collective Evolution—as a way to lift the Malrokian Curse. He then met a sturdy, middle-aged man wearing heavy armor who, contrary to the boy's teacher, listened to his ideas with interest and admiration instead of disapproval. Gaknak's family was all too happy to receive a hefty sum of gold in exchange for letting their child become an apprentice of the Order of Dragonblades.

Gaknak and his master traveled throughout Tanares and explored sites that had been ravaged by the Malrokian Curse, seeking to learn more and collect accounts from people who lived in those places. They visited ancient, secret libraries, gathering knowledge regarding dragons—believed to be the instruments through which the gods executed their curse—and undergoing intensive, constant combat training. One day, the master bid his disciple farewell, giving Gaknak the mission of finding an Avatar Dragon, while also questioning whether it was really necessary to kill them.

CHARACTER BACKSTORY

BACKPACK



GAKNAK

FEATURES AND TRAITS

BACKGROUND FEATURE: DRAGON HUNTER

Draconic Whispers. You have access to privileged information regarding dragon hunting. From magic scholars to local rangers and retired dragonblades, you can learn through these contacts about draconic activity, identifying related patterns and supernatural phenomena.

CLAWS AND SCALES

When using melee or ranged weapons, you can use your Intelligence modifier, instead of Strength or Dexterity, for attack and damage rolls. In addition, you can ignore the Strength prerequisite for wearing armor, and ignore half its weight for your carrying capacity.

DRACONIC INTUITION

You learn the Draconic language and gain proficiency with the Investigation skill, or double your proficiency bonus if you are already proficient.

In addition, you may meditate for 1 minute to attune to your Dragon Spirit and become sensitive to the blood that intelligent creatures spilled in a number of past days equal to your dragonblade level. This ability allows you to learn how many creatures spilled blood, roughly how much blood each creature spilled, and the amount of time that has passed since the bloodshed occurred. You gain this information for an area up to 60 feet away from your Dragon Spirit. This allows you to infer which creatures died.

DRAGON SPIRIT

Choose a dragon to focus your studies on, and whose Spirit you will manifest. As a red dragon, you can manifest your Dragon Spirit within 30 feet of you, in your line of sight, in a space not obstructed or occupied by any creatures, who see it as a translucent spirit. Every time the Spirit manifests, choose whether it takes the shape of a Medium draconic humanoid or a Huge dragon with the charac-

teristics of the chosen dragon. The only difference between shapes is the area they occupy.

On each of your turns, as a free action, you can choose to do one of the following with your Spirit: manifest it; dissipate it; change its size; or move it up to 30 feet in any direction (including vertically), to an unoccupied space in your line of sight. It does not need to finish the movement on solid surfaces because it can hover in the air. You cannot move the Spirit through any obstructed space or any space occupied by enemies, and it can never be more than 120 feet away from you (it can still pass through spaces occupied by allies).

Creatures can move through spaces the Spirit occupies; they are not considered difficult terrain. If you or your allies (but not enemies) move in a single direction through these spaces, it does not count toward the movement distance. Whenever a creature ends a movement in a space occupied by the Spirit, you can change its size and/or move it up to 20 feet. After that, if the Spirit is not in a free space, it dissipates. If you fall unconscious or die, it also dissipates.

DRACONIC POWERS

You can perform **one Draconic Power per round**, with no daily limits. Several of them may require the presence of your Dragon Spirit. Some Draconic Powers may require the target(s) to make a saving throw to resist their effects. The save DC is calculated as follows:

$$\text{Draconic Power DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Whenever you use a Draconic Power, your **Dragon Spirit becomes empowered**.

EMPOWERED DRAGON'S REVENGE

Your Dragon Spirit becomes empowered whenever you use a Draconic Power. At 2nd level, if you or an ally within 15 feet of your Spirit takes damage from an enemy within 60 feet of your Spirit while the Spirit is empowered, you can consume its empowerment (no action required). This causes the Spirit to release a fire breath that affects only the enemy that dealt the damage, dealing 1d6 fire damage for every two dragonblade levels you have, rounded down (with no saving throw for the target).

ULTIMATE POWER

Each Draconic Power is related to different parts of a dragon's body, represented by the following symbols:

- Wings: Powers related to movement and speed
- Claws: Powers related to protection and defense
- Scales: Powers related to damage and destruction

Whenever you use a Draconic Power, mark its symbol. Once two different symbols are marked, the next power performed will be in its Ultimate version if such power is from the third, unmarked symbol (thus completing the set that represents a dragon's full body). Then erase all markings and start over.

If you repeat a symbol, erase all the previous markings, keeping only the last. Whenever you roll initiative for combat, erase all previously marked symbols.

Every time you use an Ultimate Power, draconic might flows through your body. **All attacks made as part of that power have advantage, and you gain 3 temporary hit points per Draconic Power level; these last for 1 minute, even if the attack misses.**



- Burning Strike
- Dashing Rush
- Draconic Shield
- Force Wave
-
-
-
-
-
-

-
-
-
-
-
-
-
-
-
-

POWERS



ANCESTRAL BLESSING

Activation: One action

Power: Make a weapon attack. On a hit, the weapon deals its normal damage and a beautiful light touches your body. You gain 1d6 temporary hit points for 1 minute.

Ultimate: Increase the temporary hit points to 2d6, stacking with the hit points gained from using the Ultimate Power feature.



BURNING STRIKE

Activation: One action

Power: Make a weapon attack. On a hit, deal its damage plus 1d6 extra fire damage. This extra damage increases to 2d6 at 7th level, 3d6 at 10th level, 4d6 at 13th level, 5d6 at 16th level, and 6d6 at 19th level.

Ultimate: Double the extra damage.



DASHING RUSH

Activation: One action

Power: Move up to half your base speed, ignoring difficult terrain, then make a weapon attack. If you moved at least 10 feet in a straight line right before attacking, your attack deals 1d6 extra damage.

Ultimate: Increase the movement to your full base speed, and increase the extra damage to 2d6.



DISTRACTING TAIL

Activation: One action

Power: Make a weapon attack. On a hit, the weapon deals its normal damage and unbalances the target. It cannot use its reactions to make opportunity attacks and suffers a -2 AC penalty until the end of your next turn.

Ultimate: Increase the penalty to -5 AC.



DRACONIC SHIELD

Activation: One action

Power: Make a weapon attack. On a hit, deal its normal damage and create an invisible shield. Until the end of your next turn, you or an ally within 30 feet of you gets a +2 AC bonus against the next attack.

Ultimate: Increase the AC bonus to +4, and it ends only at the end of your next turn.



ELEMENTAL FLAY

Activation: One action

Power: Make a weapon attack. On a hit, in addition to dealing its normal damage, the weapon wounds a large portion of the creature's skin. The next time it takes damage until the end of your next turn, it takes 1d6 extra damage.

Ultimate: Increase the extra damage from 1d6 to 2d6.



FORCE WAVE

Activation: One action

Power: Make a weapon attack. Even on a miss, the Spirit creates a force wave that attacks a creature up to 15 feet away from it. The target must succeed on a Dexterity saving throw, or take 1d4 force damage and be knocked prone.

Ultimate: Include as targets all creatures within 15 feet of the initial target, and increase the damage from 1d4 to 1d8.

RAVEL

Madwalker - 3

CLASS & LEVEL

Human

SPECIES

Cartographer

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

PROFICIENCY BONUS

+2

+3

16

AC

10

STRENGTH

16

DEXTERITY

14

CONSTITUTION

30 ft

SPEED

PASSIVE WIS

15

PERCEPTION

11

INTELLIGENCE

16

WISDOM

10

CHARISMA

SKILLS

Acrobatics (Dex)	+5
Animal Handling (Wis)	+3
Arcana (Int)	0
Athletics (Str)	0
Deception (Cha)	+2
History (Int)	+2
Insight (Wis)	+3
Intimidation (Cha)	+2
Investigation (Int)	0
Medicine (Wis)	+3
Nature (Int)	0
Perception (Wis)	+5
Performance (Cha)	+2
Persuasion (Cha)	+2
Religion (Int)	0
Sleight of Hand (Dex)	+3
Stealth (Dex)	+5
Survival (Wis)	+5

SAVING THROWS

0

STR

+5

DEX

+2

CON

0

INT

+3

WIS

+2

CHA

INSANITY POINTS

ATTACKS AND SPELLCASTING

I consider my craft one of the wonders — and necessities — of the world today, and I feel insulted or shocked if someone has not heard of it.

PERSONALITY TRAITS

Beauty. More than geographical consultation, maps should convey the beauty and uniqueness of each place — so that we crave to explore those that are still uncharted. (Good)

IDEALS

I learned my trade with someone who was first like a brother to me; he then became a rival. To this day, we compete at everything.

BONDS

Any sense of self-preservation I might have disappears when I am presented with the opportunity to know and explore new sites.

FLAWS

HIT DICE

3d8

HIT POINT MAXIMUM: 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS



SUCCESSES

DEATH SAVES



FAILURES

OTHER PROFICIENCIES

HEROIC MARK

Weapon / Spell	Hand	Type	Range
Rapier		Piercing	5 ft
Bonus	+5 to hit		Damage 1d8 + 3
Special	Finesse, piercing		
Weapon / Spell	Hand	Type	Range
Shortsword		Slashing	5 ft
Bonus	+5 to hit		Damage 1d6 + 3
Special	Finesse, light		
Weapon / Spell	Hand	Type	Range
Longbow		Piercing	150/600 ft
Bonus	+5 to hit		Damage 1d8 + 3
Special	Heavy, two-handed		
Weapon / Spell	Hand	Type	Range
Dagger		Piercing	5 ft
Bonus	+5 to hit		Damage 1d4 + 3
Special	Finesse, light, thrown (range 20/60)		

RAVEL

32 years AGE 5 ft 7 in HEIGHT 149 lb WEIGHT
 Glow yellow EYES White SKIN Red HAIR



EQUIPMENT



Studded leather armor

Rapier, shortsword

Longbow

(20)

Set of traveler's clothes

2 daggers



1 explorer's pack,
 1 set of cartographer's tools,
 1 set of thieves' tools,
 1 spyglass

Ravel lives in a waking nightmare. She has spent years of her life wandering from city to city, searching for answers about her past that are missing from her mind due to a traumatic experience in her youth. Her memory consists of fragments of images of the Penumbra Plane, filled with hideous creatures that try to catch her. She has come to trust no one, struggling with her paranoia while making her way through the underworld of Hajal, providing underhanded services in exchange for resources to aid her investigations.

Recently, while guiding a group through the penumbra, her senses were scrambled by the unheard-of appearance of a gargantuan, winged aberration. The creature's powerful roar invaded their minds and shattered their spirits. Ravel managed to desperately flee to the Physical Plane in a daze, leaving the group behind to an unknown fate. Now, guilt is one more feeling that weighs heavily upon her, as she failed her responsibility to keep the people she guided safe.

LANGUAGES

Common, Deep Speech

TEAM NAME

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

BACKPACK



RAVEL

BACKGROUND FEATURE: CARTOGRAPHER

Dynamic Maps. You can recall the geographic features from all places you've visited, and spend 10 minutes to sketch an accurate map of one of these locations — as long as you have cartographer tools available.

ABERRANT MUTATIONS AND INSANITY POINTS

You can produce unimaginable temporary modifications to your body, known as **Aberrant Mutations**. Some of them require the target(s) to roll a saving throw to resist their effects.

Aberrant Mutations save DC = 8 + your proficiency bonus + your Wisdom modifier.

If you accumulate the amount of Insanity Points below, you receive a penalty to your AC and all attacks and saving throws or become a Penumbra Shape. After it ends, you remain with 12 Insanity Points.

- 3 Insanity Points: -1
- 6 Insanity Points: -2
- 9 Insanity Points: -3
- 12 Insanity Points: Penumbra Shape

Lose all Insanity Points after finishing a long rest.

PENUMBRAL SHAPE

Choose one of these creatures to become for 3 minutes:

- Arachne Scout
- Envy
- Arachne Serf
- Gluttony

Refer to the rules and stats for shapes.

All attacks, damaging spells, and effects from your shape deal **1d6** extra damage, increasing to **2d6** at 6th level, **3d6** at 12th level, and **4d6** at 18th level.

FEATURES AND TRAITS

SHADOW SENSE

At 3rd level, your mind deepens its ties to the realm of nightmares, granting you a unique perception of reality.

- You have advantage on all Wisdom checks made in the Penumbra Plane and on Wisdom saving throws against the environmental effects of the Penumbra Plane.
- You have disadvantage on all Charisma checks except Intimidation while interacting with creatures from the Physical Plane, except for other madwalkers.
- You can easily track portals leading to the Penumbra Plane, or from the Penumbra Plane to other planes. You always know the distance, direction, and size of any such portals in a 1-mile radius.

BLADES OF MADNESS

At 3rd level, you are able to warp reality and physically manifest your nightmares.

When you use an Aberrant Mutation, until the start of your next turn, gain a 1d4 bonus to all melee attack rolls and whenever you deal damage, you may reroll any number of damage dice. You must use the second result. At 11th level, this bonus increases to 1d6.

When you enter your Penumbra Shape, you can apply this ability to all melee attack rolls and damage dice.

CUNNING PREDATOR

You acquire the great agility and predatory instincts of a spider.

At 2nd level, while wearing light armor or no armor and not wielding a shield, you gain +1 bonus to AC.

In addition, whenever you make a melee attack against a creature that has no allies within 5 feet of it, you gain your madwalker level as temporary hit points. They don't stack, last for 1 minute, and are granted even if the attack misses.



Dark Energy

Elastic Limbs

Noxious Attack

Penumbra Gaze

Horrid Tentacle

ABERRANT MUTATIONS

BIOLUMINESCENT SECRETION

1 Insanity Point + 1 point per 5 ft added to cone size

With a bonus action, you can secrete a luminous substance. The secretion emits glowing light within 5 feet and leaves a trail in every space you go through. After 8 hours, the Mutation ends and the secretion disappears completely.

You may end this Mutation early to expel a larger, oilier amount of secretion over a 15-foot cone on the ground, turning it into difficult terrain. All creatures in this area must succeed on a Dexterity saving throw or fall prone. A creature that enters or ends its turn in the area must also make the Dexterity saving throw. The area remains bright and slippery for 8 hours. You may not use this effect if you are already at your Insanity Point maximum.

You can increase the size of the cone by 5 feet, to a maximum of +25 feet, gaining 1 extra Insanity Point for each additional 5 feet. You cannot exceed your Insanity Point limit when extending the area.

DARK ENERGY

1 Insanity Point

When making an attack, before rolling, you can imbue your weapons with penumbral energy as a free action. Until the start of your next turn, your next successful attack deals an extra 1d6 necrotic damage.

ELASTIC LIMBS

1 Insanity Point

You can, with a bonus action, deform your limbs so they become longer. For the next 10 minutes, your melee attack reach increases by 5 feet, and your base walking speed increases by 10 feet.

If you receive bludgeoning damage, you may use your reaction to end this effect and decrease the damage by 2d8.

PENUMBRAL ECHOES

1 Insanity Point

You can, with a bonus action, distort your vocal cords for 1 minute, allowing you to emit sounds that are impossible to reproduce normally. You can simulate any sound you've heard, whether from creatures (their voices, grunts, growls, etc.) or objects (a hammer clang, a door creak, drops falling into a puddle, etc.). A creature hearing the sound can make a DC 20 Wisdom (Insight) check to discern whether it is an imitation.

With an action, you can end this Mutation to emit a terrifying roar that spreads over a 10-foot radius. Each creature in range must make a Wisdom save. On a failure, the creature suffers 2d4 thunder damage and is frightened for 1 minute. An affected creature must make a new Wisdom saving throw at the end of each of its turns. On a success, the effect ends and the creature is immune to it for the next 24 hours.

PENUMBRAL GAZE

1 Insanity Point

You can, with a bonus action, channel penumbral energy through your eyes, whitening them and doubling their size. For 1 hour, you have advantage on Wisdom (Perception) checks that rely on sight. Additionally, you gain darkvision with a range of 60 feet. If you already have darkvision, double its range.

With an action, you can end these effects and hurl a force blast toward a creature. Make a ranged attack roll against a target within 60 feet using your Dexterity modifier and proficiency bonus. On a hit, the target takes 3d6 force damage.

SPACE DISTORTION

1 Insanity Point

You can, with a bonus action, manipulate penumbral energy to create a small portal that allows your hands to reach distant places. Until the end of your turn, you may interact with objects or creatures up to 30 feet away and transport small objects.

While active, this Mutation also allows you to make melee attacks against targets within 30 feet. These attacks ignore cover, and you can add your Wisdom modifier to the attack rolls.

HORRID TENTACLE

1 Insanity Point + 1 point per 5 ft added to cone size

With a bonus action, you can grow a hideous tentacle on your back. The tentacle has a reach of 10 feet and lasts for 1 minute. With the tentacle, you can perform only the following tasks:

- Using an action, you can pull, drag, or lift an object or willing creature, or cling onto something. When performing these actions, you can carry twice the weight your Strength normally allows.
- Using a bonus action, you can use and interact with objects. For instance, you can open or close chests and doors, use keys, pull a lever, press a button, hold small objects or similar items, and so on, at the GM's discretion.
- You can use it as an extra limb, granting you advantage on Dexterity (Acrobatics) or Strength (Athletics) checks.
- You can use it as a melee weapon with the light and finesse properties; the tentacle has a 10-foot reach and deals 1d10 bludgeoning damage. If you are using a weapon in one of your hands, the tentacle may be used as a second light weapon for two-weapon fighting.
- The tentacle cannot wield a shield.

NOXIOUS ATTACK

1 Insanity Point

With your bonus action, glands grow in your hands, producing a poison that coats your weapon for 1 minute. Every time you hit with a weapon attack, the target takes an additional 2 poison damage and receives a poison marker (up to a maximum of four markers). Creatures with at least one poison marker must make a Constitution saving throw at the start of each of their turns. On a success, they remove all poison markers. On a failure, they take 2 poison damage for each poison marker they have.

SHADOW WEB

1 Insanity Point

With your action, you can create spiderwebs from your fingertips for 1 minute. The webs can extend for up to 60 feet, with the following effects available:

- You can shoot a web on an object and pull it toward you. If the object is bigger than 5 cubic feet, you must pull it normally, using your own strength.
- You can attach the web to objects or solid surfaces and gain advantage on Strength (Athletics) or Dexterity (Acrobatics) checks when climbing them.
- You can use the web to block an area up to 20 feet in diameter that is between two solid objects; a creature entering the blocked area must make a Strength check or become immobilized until the end of its next turn.
- You can shoot a web to lift or trap objects within range.
- You can shoot a web at a creature within range. On a failed Dexterity saving throw, it is restrained for the effect's duration; it may roll a Strength saving throw at the end of each of its turns to end the condition.



Madwalker



Madwalker



Madwalker



Madwalker



Madwalker



Madwalker



Madwalker



Madwalker



Madwalker

KELANYAH

Wizard - 3
CLASS & LEVEL
High Elf
SPECIES

Imperial Servant
BACKGROUND
Lawful Neutral
ALIGNMENT

PLAYER NAME
900
EXPERIENCE POINTS

PROFICIENCY BONUS

+2

+3

INSPIRATION

INITIATIVE

13
AC

30 ft
SPEED

16
DEXTERITY

14
CONSTITUTION

16
INTELLIGENCE

10
WISDOM

10
CHARISMA

8
STRENGTH

12
PASSIVE WIS PERCEPTION



SKILLS

Acrobatics (Dex)	+3
Animal Handling (Wis)	0
Arcana (Int)	+7
Athletics (Str)	-1
Deception (Cha)	0
History (Int)	+5
Insight (Wis)	0
Intimidation (Cha)	0
Investigation (Int)	+5
Medicine (Wis)	0
Nature (Int)	+3
Perception (Wis)	+2
Performance (Cha)	0
Persuasion (Cha)	+2
Religion (Int)	+3
Sleight of Hand (Dex)	+3
Stealth (Dex)	+3
Survival (Wis)	0

SAVING THROWS

STR	-1
DEX	+3
CON	+2
INT	+5
WIS	+2
CHA	0

SPECIAL CLASS SKILLS

The Empire has offered me the opportunity to improve my position in life. Not only am I grateful to the Empire, but I also actively defend and support what it stands for.

PERSONALITY TRAITS

Progress. I wish to use my power and influence to improve people's lives in the region to which the Empire has assigned me. (Good)

IDEALS

My parents still live in these lands, serving the Empire. They expect great things of me, and I don't plan on disappointing them.

BONDS

I won't mingle with those I deem unworthy of my company. If forced to do so, I will make my displeasure clearly known.

FLAWS

HIT DICE
3d6

HIT POINT MAXIMUM: 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

SUCCESSES DEATH SAVES FAILURES

OTHER PROFICIENCIES

HEROIC MARK

ATTACKS AND SPELLCASTING

Weapon / Spell	Hand	Type	Range
Dagger		Piercing	5 ft
Bonus	+5 to hit		
Damage	1d4 + 3		
Special	Finesse, light, thrown (range 20/60)		
Weapon / Spell	Hand	Type	Range
Scorching Ray		Fire	120 ft
Bonus	+5 to hit		
Damage	2d6 (each ray)		
Special			
Weapon / Spell	Hand	Type	Range
Fire Bolt		Fire	120 ft
Bonus	+5 to hit		
Damage	1d10		
Special			
Weapon / Spell	Hand	Type	Range
Bonus			
Damage			
Special			

KELANYAH

127 years

AGE

5 ft 4 in

HEIGHT

126 lb

WEIGHT

Blue

EYES

White

SKIN

Brown

HAIR



EQUIPMENT



Arcane focus (Wand)

Set of fine clothes

Dagger



- 1 scholar's pack,
- 1 spellbook,
- 1 Imperial insignia,
- 1 Imperial recommendation letter

LANGUAGES

Common, Elven, Giant, Sylvan

TEAM NAME

An arcane student from Mesoriver, Kelanyah followed the path of Lost Magic, considered by some scholars the most difficult and dangerous technique to master, albeit powerful when well executed. Her great potential caught the attention of Imperial agents, who offered her a position within their ranks. At first excited about the opportunity, she grew reluctant after learning that the offer involved the mysterious and dreaded psychosurgery rituals that transform criminals and other enemies of the Empire into mindless, obedient soldiers. The mages who undergo the rituals are believed to gain access to the most powerful arcane resources and secrets in Tanares. But at what cost?

Desiring instead a permit for an internship at Reginheraht Magical Research Tower, where she could perhaps become a student of the great wizard Avelum, Kelanyah packed her things and traveled in pursuit of magic knowledge lost with Tanares's extinct civilizations, welcoming challenges that would improve her techniques.

BACKPACK

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY



KELANYAH

FEATURES AND TRAITS

BACKGROUND FEATURE: IMPERIAL SERVANT

Imperial Favor. You have access to a high-quality residence in the lands under your domain. When you request audiences with members of the local nobility in Imperial territories, they'll be swiftly granted.

SPECIES FEATURES:

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.

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

Trance. Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day to gain the same benefit a human would from 8 hours of sleep.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

CLASS FEATURES:

SPELLCASTING

Your spellbook contains a total of ten level 1 spells and three level 2 spells. You can also copy spell scrolls from the wizard spell list into it, spending 2 hours and 50 gp per level of the spell.

PREPARING SPELLS

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (6). The spells must be of a level for which you have spell slots. You can spend spell slots to cast these spells.

RITUAL CASTING

You can cast any spell in your spellbook with the Ritual tag on it, as a Ritual. The spell does not need to be prepared to be used in this way.

ARCANE RECOVERY

Once per day, when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2.

SUBCLASS FEATURES:

MAGIC RESEARCHER EXPERTISE

Your study and research of the conjuring forms used by the ancients makes you a profound connoisseur of arcane knowledge. At 2nd level, if you are not already proficient in the Arcana skill, you gain this proficiency. If you are already proficient in Arcana, you double your proficiency bonus for this skill. In addition, whenever an Intelligence check related to magic is required, you may make an Intelligence (Arcana) check instead of the one that would normally apply.

MAGIC IMBUEMENT

Starting at 2nd level, you can try to boost the effect of one of your spells. When you use a spell of level 1 or higher, you can make an Intelligence (Arcana) check with a DC of 17 + the spell level. This cannot benefit from the Help action.

If you fail, the spell is cast normally. If you succeed, you may choose one of the three effects from the Magic Imbuement table and apply it to the spell. Rolls of natural 1 or 20 result in specific effects.



CHECK RESULT

MIGHT EFFECT

EXPANSION EFFECT

PIERCING EFFECT



Success

As if it had been cast using a spell slot one level higher.

If the spell has an area of effect, that area is 25% larger. If the spell has a duration, it lasts 50% longer.

Increase the DC of the spell's saving throws by 1.



Natural 20

As if it had been cast using a spell slot two levels higher.

If the spell has an area of effect, that area is 50% larger. If the spell has a duration, it lasts 100% longer.

Increase the DC of the spell's saving throws by 2.



Failure

The spell is cast with no changes.



Natural 1

The spell is cast with no changes, and you take 1d6 force damage for each spell slot level it used.

MAGIC IMBUEMENT

KELANYAH

Wizard

SPELLCASTING CLASS

SPELLCASTING ABILITY **INT**

SPELL SAVE DC **13**

SPELL ATTACK BONUS **+5**

0 **CANTRIPS**

- Fire Bolt
- Mage Hand
- Mending
- Shocking Grasp

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 **4**

- PREPARED
- Burning Hands
 - Detect Magic
 - Identify
 - Mage Armor
 - Magic Missile
 - Shield
 - Sleep
 - Silver Crown
 - Static Bolt
 - Thunderwave

2 **2**

- Invisibility
- Scorching Ray
- Force Armor

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M'BOLLO

Cleric - 3
CLASS & LEVEL

Taii'maku (sand taii'maku)
SPECIES

Community Leader
BACKGROUND

Lawful Neutral
ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

PROFICIENCY BONUS

+2

+2

18
AC

*See Equilibrium trait.

+2
12*
STRENGTH

+2
12*
DEXTERITY

+2
14
CONSTITUTION

30 ft
SPEED

PASSIVE WIS
13
PERCEPTION

+2
14
INTELLIGENCE

+2
14
WISDOM

+2
12*
CHARISMA

SKILLS

Acrobatics (Dex)	+3
Animal Handling (Wis)	+3
Arcana (Int)	+3
Athletics (Str)	+3
Deception (Cha)	+3
History (Int)	+3
Insight (Wis)	+5
Intimidation (Cha)	+3
Investigation (Int)	+3
Medicine (Wis)	+5
Nature (Int)	+3
Perception (Wis)	+3
Performance (Cha)	+3
Persuasion (Cha)	+5
Religion (Int)	+5
Sleight of Hand (Dex)	+3
Stealth (Dex)	+3
Survival (Wis)	+3

SAVING THROWS

+3 STR

+3 DEX

+3 CON

+3 INT

+5 WIS

+5 CHA

WORDS OF ENCOURAGEMENT

ATTACKS AND SPELLCASTING

Where I'm from, you're only as good as your word. People know they can rely on me.

PERSONALITY TRAITS

Balance. I believe good and evil are inherent to each and every one, so we must resist our urges and keep our conduct in check. (Neutral)

IDEALS

I believe my purpose is to protect the weak, so I ventured into the world, as my home town no longer needed me.

BONDS

I'm too trusting, always taking people at their word, confident that they mean well. I'm often betrayed or disappointed.

FLAWS

HIT DICE
3d8

HIT POINT MAXIMUM: 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

SUCCESSES

DEATH SAVES

FAILURES

OTHER PROFICIENCIES

HEROIC MARK

Weapon / Spell	Hand	Type	Range	
Warhammer		Bludgeoning	5 ft	
Bonus	+4 to hit			
Damage	1d8 + 2			
Special	Versatile (1d10 + 2)			
Weapon / Spell	Hand	Type	Range	
Light crossbow		Piercing	80/320 ft	
Bonus	+4 to hit			
Damage	1d8 + 2			
Special	Loading, two-handed			
Weapon / Spell	1st level spell	Hand	Type	Range
Guiding Bolt			Radiant	120 ft
Bonus	+4 to hit			
Damage	4d6			
Special				
Weapon / Spell	Hand	Type	Range	
Bonus	Damage			
Special				

M'BOLLO

22 years

AGE

6 ft 7 in

HEIGHT

232 lb

WEIGHT

White

EYES

Black

SKIN

Black

HAIR



EQUIPMENT



Chain mail

Warhammer

Light crossbow

(20)

Set of common clothes

Shield



1 extended vision monacle,
 1 clock-compass,
 1 holy symbol,
 1 priest's pack,
 1 symbol of his people

M'Bollo always felt as confident about his calculations as he felt insecure in the face of the unpredictable. Everything that seemed mystical, that didn't abide by a logical rule or could not be measured or quantified, sparked his anxiety. This characteristic was detected during his taii'makian tests, which led him to the spiritual path, where he could face and strengthen his perceived weaknesses and imbalances. Embracing the cleric life, M'Bollo left the warm lands of Ubel to join the Evolutionist Church based in Skybell.

After completing the ecclesiastical trials, he chose to bring the word of Tamera to the needy, to strengthen their inner faith so they could find better solutions for their own survival—and thus improve their lives. This mission was hampered countless times by greedy landowners who imposed increasingly abusive taxes, furthering the woes of the populace. Now M'Bollo watches as the people of Skybell—once a thriving, rich city—migrate to other regions as the town falls into the hands of the mysterious new Imperial treasurer.

LANGUAGES

Common, Taii'makian, Gnomish, Celestial

TEAM NAME

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

BACKPACK



M'BOLLO

FEATURES AND TRAITS

BACKGROUND FEATURE: COMMUNITY LEADER

Cherished by the People. You're known for your deeds in your community. Creatures who consider you a leader will usually accept your plans of action as long as they don't violate their deep-seated beliefs or place them in direct danger.

SPECIES TRAITS:

Sharp Mind. Thanks to your people's great appreciation for the value of reasoning, you can add half your proficiency bonus, rounded down, on ability checks related to mathematics and logic, in addition to any other bonus you have.

Equilibrium. The taii'maku have learned to push their limits by striving for individual balance. If there are no more than 2 points of difference between your highest and lowest attribute scores, you are considered to be "in balance," which means all attributes that tie as your lowest are considered 2 points higher. Apply the resulting bonus to attacks, saves, checks, and all other features and effects. At 4th level, this applies to all your attribute scores (instead of only the lowest).

Expanded Soul. You gain a +1 bonus to all ability checks. When you are in balance, this bonus is also applied to all saving throws.

Desert Nomads. Because of your adaptation to harsh climates and intense heat, you can withstand temperatures that are 20 degrees Fahrenheit higher than other creatures can before the heat affects you, and you suffer no penalties for being in hot environments while wearing medium or heavy armor, or heavy clothing. You need to consume only half the water a creature would normally need in these environments.

Innate Engineers. You are proficient with tinker's tools. Additionally, when analyzing a mechanism such as an automaton or a mechanical trap, you can attempt an Intelligence (Investigation) check to discover its purpose and function. If successful, you, or creatures to whom you have explained the mechanism, have advantage when trying to use it or disable it.

Ingenious Inventors. Using tinker's tools, you can spend 1 hour and 20 gp in materials to build a mechanism. The construction follows traditional taii'maku patterns and requires training from a young age to be used properly. Sand taii'maku are considered proficient in the use of the mechanisms, which cannot be used without such proficiency. You can have up to three of these mechanisms active at the same time.

Extended vision monocle. This device grants you improved sight. While equipping this item, your normal vision range doubles, as if you were using a spyglass. You have advantage on vision-based Wisdom (Perception) checks.

Clock-compass. With this item, you always know the exact time of day and which way is north.

Carrying frame. This set of springs and gears can be worn and adapted to your armor to assist in carrying weight. While wearing this mechanism, you are considered to have +2 to your Strength ability score for the purposes of calculating load and lifting weight, as well as for the Strength requirements of armor.

CLASS FEATURES: CLERIC

Courage Domain Spells

1st - *heroism, shield of faith*

3rd - *branding smite, veil of bravery*

Channel Divinity: Bolster the Spirit

Starting at 2nd level, you can use your Channel Divinity to bolster the courage of a creature you touch. As an action, you can give the touched creature one of the following benefits:

- +1 to AC
- +1 to attack rolls
- +1 to all saving throws
- +1 to all damage rolls
- While the effect lasts, the creature can choose to reroll only one die (before it knows if the roll succeeded or not).

This effect lasts for 1 minute.

When you use this feature, you can choose to spend a Courage Point to give a touched creature more benefits instead of one. If you touch an ally, it gains two benefits. If applied to yourself, gain three benefits.

WORDS OF ENCOURAGEMENT

At 1st level, you have a number of Courage Points equal to your Wisdom modifier plus half your cleric level (rounded up). You recover all your Courage Points after a long rest.

The Courage Points can initially be used in three ways:

- When a creature fails a saving throw, you can spend a Courage Point as a reaction to instill in it the will to fight on. The creature can make a new saving throw and must use the second result.
- As a bonus action, you can spend a Courage Point to summon your inner strength and smite your foes. Until the start of your next turn, your first melee attack deals +1d10 damage of the same type as your weapon. This damage increases to +2d10 at 6th level, +3d10 at 12th level, and +4d10 at 18th level.
- As an action, you can spend a Courage Point to shout a powerful war cry that strengthens your party's resolve. You and all allies within 30 feet gain a number of temporary hit points equal to 1d6 + your cleric level for one minute, and can roll a saving throw to remove any effect causing the frightened condition. While the temporary hit points last, they also give advantage on all other saving throws made against effects that cause the frightened condition.

FEATURES

M'BOLLO

Cleric

SPELLCASTING CLASS

SPELLCASTING ABILITY WIS

SPELL SAVE DC 12

SPELL ATTACK BONUS +4

0 CANTRIPS

- Accursing Touch
- Sacred Flame
- Spare the Dying

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4

- Heroism (Domain)
- Shield of Faith (Domain)
- Arena's Fervor
- Cure Wounds
- Guiding Bolt

2 2

- Branding Smite (Domain)
- Veil of Bravery (Domain)
- Prayer of the Desperate
- Spiritual Weapon

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TEAM SHEET

TEAM NAME

CAREER POINTS

TEAM MEMBERS

FEATURES

Facility/Staff Provided FAME

FAME LEVEL PRESTIGE

Staff Provided PRESTIGE



COAT OF ARMS

BENEFICIARY

STYLE

SPECIALIZATION

DREAM

HIDDEN AGENDA

FEATS

RELATIONS

LEGENDARY REWARDS

NAME LOCATION

TEAM HEADQUARTERS

MAIN HALL
Facility

BUTLER
Staff

Facility

Staff

Facility

Staff

Facility

Staff

Facility

Staff

Facility

Staff

Facility

Staff

Facility

Staff



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