

Canine keidran features

Ability Score Increase. Your Strength score increases by 2.

Size. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet 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 grey.

Keen smell. You have advantage on Wisdom (perception) checks that use smell.

Bite. Your teeth are natural weapons that can be used to make unarmed strikes. Dealing 1d6+str piercing damage on a hit.

Language. You can speak, read, and write keidran and one language of your choice.

Subrace. Three main subraces of Canine Keidran exist in Mekkan: wolves, foxes, and dogs. Choose one of these subraces.

WOLF

Ability Score Increase. Your Constitution score increases by 1.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

FOX

Ability Score Increase. Your Dexterity score increases by 1

Vulpine Agility. Your speed is increased by 10 feet and you gain proficiency in acrobatics

DOG

Ability Score Increase. Your Intelligence score increases by 1.

Pack Tactics. You have advantage on An attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Feline keidran features.

Ability Score Increase. Your Dexterity score is increased by 2.

Size. Your size is medium.

Speed. Your base walking speed is 30 feet

Superior Darkvision. You can see dim light within 120 feet 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 grey.

Claws. Your claws are natural weapons that can be used to make unarmed strikes, dealing 1d4+str slashing damage on a hit.

Language. You can speak, read, and write keidran and one other language of your choice.

Subrace. Three main subraces of feline keidran exist in Mekkan: tigers, lions, and leopards. Choose one of these subraces.

TIGER

Ability Score Increase. Your Strength score is increased by 1

Pounce. If you move at least 20 feet in a straight line toward a Large or smaller target before making a melee attack against it, you can use a bonus action to attempt to grapple the target.

LION

Ability Score Increase. Your Constitution score is increased by 1

Rallying Roar. Once per long rest, as an action you can let out a roar that grants allies within 30 feet of you advantage on attack rolls until the end of your next turn.

LEOPARD

Ability Score Increase. Your Wisdom score is increased by 1.

Arboreal. You gain proficiency in acrobatics or athletics and a climb speed equal to your walking speed.

Basitin features

Ability Score Increase. Your Constitution score increases by 2

Size. Your size is medium

Speed. Your base walking speed is 30 feet

Magic resistance. You have advantage on saving throws against spells and other magical effects.

Poison immunity. You are immune to poison damage and the poisoned condition.

Keen hearing. You have advantage on Wisdom (perception) checks that involve hearing.

Dull magic. You are unable to cast spells of any kind. You can still use magic items.

Language. You can speak, read, and write basitin and one extra language.

Subrace. There are three main subraces of basitin determined by their home region: eastern, western, and northern. Choose one of these subraces.

EASTERN BASITIN

Ability Score Increase. Your Strength or Charisma increases by 1

Commanding presence. Gain proficiency in persuasion or intimidation and have advantage on Charisma checks when interacting with members of a military.

WESTERN BASITIN

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

Guerilla Survivalist. Gain proficiency with nature checks and either survival, herbalism kit, or poisoner's kit.

NORTHERN BASITIN

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

Northern Adaptation. You have resistance to cold damage and aren't affected by low temperatures. You can move through natural difficult terrain as if it was normal terrain.

Cat clan keidran features

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

Size. Your size is small.

Speed. Your base walking speed is 25 feet. And you have a climbing speed equal to your walking speed.

Unassuming. You are able to pass as a normal, if larger than average cat if you have no equipment. You have advantage on performance and deception checks to maintain the act.

Superior Darkvision. You can see dim light within 120 feet 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 grey.

Language. You can speak, read, and write keidran and one other language of your choice.

Magic in Mekkan

Most mana used for spells are drawn from mana crystals. Either by humans directly absorbing mana into themselves or keidran harnessing crystals externally.

Mana crystals come in six variates that hold different numbers of charges determined by their rarity.

Rarity-max charges

Common-1

Uncommon-3

Rare-6

Very rare-9

Legendary-20(recharge always succeeds)

Dark-varies

Crystals can be recharged by making an arcana check (dc 10+number of charges needed to fully recharge the crystal) this process takes 1 hour plus 5 minutes for each charge regained. If an arcana check to recharge a crystal is failed or when the last charge of a crystal is used, roll a d20. On a 1, the crystal is destroyed.

The Flow of Mana and its Effects on Races

Humans that are able to cast magic naturally regain mana while sleeping, but can regain a spell slot of a level they can cast by using an action to absorb a number of charges from one or more mana crystals equal to the level of the spell slot they wish to regain. If a mana crystal loses it's last charge this way it is immediately destroyed.

Keidran that are able to cast magic must spend a number of charges from one or more mana crystals equal to the level of the spell they are casting as part of the material components of the spell. Cantrips simply require a mana crystal with at least one charge, but do not spend any charges.

Basitins are incapable of casting magic except under specific circumstances. It is believed that they unconsciously focus mana internally to reinforce their natural abilities.

Dark mana is the raw life energy of the planet. While powerful, it is dangerous and corruptive to use. If a human gains a spell slot or a keidran casts a spell using a dark mana crystal, the spell cast or spell slot gained can exceed the maximum spell level the creature is able to cast (max 9) Their max HP is then permanently lowered by an amount equal to their constitution modifier plus the level of the spell cast (min 1)

SPELLS

Flawless Transformation

9th level transmutation (ritual)

Casting time: 1 action

Range: self

Components: v,s,m(a dragon scale or a bit of hair from a human, a keidran, and a basitin)

Duration: until dispelled

You transform into a human, basitin, or kiedran of any subrace. Your ability scores and languages known do not change, but you otherwise lose all features granted by your current race and gain those features from the new race, including rules for using mana crystals.

Imperfect Transformation

8th level transmutation

Casting time: 1 minute

Range: 10 feet

Duration: until dispelled

Components: v,s,m(a bit of hair from a sentient race, which the spell consumes)

A creature targeted by this spell must make a Charisma saving throw or be incapacitated for the duration of the spell as they become a member of the race whose hair was used as this spell's components. Your ability scores and languages known do not change, but you otherwise lose all features granted by your current race and gain those features from the new race, including rules for using mana crystals.

Soul Meld

9th level abjuration (ritual)

Casting time: 1 hour

Range: 10 feet

Components: v,s,m(crystal chalk worth 1000gp, which the spell consumes)

Duration: permanent

As you cast the spell, draw a 10 foot wide circle on the ground around two willing creatures with sigils denoting the bond to be created. When the spell is complete the two creatures are able to telepathically communicate as long as they are on the same plane of existence. They share their senses and, as an action, one member of the bond can allow the other to use one of their features on their next turn. If one of the creatures was a victim of the soul Rend spell before the bond is created their affected ability score becomes equal to the score of the other. If one of the bonded creatures die, the other dies instantly.

Soul Rend

9th level evocation

Casting time: 1 action

Range: 30 feet

Components: v,s,m(a dark mana crystal)

Duration: permanent

This spell can only be cast using dark mana. One creature you can see must make a wisdom saving throw. On a fail, roll a d6 and apply the result.

1-2: target's Int score becomes 0

3-4: target's Wis score becomes 0

5-6: target's Cha score becomes 0

FEATS

Dirty Magic

Prerequisite: keidran, ability to cast spells

As an action you can destroy a mana crystal with at least one charge to quickly produce a single spell from any spell list with a casting time of one action. A common mana crystal produces a cantrip, while any other type produces a level 1 spell.

Armsman's body

Prerequisite: basitin, str 18, does not have the tactician's mind or rebel's soul feature

Choose either your Constitution or Charisma. You can add the chosen stat's modifier to your melee weapon attack rolls and armor class. This feature is not compatible with unarmored defense. If you have both you must choose one of the two to add.

Tactician's mind

Prerequisite: basitin, int 18, does not have the armsman's body or rebel's soul feature

Your Intelligence modifier is added to initiative checks. A number of times per day equal to your Intelligence modifier, you can use an action to command an ally within 30 feet to use their reaction to either make a single weapon attack against an enemy you can both see, take the dodge action, or take the disengage action and move up to half their speed.

Rebel's soul

Prerequisite: basitin, wis 18 does not have the armsman's body or tactician's mind feature

Your Wisdom score increases by 1. You gain immunity to all charm effects and advantage on Wisdom (perception) checks to see through illusions.

Basitin black magic

You gain proficiency in deception

Author's notes

The races in this document are balanced against each other more than those that exist in other materials. The lack of magic access for Basitins provided a challenge to properly balance so that was my solution. Though I believe the key to properly balancing these rules is getting the

availability and price of Mana crystals right. To many and casters are too strong, too few and they will be ignored. This is by no means the final version, with improvements hopefully brought about by additional information and possibly feedback from players.