

Gaana-ib

"A lost soul found his way to my academy, some time last year. I took him under my wing and taught him the way of the stars, the intricate patterns of plant growth, and the maneuvers of the sword. He devoured information like a feral orc slurps blood - but he was not sated. I shan't forget the last words he spoke to me.

'I need more.'"

-Professor I'abus, *Forbearance*

Locked Away

A curse was placed upon the very early gaana-ib, which forbade them from leaving their home plane of Saikrea-Odana. In a dimension of their own, floating through the Astral plane, the gaana-ib were isolated from all other creatures. For many years the gaana-ib lived as savages, preying on each other for survival, and their society advanced little.

Eventually, in a rapid event that came to be known as the Enlightenment, the gaana-ib developed a complex system of thought. In conjunction, Saikrea-Odana was opened to the Astral plane, and gaana-ib were free to explore a plane outside of their own. Many gaana-ib debate the nature of this Enlightenment. One school of historians believe that an omniscient, extraplanar beast barrelled through Saikrea-Odana and caused both events simultaneously. Others believe a benevolent god freed them from their prison. Other groups exist, but none have hard evidence of either occurrence.

Troubled Expansion

The curse that was placed upon the gaana-ib lingers on. Gaana-ib are incapable of travelling to planes that haven't been opened to them, which is frustrating for the adventurous among them.

The process of opening a plane is long and arduous. The the ritual must be performed by beings on the destination plane, leaving the gaana-ib nearly out of the equation. The most that the gaana-ib can do is send signals to the destination plane and hope the locals are friendly or seek out members of other races to assist them. The knowledge of how to perform the ritual is a deeply guarded secret, known only to trusted individuals.

Strong Traditions

In Saikrean society, one isn't considered an adult until they've paid homage to the Enlightenment by performing a task known as the Miracle of Enlightenment. The individual becoming an adult is free to perform the ritual after their hundredth birthday in which they present their life's studies to a council. By expanding the amount of information that is known, gaana-ib consider the ritual repayment for the Enlightenment.



Gaana-ib Names

_____ Until a gaana-ib is considered an adult, they are called by a name relating to their area of expertise. When a gaana-ib of Saikrea-Odana reaches adulthood, they choose their own name from a compendium of ancient names. Outsiders born on other dimensions often choose a name of the surrounding culture. Due to the shape of the gaana-ib mouth, they often avoid hard consonants in their names.

Child Names: Booker, Clip, Dig, Planter, Robo, Rock, Smith, Star, Tan, Tinker, Toad

Male Names: Aabab, Abachin, Jobs'n, Mhison, Pip, Reshumiel, Ros, Sfolala, Ubao

Female Names: Amabreya, Awa, Jelomi'i, Mya, Nalese, Osepa, Osochi, Sisha, Voa

Gaana-ib Traits

Hailing from ancestry dating back thousands of years in the plane of Saikrea-Odana, you share physical and mental traits with all of the gaana-ib.

Ability Score Increase.

Your Intelligence score increases by 1.

Age.

Despite reaching physical maturity around the age of 10, a gaana-ib is considered a child until they reach the age of 100, and they aren't considered an adult until they've completed the Miracle of Enlightenment. Some gaana-ib can live up to 500 years old, but most live until the age of 450.

Alignment.

Gaana-ib that are born in the home dimension of Saikrea-Odana are often lawful neutral, as their quest for knowledge is placed above all else. Gaana-ib born elsewhere are subjected to the culture around them. Abhorrent gaana-ib care little for life, and are most often evil.

Size.

Fully grown gaana-ib typically range from 5 and a half to 6 and a half feet in height. Your size is Medium.

Speed.

Your base walking speed is 30 feet.

Innate Arcanist.

You gain proficiency in the Arcana skill.

Four Armed.

You have four arms which are each strong enough to carry items. You can equip more than the normal amount of weapons; for example, you can carry two two-handed weapons, or four one-handed weapons. You can also interact with an additional object as part of an action, such as drawing or stowing a weapon, or opening a door.

Languages.

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

Subrace.

Many years ago, ancient gaana-ib left Saikrea-Odana, which eventually resulted in three main subraces: saikreans, abhorrents, and cosmoborn. Choose one of these subraces.

Saikrean Gaana-ib

Saikreans are the dominant gaana-ib that inhabit the plane of Saikrea-Odana, the location of their namesake. Saikreans stay the closest to ancient gaana-ib culture, highly enforcing cultural expectations such as the Miracle of Enlightenment. Other races often perceive saikreans as haughty and caught up to their work to an excessive extent. However, saikrean pride is strong, and many saikreans take on roles of leadership on other planes.

Settlements entirely composed of saikreans outside of Saikrea-Odana are rare. Oftentimes a single saikrean will leave his home plane explore another plane on his own in search for knowledge. These gaana-ib often rely upon the natives of the plane for their safety.

Saikreans stand slightly taller than other gaana-ib, and have fur colors that range from dark blues to light purples, as well as whites and browns.

Ability Score Increase.

Your Intelligence score increases by 1 and your Charisma score increases by 1.

Area of Expertise.

You have spent your childhood studying a specific interest, such as an ancient kingdom or a religious figure. This interest should be narrow; work with your DM to determine its form. You can add twice your proficiency bonus, instead of any proficiency bonus you normally apply, to Intelligence checks made to recall information about your area of expertise.

Saikrean Magic.

You know the *prestidigitation* cantrip. When you reach 3rd level, you can cast the *comprehend languages* spell once per day. When you reach 5th level, you can also cast the *detect thoughts* spell once per day. Intelligence is your spellcasting ability for these spells.

Extra Language.

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

Abhorrent Gaana-ib (Umb'r-ib)

Abhorrents, called so by other gaana-ib, stem from an ancient divide when they were freed from Saikrea-Odana. They viewed the Enlightenment as a curse, as they preferred to live in vulgar societies. They fled from their home plane so they could continue their old way of life.

Despite their gifted intelligence, most umb'r-ib shun civilized society and saikrean culture. They live in small groups underground and only emerge to slay creatures for food. Many umb'r-ib see no distinction between beast meat and humanoid meat and will kill either for sport.

A small portion of umb'r-ib recognize their intelligence as a blessing and will join civilized society. These individuals are outcasts to other umb'r-ib.

Abhorrents spend most of their time hunting in packs, and have developed thinner and sleeker bodies. They grow coarse, dark hair on their bodies, and their eyes glow dimly in the dark.

Ability Score Increase.

Your Dexterity score increases by 2.

Darkvision.

Due to living underground, your eyes have developed the ability to see in dark places. 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.

Hunter of Man and Beast.

When you reach 3rd level, you can cast *hunter's mark* as a 1st level spell with this trait and regain the ability to do so when you finish a short or long rest.

Mindshield.

As an umb'r-ib, you have a heightened ability to thwart mental assaults. You have advantage on saving throws against being charmed, being frightened, or being put to sleep.

Cosmoborn Gaana-ib

Cosmoborn gaana-ib are born randomly from other gaana-ib, but are more likely to be born when one or both parents travel frequently between planes. The individual appearances of cosmoborn vary wildly, as they tend to resemble the plane that engendered their birth; gaana-ib touched by the Beastlands may have sharper teeth, or gaana-ib touched by Limbo may have crazy, twisted hair.

Saikreans view the birth of a cosmoborn as an overcoming of their curse. Cosmoborn are celebrated, and are often trained as heroes and guardians of gaana-ib settlements.

Cosmoborn that hail from umb'r-ib are treated like beasts and are usually forced to endure dangerous situations that the umb'r-ib don't want to face themselves.

Ability Score Increase.

Your Constitution score increases by 2.

Planar Heritage.

The planes have affected you in some way. Choose two of the following traits:

- **Abyssal Recovery.** Upon finishing a short or long rest, you can cast *false life* on yourself as a 1st level spell.
- **Amphibious.** You can breathe air and water.
- **Beastly.** You've grown claws or sharp teeth. Your unarmed strikes deal slashing damage equal to 1d4 + your Strength modifier.
- **Earthsense.** You have tremorsense out to a range of 10 feet. This allows you to detect and pinpoint sources of vibrations in the ground.
- **Elemental.** Choose one of the following types of damage to be resistant to: acid, cold, fire, lightning, or thunder.
- **Gifted Charm.** You can cast the *suggestion* spell once using this trait. The DC equals 8 + your Charisma modifier. You regain the ability to do so when you finish a long rest.
- **Material Aptitude.** You have proficiency with the shortsword, longsword, light crossbow, and heavy crossbow.
- **Planar Step.** You can cast the *misty step* spell once using this trait. You regain the ability to do so when you finish a long rest.
- **Winds of Pandemonium.** As an action, you unleash an unearthly scream that can be heard up to 300 feet away. Creatures in a 20 foot cone must make a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus. On a failed save, the affected creatures fall prone. You regain the ability to use this trait when you finish a short or long rest.



