

Races available

Dwarves

Created as a race meant to guide and shield humanity and the grey, the dwarves are a race unlike any other. Their bodies, crafted by divine hands, are made to weather all time and hardship, and are meant to contain a soul that blazes bright enough to burn away normal flesh. As they age, their bodies literally turn to stone, eventually becoming literal walking statues, animated by the soul within for the last decade of their life.

However, no dwarf has reached that elder age within the lands of the Dragons. Which is a cause for grief, as throughout the world the dwarven race has been subject to a string of genocides, each more bloody than the last. The invasion fleet that is coming simply butchered the last of the dwarves in their lands, and in the lands to the north the only dwarven civilization to survive the undead scourge resides within the human nation of Duranos. Besides them, the only dwarves to still exist are those sworn to the dragons.

But they have always been a hearty folk, resilient and stubborn to their last breath, and they have not forgotten their duty. Humanity still has need of them, and so do the grey, and the dwarves shall not abandon them now.

Ability score increase: Your Constitution score increases by 2, and your Strength and Wisdom scores both increase by 1.

Age: Dwarves mature notably slower than humans and reach adulthood by the age of 35. They live much longer than humans, with the eldest exceeding 980 years.

Alignment: Dwarves are a folk bound to their clans, their traditions, and personal honor. While despair at their decline has begun to erode these values, they still tend toward the Lawful and Good ends of the alignment spectrum.

Size: Dwarves are medium creatures, generally standing between 4 ½ and 5 ½ feet.

Speed: Despite your size dwarves are bulky creatures, and you have a movement speed of 25 feet.

Darkvision: The Creator crafted your body to handle many natural hardships, and extreme darkness was one of them. You can see in dim light as if it were bright within 60 feet, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Crafters: You gain proficiency in either Stonecutter's tools or Blacksmith's tools, and have advantage on checks made to find hidden doors or tunnels.

Durability: Your hit point maximum increases by 1 for each level you possess.

Dwarven Resilience: You have resistance to poison damage and advantage on saving throws against poison.

Dwarven Weapon Training: You gain proficiency with war axes, war hammers, throwing axes and throwing hammers, and light and medium armor (but not shields).

Skin of Stone: When calculating armor class, you may substitute your Dexterity bonus with your Constitution bonus. (For example, a dwarven monk's armor class can be 10+Con+Wis instead of 10+Dex+Wis, and a dwarven fighter in Medium armor may use Armor AC+Con (max 2) instead of Armor AC+Dex (max 2))

Languages: You know how to speak, read and write Common and Dwarven.

Favored class #1: Fighter. A dwarven fighter gains advantage on Strength (athletics) checks and Strength saving throws made to avoid and escape grapples and restraints.

Favored class #2: Monk. A dwarven monk may treat all dwarven weapon proficiencies as monk weapons, and gains their unarmored movement bonus even if they wear light or medium armor.

Favored Class #3: Ranger. A dwarven ranger gains Mountains as a favored terrain in addition to their other favored terrain choices.

Gnomes

Gnomes are the first offshoot of humanity. Born in the sands of the golden deserts, this race was once made of various tribes who refused to bow to any gods, and instead retreated into the refuge of their inhospitable desert home. There, the magic of the sands slowly changed them, making them more and more fit to survive the trials and hazards of their home.

These changes and their mastery over the terrain were enough by themselves to make invasions against the gnomish tribes fruitless for hundreds of years. However, this independence was not able to withstand the direct attention of the gods, who turned their gazes to these desert tribes who kept raiding their followers while the human armies were off battling the Saurians and the Children of the Night. In three years, the largest tribes had been crushed, the cities of the deserts subjugated, and the bulk of the gnomish tribes enslaved.

This is the state the gnomish race had been in ever since. While fragments of tribes continued to exist at the edge of civilization, and many slaves escaped during the chaos of the War of Black Fires, the vast majority were left as nothing but slave fodder for the mage cities that dominated the deserts. And then, something horrible and something wonderful happened. Bastin Caine, lord of light, was reborn, and Surimos, a land without slavery and a place that celebrates humanity in all its forms, conquered the mage cities. While the war itself was one of the most bloody and violent in recent history, the actions of gnomish agents and freedom fighters during the battle earned them a place of honor in the eyes of the conquerors, and so the gnomes were liberated and given positions of influence by their newfound allies.

Gnomes are among the rarest servants of Behris, their liberation being so recent that only a few have adopted the dragon's cause and have been brought into the fold. That said, there are still a handful that have joined the dragon's cult, and so they still are a possible race option.

Ability score increase: Your Dexterity and Intelligence scores increase by 2, and your Charisma score increases by 1.

Age: Gnomes mature faster than humans and reach adulthood by the age of 15. They live almost twice as long as humans, with the eldest recorded being 140.

Alignment: Gnomes are much more individualistic than other races, and they tend towards the more Chaotic alignments because of it.

Size: Gnomes are small creatures, generally standing between 2 ½ and 3 ½ feet.

Speed: Your legs are smaller, and you have a movement speed of 25 feet.

Darkvision: Your eyes were influenced by the magic of the desert, and adjust well to the dark. You can see in dim light as if it were bright within 60 feet, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Gnomish Magic: You know the cantrip Minor Illusion. Upon reaching level 3 you may cast the spell Invisibility as a second level spell once every long rest without using a spell slot. Intelligence is your casting attribute for these spells.

Sand's Blessing: You gain resistance to Fire damage.

Sneaky: You have proficiency in the Stealth skill.

Languages: You know how to speak, read and write Common and Gnomish

Favored class #1: Rogue. A gnomish rogue gains proficiency in Sleight of Hand.

Favored class #2: Sorcerer. A gnomish sorcerer gains Invisibility as a known sorcerer spell at level 3. This does not count against their maximum spells known, and cannot be exchanged as the character levels up.

Favored class #3: Wizard. A gnomish wizard gains proficiency in the Arcana skill.

Grey

The Grey are a race that developed alongside humanity. Perhaps at one point the races even shared a common ancestor, but their development followed a clearly different path. Taller than humans and made of a stockier stuff, these granite-skinned peoples live at the edges of human society. Tribal in nature despite their 'villages' resembling crude cities rather than simple stick and stone huts, the grey are a simple, empathetic and honorable people. Which has made them easy victims of exploitation as humanity continues to expand.

Their culture centers around the worship of their ancestors, the great ascendant grey Champions of old, who stood beside humanity when the races were young and hard pressed by saurians and the weavers alike. As a race they are connected to their ancestors, and through them the veil, in a way that no other beings can claim, a connection that extends to their communities and that can be called upon with the many songs of their people. From simple guidance to actually talking to the spirits of the dead, every grey is able to emulate magic that would seem fantastic to any other race with just their song.

Two great tribes of the grey still exist; The Lorac Blood Tears, a tribe living along the southern end of Loros territory who are driven farther and farther into the wilds with every passing year, and who have begun to fight back against the human oppression and invasion into their lands in bloody, city razing crusades of vengeance. And the Duranac Stone Singers, who live along the western and eastern mountain ranges that mark the borders of Duranos, and who have made rudimentary treaties and trade agreements with the recently independent state. Of these, members of the Blood Tears are more common among Behris' followers, as their desperation has lead them to seek out as many different avenues of escape as they can, and the dragon can offer them many roads from their lives indeed.

Ability score increase: Your Strength score increased by 2, and your Dexterity, Constitution and Charisma scores each increase by 1.

Age: Grey mature faster than humans and reach adulthood by the age of 14. They live notably shorter lives, and can be up to 70 years old.

Alignment: The grey are a people who honor their tribe and their allies, but are not strongly called to acts of duty or self sacrifice. They tend to be True Neutral, the majority never skewed towards any particular extreme alignment.

Size: Grey are medium creatures and taller than humans, typically standing between 6 ½ feet and 8 feet tall.

Speed: You have a movement speed of 35 feet.

Ancestral Inspiration: You know the Guidance cantrip. At level 3 you may cast the spell *Speak with the Dead* as a ritual once every long or short rest. Charisma is your casting attribute for these spells.

Hard to Put Down: The first time you would be reduced to 0 hit points by a spell, attack or environmental hazard (including falling), you are reduced to 1 instead. You must complete a long rest before you can use this feature again.

Naturally Athletic: You gain proficiency in the Athletics skill, along with light and medium armor and shields. Once each day, you may gain advantage on a Strength, Dexterity or Constitution check.

Languages: You know how to speak, read and write Common and Grey.

Favored class #1: Barbarian. A grey barbarian may ignore the first instance of exhaustion applied to them each day.

Favored class #2: Bard. A grey bard increases the number of inspiration dice they possess by 1.

Favored class #3: Paladin. A grey paladin may increase the range of all auras they possess by 5 feet.

Humans

Humans are the third most numerous race in the world, after only the ancient Saurians and the mindless insectoid Children of the Night. However, neither of these races have been a major power on Rahvin since before the creator's judgement, which leaves humanity as the de-facto dominant power on the continent. Their nations cover the northern part of Rahvin, and they make up the largest portion of Behris' mortal forces.

Despite their dominance, the human nations are some of the most divided places in the world. Without any real challenges to overcome, and without any rival races to oppose them, personal vendettas and interests began to take the forefront of their interactions. These issues plague the northern nations, but in the south the knowledge that the war is far from over has unified people from every walk of life and every nation, the petty squabbles put aside in service to something greater, something... glorious.

Humans have the most offshoots among all of the races. The gnomes and sharen can both trace their ancestry back to human progenitors, and they seem unique among all races for possessing the ability to become undead upon death. Their souls are the most malleable, and their ability to adapt and innovate is almost unsurpassed by any other race.

Ability score increase: Two ability scores of your choice increase by 2 each, and two different ability scores of your choice increase by 1 each.

Age: Humans tend to reach adulthood by the age of 16, and can live to be 85.

Alignment: Humans have no particular draw towards any alignment.

Size: Humans are medium creatures, generally standing between 4 ½ and 7 feet.

Speed: You have a movement speed of 30 feet.

Human Talent: You gain proficiency in two skills and one tool of your choice.

Human Ingenuity: You may use a bonus action to gain advantage on one Ability Check that you have proficiency in. You must complete a long or short rest before you can use this ability again.

Languages: You know how to speak, read and write Common and two other language of your choice.

Favored class #1: Cleric. The maximum age of a human cleric increases to 350, and they gain proficiency in the Religion skill.

Favored class #2: Fighter. A human fighter gains proficiency in one additional skill from the fighter class list.

Favored Class #3: Sorcerer. The maximum age of a human sorcerer is 1,300 years old, and they gain proficiency in the Arcana skill.

Reborn (Aka Dragon-Kin)

Reborn are the souls of those chosen by Behris and the undead Ahmit, mortals of all kinds taken and changed by one of the dragons, those vast, unyielding wills shaping them into something resembling their new draconic progenitors. Each of them remembers echoes of their old lives, but they have been shaped and moulded by their patron into something else, making them remarkably diverse.

All Reborn gain these bonuses

Ability score increase: Your Strength score increases by 2, and your Constitution score by 1.

Age: Reborn reach adulthood at the same time as humans, becoming adults by the age of 17. They live much longer than any other race, according to Behris they could live to 2,000 if given the chance.

Alignment: Reborn have the same alignment they did when they lived their first life.

Size: Reborn are medium creatures, and typically stand between 6 feet and 7 ½ feet.

Speed: You have a movement speed of 30 feet.

Darkvision: Your eyes are draconic in nature, allowing you to pick out details within darkness. You can see in dim light as if it were bright within 60 feet, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Dragon's Breath: As a bonus action, you may make a 15 foot cone of energy burst forth from your mouth. All creatures within this cone must make a dexterity saving throw (DC 8+Your Con bonus+Your Prof bonus). On a failed saving throw, a creature is dealt 1d6 damage of a type determined by your subrace, on a successful saving throw a creature is dealt half as much damage. You may use Dragon's Breath once each time you roll for initiative.

This damage increases by 1d6 when you reach level 5. It increases again at level 11, and again at level 17.

Subrace: You possess a subrace in addition to the above racial features.

Languages: You can speak, read and write Common and Draconic

Common favored class #1: Paladin. A reborn paladin increases the number of hit points they may heal with Lay on Hands by 5.

Common favored class #2: Warlock. A reborn warlock knows their patron's first-level spell in addition to their other spells known. This additional spell does not count against their maximum spells known and cannot be exchanged as the character levels up.

Subrace: Chosen of Ahmit

Ahmit is the protector of the lesser races, the nurturer, and the matron of the dragons. Her brood are guides and healers, more durable themselves while also favoring duties that will ease the troubles of their allies. Meant to be supportive rather than dominant, and female rather than male, these silver-scaled beings tend to act like the mother or aunt of a group, always looking out for the physical and mental well being of their allies.

Ability score increase: Your Wisdom score increases by 2. This is in addition to the generic Reborn ability score increases.

Healer's breath: When you use your Dragon's Breath, instead of dealing damage to any creatures, you may heal all creatures of your choice within the area by the number rolled.

Medic's Instincts: You gain proficiency in the Medicine skill.

Radiant alignment: Your Dragon's Breath deals Radiant damage, and you gain resistance to Necrotic damage.

Subrace favored class: Cleric. A reborn cleric of Ahmit always has the spell *Healing Word* prepared, and this spell do not count against the maximum spells they may prepare.

Subrace: Chosen of Behris

Behris is a dragon who prides himself on his vast intellect, and it is a point of pride for him that all of his chosen souls are intelligent themselves. Like their progenitor, they are arrogant but cunning. They are overly assured at their own breadth of knowledge, constantly thinking about their next move even in times of peace. They also tend to come up with conspiracies that only exist within their own minds, and have a reputation of being paranoid because of this. Their scales tend to be iron in color, edged in red rust.

Ability score Increase: Your Intelligence score increases by 2. This is in addition to the generic Reborn ability score increases.

Mental alignment: Your Dragon's Breath deals psychic damage, and you gain resistance to psychic and force damage.

Tactician's directions: When you use your Dragon's Breath, instead of dealing damage to any creatures, you may choose one creature in the area. Until the end of that creature's next turn, they gain advantage on all Attack rolls they make.

Well studied: You gain proficiency in the History skill.

Subrace favored class: Wizard. A reborn wizard of Behris knows and has the spell *Identify* prepared. This does not count against the maximum number of spells they may have in their spellbook or prepared.

Subrace: Chosen of Chaul

While he was slain by Iras, Chaul's soul lived on just beyond the veil. Joining the souls of the other dragons when limbo was forged, he is able to choose and modify champions like the others, imparting his driven will. His chosen tend to see themselves as leaders, warriors and conquerors, all of which makes them into the domineering braggarts one would expect a dragonfolk would be. Their scales are gold with a peculiar blue hue.

Ability score Increase: Your Charisma score increases by 2. This is in addition to the generic Reborn ability score increases.

Burning alignment: Your Dragon's Breath deals fire damage, and you gain resistance to cold damage.

Driving command: When you use your Dragon's Breath, instead of dealing damage to any creatures, you may choose to increase your movement and the movement of all allies within 15 feet of you when you use this feature by 10 feet until the beginning of your next turn.

Intimidating: You gain proficiency in the Intimidation skill.

Subrace favored class: Fighter. A reborn fighter of Chaul increases their movement speed by 5 feet.

Subrace: Chosen of Ebreus

Ebreus was always the most inquisitive, a creator and inventor at heart, and he always saw the truth of things within others instead of what he wanted to see. Those he has chosen are those who were honest with themselves about who they are, what they wanted to be, who lived full lives but never managed to attain their dreams. To them, he gave a second chance. Of all those reforged by the dragons, the chosen of Ebreus are the least changed mentally, though their bronze-scaled, rust-tinged bodies hold a few new surprises.

Ability score increase: Your Dexterity score increases by 2. This is in addition to the generic Reborn ability score increases.

Crafted wings: You are able to manifest wings of flowing, liquid copper from your back that you adjust to over time. At level 1, these wings may be temporarily manifested and used as a reaction to gain resistance to falling damage. At level 3, you may use a bonus action on your turn to manifest your wings and gain a flying speed equal to your walking speed until the end of your turn. At level 11 your wings remain manifest until you use another bonus action to hide them, and you gain a 60 foot flying speed as long as your wings are manifest.

Forceful alignment: Your Dragon's Breath deals force damage, and you gain resistance to force and thunder damage.

Subrace favored class: Rogue. A reborn rogue of Ebreus increases their movement speed by 5 feet whenever they use their Cunning Action class feature.

Subrace: Chosen of Oshai

Oshai was chosen by the creator to bring peace, not through violence or death, but by her presence and words. Her chosen are influenced in much the same way, generally seeking to avoid conflict when possible, and to force surrender rather than butchering all of their foes where they stand. This has given them a reputation for being cowardly and soft among the other dragonfolk, but it has also given them a role as diplomats that the others are less suited to fill.

Ability score increase: Your Charisma score increases by 2. This is in addition to the generic Reborn ability score increases.

Diplomatic training: You gain proficiency in the Persuasion skill.

Dragon's demand: When you use your Dragon's Breath, instead of dealing damage to any creatures, you may force creatures of your choice in the area to make a Wisdom saving throw (DC 8+your Cha bonus+Your proficiency bonus). On a failed save, a creature becomes either Charmed or Frightened by you (your choice) until the end of your next turn.

Thunderous alignment: Your Dragon's Breath deals thunder damage, and you are resistant to thunder and psychic damage.

Subrace favored class: Bard. A reborn bard of Oshai gains proficiency in the Insight skill.

Sharen

The sharen are a race that was forged, but not by the Creator. They are instead an offshoot of humanity, taken by elves and other ethereal fey and given their traits. Long ago this was a source of conflict between them and humanity, as the fey experiments revolted the humans of the time, while the fey themselves were only following orders from the Creator, even if he had left the exact methods of implementation up to them. There was almost a war between the Fey and humanity then, but the chief god of humanity at the time, Mutal Ramd, stepped forward and took stewardship of the sharen and had the Creator chastise the Fey for going too far.

It has been almost two thousand years since their creation, and the sharen have become a well known facet of the world. They possess their own civilizations, of course, but they intermingle with humanity freely, and for the most part are accepted by all levels of society. It doesn't hurt that they still look similar to humans, just with metallic-colored eyes and hair, and oddly pale skin.

However, they did come into conflict with one another, even if humanity has had a mostly peaceful relationship with them. Five hundred years prior a holy war was waged between those who still served Mutal Ramd, and those who had turned their backs to the patron deity because of his actions during the War of Black Fires. The faithful lost, and were driven underground and into the Purge, while those who had rejected them remained within the southern forests of Loros.

All Sharen get these bonuses

Ability score increase: Your Dexterity score increases by 1.

Age: Sharen age slower than humans and reach adulthood by the age of 22. They live notably longer, and have a maximum age of 300.

Alignment: Sharen tend to wear their emotions on their skin, and the influence of the Fey gives them personalities and nudges them towards individualism a bit more. Sharen tend towards the chaotic alignments because of this.

Size: Sharen are medium creatures, and stand between 5 and 6 feet.

Speed: You have a movement speed of 30 feet.

Darkvision: The fey could see as well at night as they could in the day, and the Sharen have inherited some of those traits. You can see in dim light as if it were bright within 60 feet, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Fey Influence: You have resistance on saving throws against effects that inflict the Charmed condition, and cannot magically be put to sleep.

Perceptive: You gain proficiency in the Perception skill.

Subrace: You possess a subrace in addition to the above racial features.

Languages: You can speak, read and write Common and Sharen.

Shared favored class #1: Ranger. A sharen ranger may choose one additional favored enemy (or may exchange this enemy for two favored humanoid enemies, as normal).

Sharen favored class #2: Rogue. A sharen rogue may ignore difficult terrain created by plants or other natural sources.

Subrace: City Sharen

Since their split with the sul-sharen, those who still lived on the surface have themselves split, though it was a bit less violent. The city sharen are those who have taken upon themselves the lives of aristocrats and tradesmen, resembling human cities with much fewer peasants and virtually no farmers or loggers. Instead, they trade with the nomadic sharen hunters and human farmers for the bulk of their food and grow stands of trees specifically for their fire needs, leaving them to loftier tasks, such as poetry, refining and perfecting the arts of woodwork and smithing, and magecraft. Their societies tend to be abnormally rich because of the quality of their exports, and their arcane might is second only to the mage cities of humanity.

Ability score increase: Your Intelligence score increases by 2 and your Wisdom score increases by 1. This is in addition to the generic sharen ability score increases.

Arcane inclinations: You know one cantrip of your choice from the Wizard spell list. At level 3 you may cast the spell *Shield* as a first level spell once. At level 5 you may cast the spell *Misty Step* as a second level spell once. Intelligence is your spellcasting ability for these spells. You regain all expended spells at the end of a long rest.

Highborn tradecraft: You gain proficiency with two tools of your choice.

Subrace favored class: Wizard. A city-sharen wizard gains proficiency in the Arcana skill.

Subrace: Nomadic Sharen

Not all sharen settled within the cities, in fact, over half of the population decided to live simpler lives, closer to the world and the beasts that inhabit it. Their connection to nature and their fey ancestry make them natural stewards and wardens of the land, and shapes the magic within them to fit their chosen lifestyle. Nomadic sharen tend to be the most fey of their race, and while they have no cities of their own, they are still divided into courts of Summer and Winter, each dedicated to Titania and Oberon respectively, and this division troubles Behris, for the fey were his enemies in the past, and their lords hold no love for the dragon. The nomadic sharen still have their representatives among his followers, but they are watched carefully by the dragon-sworn.

Ability score increase: Your Wisdom score increases by 2 and your Constitution score increases by 1. This is in addition to the generic sharen ability score increases.

Forest walker: You may make Dexterity (stealth) checks to become hidden without any cover as long as you are at least partially obscured by natural phenomena (such as heavy rain, mist, a rolling fog bank or moderate sandstorm).

Natural spellcasting: You know the cantrip *Druidcraft*. At level 3 you may cast the spell *Fog Cloud* as a first level spell once. At level 5 you may cast the spell *Call Lightning* as a second level spell once. Wisdom is your spellcasting ability for these spells. You regain all expended spells at the end of a long rest.

Subrace favored class: Druid. A nomadic sharen druid may cast the spell *Detect Poison and Disease* without preparing it or using a spell slot.

Subrace: Sul-Sharen

The sharen who have remained faithful to Mutal Ramd have lived hard lives. Persecuted by their cousins, driven into lands that could not sustain them, it seemed like they would be wiped from the face of the world. Mutal Ramd had other plans, however. Revealing himself to his people, and in the same stroke revealing that he had not been trapped within Limbo like so many of the other gods, he lead them under the mountains, to caverns with strange life and room enough for them to rebuild. And there they have lived since, far from the sun, living lives of darkness and battling against beasts the likes of which people on the surface had never encountered. The sul-sharen, as they now call themselves, dye their skin and hair pitch black, the material they use able to hide their body heat from many of the blind predators, and their eyes have adjusted to the absolute darkness around them, changed to different shades of violet and crimson and able to pierce even magical darkness with ease.

Ability score increase: Your Charisma score increases by 2 and your Constitution score increases by 1. This is in addition to the generic sharen ability score increases.

Greater darkvision: Your darkvision extends to 120 feet and treats magical darkness like normal darkness.

Shadow magic: You know the cantrip *Dancing lights*. At level 3 you may cast the spell *Faerie Fire* as a first level spell once. At level 5 you may cast the spell *Darkness* as a second level spell once. Charisma is your spellcasting ability for these spells. You regain all expended spells at the end of a long rest.

Subrace favored class: Sorcerer. A sul-sharen sorcerer has a maximum age of 2,300. They know all spells granted by their race in addition to their regular sorcerer spells, and these spells do not count against their maximum spells known, nor can they be exchanged for spells as the character levels up.