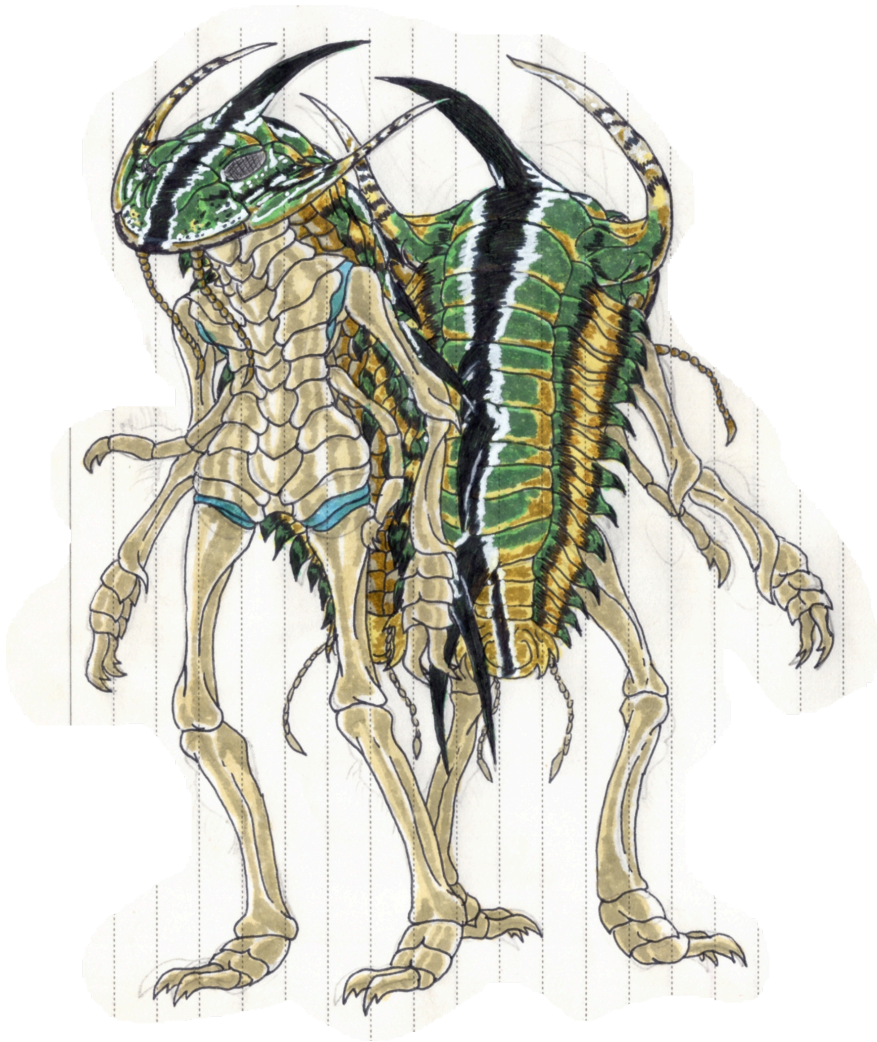


Tab 1



The Trillion

“Stirring from the slumbering depths of the Sea Floor, the long lost relatives of the Terrestrial Thri-Kreen, of which their origins are primordial, in the time before time.”

“Chitinous arthropodic humanoids, who worship the balance within the cycle of life and death. Mainly keeping to themselves in the depths, communities have risen to the surface, to enrich their race’s knowledge and understanding of the world above the abyss.”

“Prized for their decorative Exoskeletons, The Trillion are known throughout armor makers and collectors, as both living works of art, and non-living sources of art. The Artisans and Black Markets have come to a common idea.”

The Trillion are a newly developing Race, in terms of their involvement with the outside world. They would use the Cycle of Life and Death, as a basis for their life decisions, and their beliefs. The Trillion have never had a concrete “God” or “Deity” presiding over their culture, but they did have a legendary individual in their past - A King - Ukoz’Nik, King of the Seven Shales, who united the first Trillion Tribes into a unified race. They have a form of curiosity towards the surface, which extends to their land-dwelling cousins, the Thri-kreen. Always keen in getting enlightened for the things they don’t know, and sharing in things that they do know. Unlike the Thri-Kreen, The Trillion are able to speak normally, albeit making you wonder where the sound is coming from, due to the position of their mouths.

DESCRIPTION

Trillion resemble humanoid Trilobites, bipedal but able to crawl on all fours if needed. Their heights usually reach the medium to tall ranges, between 5'2 - 6'0 in height. Taller individuals are rarer. Their entire bodies are covered with exoskeletons, especially their large and prominent head shields, which can sport naturally grown adornments such as sensory pits, defense shields, horns and spikes, which are carried on from their ancestors' intense diversity. These head shields house prominent cheek blades, which are mainly used for courtship, and occasionally defense. Their head shields extend into segmented sections that grow and hang onto the back of their heads, as if they were human hair, but are in fact an extension of their exoskeleton that doubles as back protection. These "back shields" can also sport the same adornments as their headshields.

Trillion have six pairs of limbs, with a larger pair of arms and legs, and a smaller pair of shorter arms which are mainly used for small tasks, or for mating. Their fingers are claw-like, and their four pairs of antennae can range from average lengths, to surprising ones, and are used ritualistically to express appreciation to another Trillion and as sensors.. Their exoskeletons are durable and flexible.

The mouthparts of a Trillion are located under their head shields, which are composed of a pair of short mandibles, and a Stingray-like mouth. Their mouthparts can also vary in design, much like their headshields. Trillion are able to survive on land from a week to a month, more than that would require getting soaked in seawater for a week, so their compressed chest gills can absorb as much as they can. However, Trillion inventors have made Respiratory Devices, often used by Trillion that have become ambassadors or adventurers, as a "standard issue gear", by law. Trillion that dwell near seawater prefer to not use these Respiratory Devices.

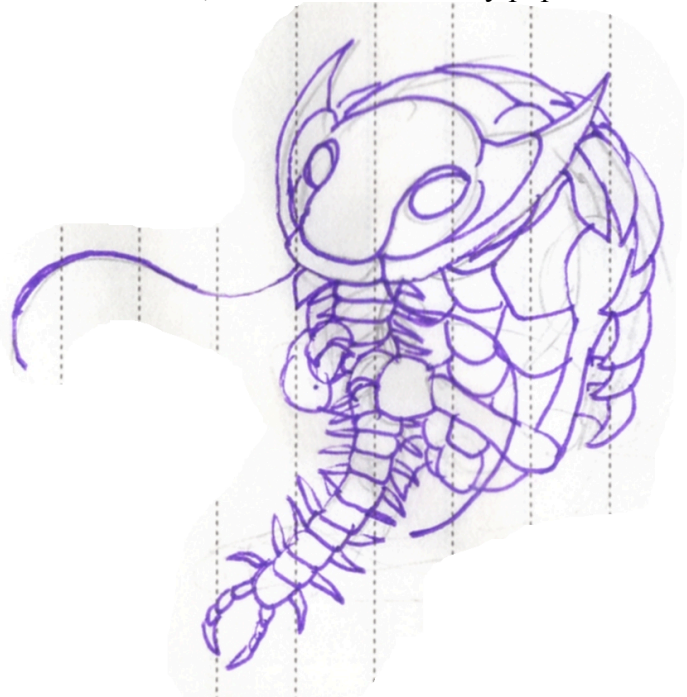
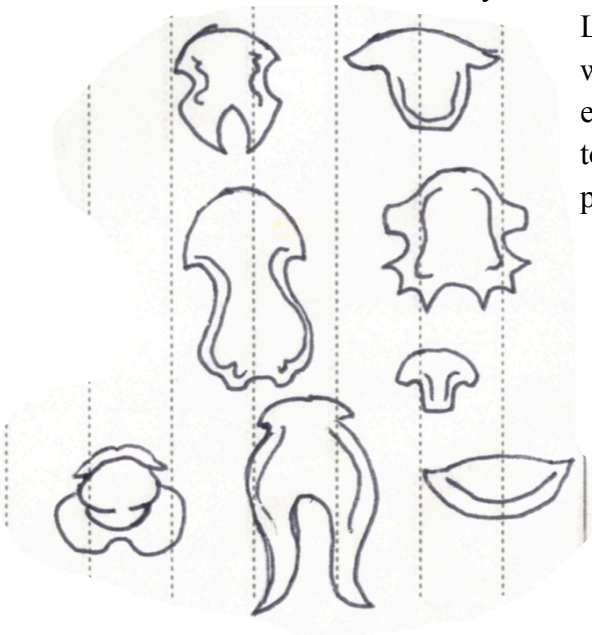
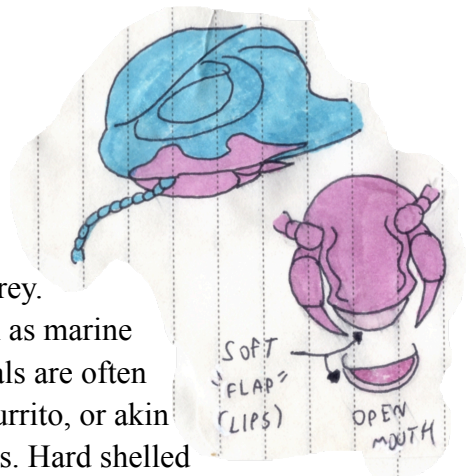
Trillion that live within or near their homelands rarely wear clothing, often only straps made from vegetation for simple weapons, or simple fabrics that have been swept up by the waves. Those who venture far immediately get intoxicated by the concept of "dressing up", and tend to go wild. The oldest Trillion tend to develop blindness, but their sensory pits and antennae are enough to let them picture the world.



Trillions have flexible armor

Trillion mouthparts are composed of a solid Hypostome, or mouthplate, with two mandibles on the Sides, and a soft pair of flaps, or lips, that form a Stingray-like mouth. Hypostomes can vary in shape. Trillions mainly feed on crustaceans and soft-bodied prey.

Long and soft-bodied prey, such as marine worms and centipede-like animals are often eaten like an immensely long Burrito, or akin to how Mustelids feed on Snakes. Hard shelled prey, such as mollusks, are eaten like crunchy popcorn.



TRILLION TRAITS

Ability Score Increase. Increase one ability for 2, and another by 1.

Creature Type. You are a monstrosity.

Size. You are Medium.

Speed. You have a walking speed of 30ft, and a swimming speed equal to your walking speed.

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Secondary Arms. You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

Sleepless. You do not require sleep and can choose to remain conscious during a long rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

Exoskeleton Harvest (Optional). Every month, in game-time, your Exoskeleton is shed. This includes the head shield, back shield and cheek blades, which can be dried and preserved. You can sell this to NPCs as materials for weapons and armor, or for Artisans as materials for works of art. Communicate with the DM on how business would go in-game. If not, you could also choose to break your cheek blades and use them as simple weapons, this is permanent and cannot be attached back to your carapace, until you get a new batch of cheek blades when you shed your exoskeleton in a month. Shed exoskeleton is known as “Moult-Mail”. Cheek blades can deal 1d6 damage. Moult-Mail has an AC 13 + Dexterity Modifier.

Natural Armor. Your shell provides you a base AC of 13+ your Dexterity Modifier. If you are using a shield, you can apply the shield’s bonus as normal.

Languages. You can speak, read, and write Trill and one other language that your DM approves of.

COMBAT

A Trillion, if faced with combat, usually resort to using their natural body armor to fight, specifically the act of breaking their cheek blades off as weapons. Some with longer than average antennae have been known to use them like whips.



The Trillion never really focused much on inventing weapons for their kind, except the ancient King Ukoz’Nik, during the era of unrest in Trillion society, who wielded a sword and shield; Otherwise, most Trillion resorted to their appendages for combat.

With their recent explorations of the surface, there have been Trillion appearing to use magic and weapons. Radiant and Necrotic types of attacks and magic are considered Taboo, for they take advantage of life and death, never letting it progress naturally.

PERSONALITY

The Trillion are always curious of what they don't know, which can lead to some awkward exchanges with surface dwellers, leading to instances such as a group of Trillion referring to Mayonnaise as the "Sauce of the Aristocrats", or confusing other Faiths and Religions as a "Food Chain". They are accepting of being corrected. This would mean that Trillion can be easily influenced by false information and statements, if they are never corrected, forcing a lengthy discussion amongst Trillion leaders to deal with the misunderstanding. They treat misunderstandings as a "societal threat".

Trillion tend to vibe more with Aquatic Races, out of a kinship for the same homes, than Land dwellers; They do respect Land Dwellers who respect their home back, such as ethical fishermen or people curious of their history, and wish to take note of them for preservation.

There have been instances when a Trillion's perception of Life and Death ultimately leads to them reaching drastic ideologies, especially when contested, such as a Trillion wishing to erase the concept of death, or a Trillion thinking that Death should reign above all.

RELATIONS

Trillion have had good relationships with respectful seafarers, navigators and scholars alike, for they enjoy an exchange of information every now and then, be it mundane or complex. This can lead to misunderstandings if done unwell, such as a Trillion being mistaken for a spy with how they ask about information.

Trillion Moults, their exoskeleton, have been favored for a long while even if their awareness and willingness to interact with the surface is fairly recent. There have been instances of people hunting down living Trillions to harvest and gather their Exoskeletons, which from a freshly dead Trillion would give way for full control on what part of them to harvest; Trillion that shed their exoskeleton and trade them, either for food, information or equipment, tend to handpick fractions of their exoskeleton that they think is best, and let their buyers figure out how to transform these pieces of body armor into their own works.



One may fashion a Trillion's head shield into a durable piece of back armor, and their back armor as a flexible row of plates at the front. Cutting and shaping a freshly dead Exoskeleton, which is more malleable than a shed one. This can lead to interesting "organic armor", much like this Bugbear that figured out to turn the Trillion's mouthplate into a pair of wristblades.

And a different one may fashion a Trillion's head shield's parts into a good helmet, covering all sides of the head. The back shield into a durable chestplate and skirt armor. Shed

Exoskeleton has

The benefit of not being required to be prepared, and easily be usable for a craftsman, much like this Golden Dragonborn, that commissioned an armorer, who figured out that the Cheekblades of this variety of Trillion can be turned into elegant, curved axe-like weapons.



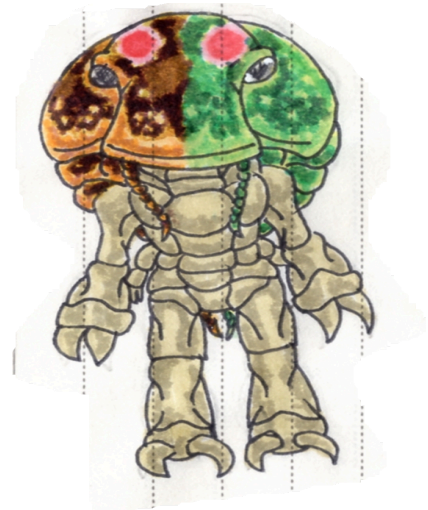
SOCIETY

Trillion often never really establish proper family bonds, often seeing each Trillion as their own individual. Reproduction is through a mating swarm deep in the ocean depths, often not knowing who they even are partnered with. Oddly enough, this manifested later on as a feeding into their curiosity, which is figuring out who they shared intimacy with. Young Trillion are born from eggs that hatch underwater, and develop their exoskeleton quickly, but their cheek blades never fully manifest until adulthood.

Trillion communities and tribes tend to be both nomadic and social. Some tribes may settle with others to establish a small colony. Others may travel far and wide, always, nomads of the sea; These sea nomads even form connections with sailors and aquatic folk, such as Triton, as traveling curious beings with ramblings on the nature of Life and Death.

Individual Trillion that venture far from their Tribes, into the surface, carve their own paths out of intense curiosity, reaching jobs and statuses no other Trillion could even comprehend, and that includes just living a mundane life beyond the surface even.

There is no strict hierarchy system for The Trillion, besides knowing that a great Trillion king once lived eons ago, to unify the Race into what it is now, and disappeared thereafter once the goal was met. Trillion tribes way back then used to be scattered, and generally hostile amongst other tribes, due to differences in what they do and don't know. The most aggressive Trillions of the day never realized themselves being arrogant or dismissive, out of them never being corrected. When Ukoz'Nik arose, every Trillion listened for once, and gave asking questions a try, to be better than before.



CULTURE

Trillion were never religious, nor have faith. They recognize an ancient king, which becomes the basis of their way of life. They worship the Natural forces of Life and Death, as the ultimate deciding factors in the world.

They love to trade for trinkets and souvenirs from the surface worlds, and decorate their undersea homes with it.

LANGUAGE

Trillion have their own language, Trill, which is a combination of vocal words and mandibular clicks and hisses. Trill and Thri-Kreen share an almost similar sound, and thus a Trillion can comfortably converse with a Thri-Kreen if it so happens.

Trillion names typically would be like San'Yo, Ju'Zan, Tori'Lo. Short names, split with an " ' ", similar to their ancient king, Ukoz'Nik. There are no gendered names and surnames, each is unique to the individual.

Trillion that have lived near other races, or interacted with them, are able to learn it as well. These languages would usually be Common, Sea Elvish, Aquan, and even Primordial in some cases.

TRILLION LANDS

Trillion homelands favor oceans and watery bodies of any temperature, able to live from the warmest of seas to the coldest of depths. They cannot tolerate the heat of boiling water. Due to their requirement for Saltwater, they can get sick and physically ill from Freshwater and Brackish Water.

There is the Seven Shales, a name that refers to Seven big homelands of The Trillion, ones with permanent Tribes in the seas: *Arak'Nta*, *Nor'Altan*, *Sur'Altan*, *Ort'Sif*, *Urt'Sif*, *In'Tix* and *Shou'Cea*. *Arak'Nta*'s the oldest established Shale, or Tribe, and is in the coldest Ocean. *Nor'Altan* is the next oldest, and has a temperature gradient of super cold to slightly warm. *Sur'Altan* is an offshoot Tribe from *Nor'Altan*, and has a cold temperature that gradients into super warm. *Ort'Sif* and *Urt'Sif* are two neighboring permanent Tribes that have a temperature gradient that ranges from extremely cold to extremely warm. *In'Tix* has a temperature of extremely warm to slightly cold, and *Shou'Cea* has a temperature gradient that ranges from slightly warm to extremely cold. These Seven Shales have at times interacted with merchant vessels and naval fleets, either for conflict, or safe passage.

Nomadic Tribes are the most resilient of Trillion, often crossing through various temperature gradients in the oceans per year, and being hardened due to the shifts. Currently there is no established terrestrial home for The Trillion, but there is a wandering ship that is owned by a Trillion Sailor, who distributes Respiratory Devices to Trillion that contact their crew, for passage into faraway surface lands.

HISTORY

The Trillion are older as a Race than their Terrestrial cousins, the Thri-Kreen. While there are no official records or oral tradition, it is safe to assume that the Thri-Kreen's ancestors were descended from a Tribe of Trillion that drastically evolved into their terrestrial Mantis-like forms. Trillion used to be volatile to each other, and often upholding individual importance amongst others. Likeminded individuals became echo-chambers, disputing claims and beliefs with the other, an endless chain of conflict.

In secret, the first would-be Leaders of the future Seven Shales would be gifted a chance to create symbol, by mysterious forces, unbeknownst to these 7 Trillion, they were offered essentially to be granted an ancient Warforged, a Juggernaut, that would be tailored in appearance to the Trillion. One that resembled a combination of different Trillion, a unification made physical. Named Ukoz'Nik, and would be an opposition to the most hostile of Trillion, it is still a mystery on how this ancient Warforged was able to function in the depths of the sea, a mystery lost to time. The Seven Leaders claim to speak for Ukoz'Nik, but in truth Ukoz'Nik has no ability to talk, he is but will and commands. If a Trillion had questions to Ukoz'Nik, The Seven would have estimated and prepared answers, this charade surprisingly ended up with Ukoz'Nik being branded as "King" of the Trillion, and resulted in the unification of the Race. Once the deed is done, the mysterious forces claim back their clockwork behemoth, against the wishes of the Seven Leaders.

Trillion are curious of the truth and what is not, not knowing their Race was saved by a living Lie, that became a living Truth. Their history is one they never question, out of genuine trust, but there have been some that tried to contest and question their history, who in turn choose to leave their Tribes to find their own perspectives and answers.

SAMPLES OF TRILLIONS WITH THEIR OWN PATHS



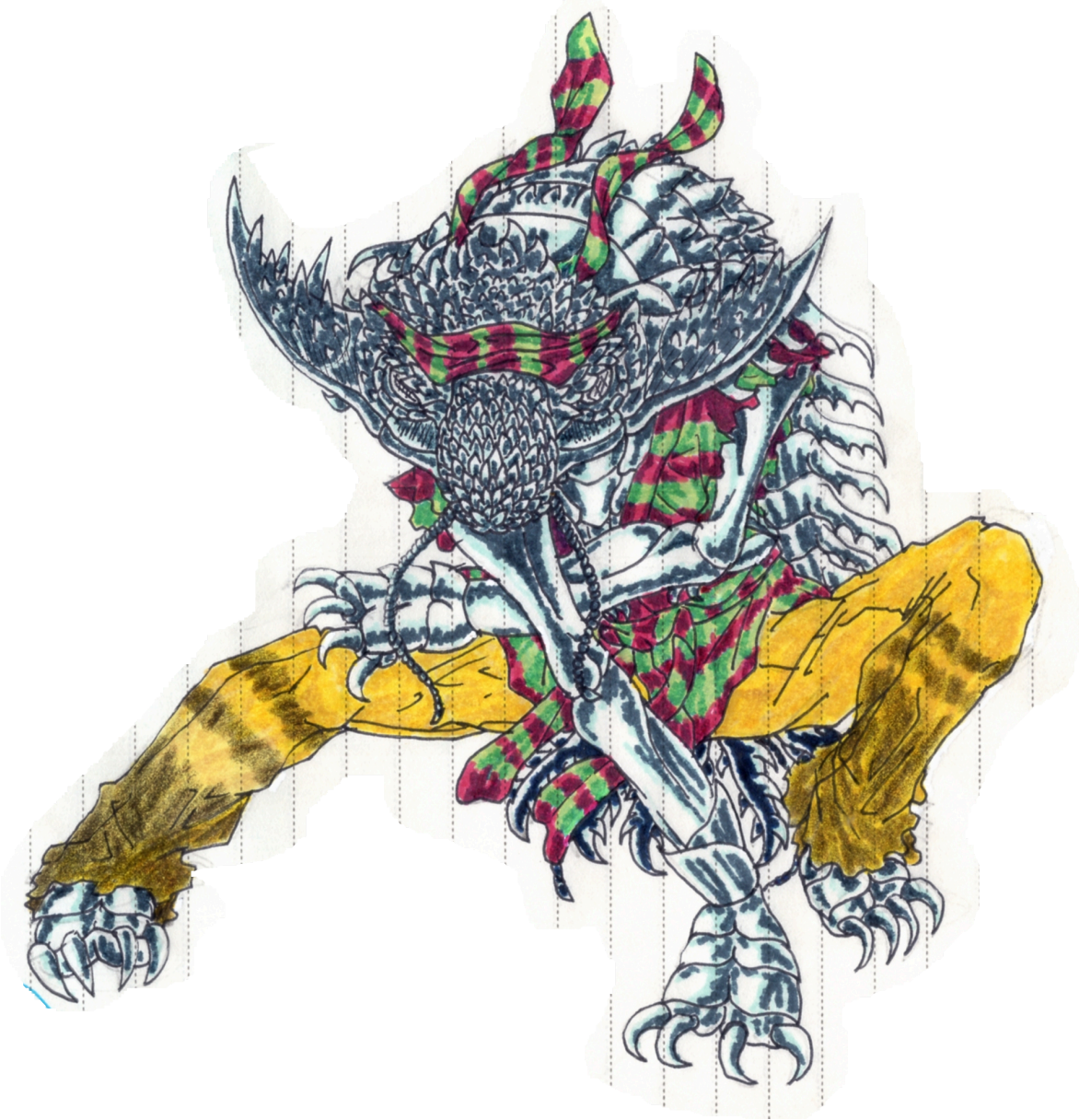
“There’ve been tales of an odd Trillion, one who decided to make a home in the dry deserts, a Gunslinger with no need of a hat, for their head is plenty big to be one.

Nobody knows where they keep hydrated, but everyone knows they love the concept of firearms.”

“There was a Trillion, whose carved path became that of an Eldritch Knight, and was a risk-taker, dare-doer: Using spells that can harm their very watery lungs.

Armed with a Polearm, cleaving their way through the battlefields and launching deadly punishment. People say this Trillion lives for the thrill of battle, some say they’re just an idiot, waiting to perish.”





“There were stories of a Trillion Monk, who sharpened their Exoskeleton, to become a living weapon. Their speed, flexibility and ferocity made them a living Cloud of Daggers.

In old age, this Trillion went blind, but this never stopped them from getting hired, they’re a living weapon after all.”



“A revered Sailor Trillion exists in this world, a saint for all Trillion who wish to carve lives on the surface. They bring Respiration to those who wish to break away from tradition, yet they themselves never wear these Respirators, for they still wish to uphold tradition in his own way. A Trillion of style, some say.

Their luscious and exotic back shield, almost like flowing hair, has been mentioned as irresistible to the fellow Trillion.”



“Many a Trillion develop decorated Exoskeletons, but not as decorated as this Bard can be. The first Trillion to construct a proper tune with the language of Trill, one that pleases their kin, but is a distorted cacophony in the eyes of those not like the Trillion.

A Loud Rainbow that wears white. Their trusty instrument, they always bring to a fight.”



“There have been rumors of a new Monastery head, who is a Trillion, practicing and teaching the way of the Astral Self.

“Supposedly they rarely show the true form of their Astral Self, to keep their opponents in suspense. They enjoy the deception.”



"Some do see it."

"Never again, they wanted to"



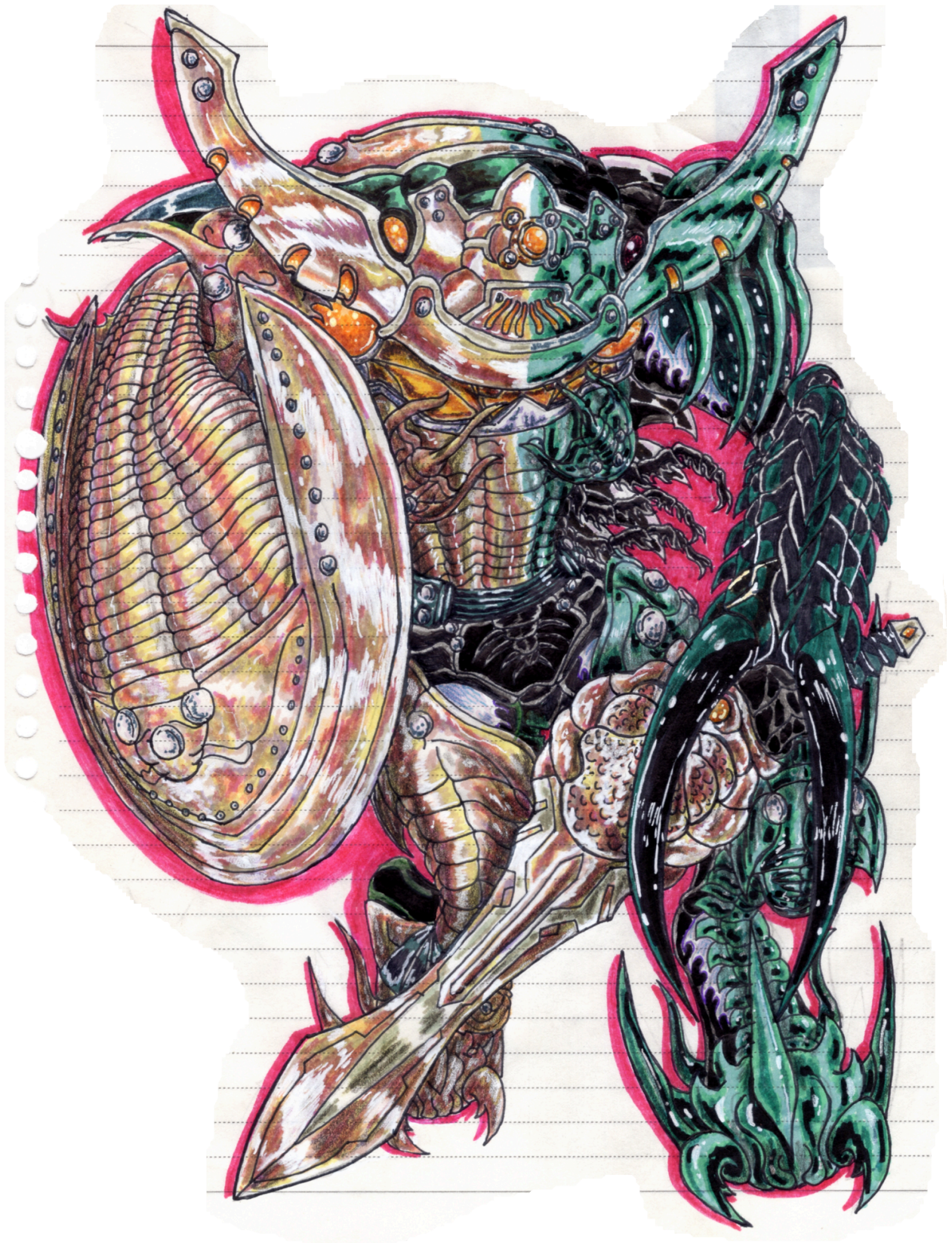
“An oddity, in that they are one that reached fame on the surface with their exploits.

A famous Trillion, bearing the name of Oha’Yo, a self-proclaimed explorer of the unknown, with augmentations from Artificers. They claim to be in pursuit to discover all forms of life.”



“There’s been recent tales in Taverns of a dazzling white Lich, or so they say. Wearing a crown on their arm, and an absurd staff on one hand. Some say they are Trillion, yet they have a tail.

One barkeep was given their name, after a leisurely night, Hone’Hone.”



"They are the King of Seven Shales, Ukoz'Nik

Not known to Death, nor known to Life, the Truth that Lived and Died."

Created by: Ryuga