



PATREON: AZEBAANI

CHARACTER RACE OPTION

On the outskirts of town, past where the cobblestones give way and on the far side of a copse of trees is a simple pit, piled high with refuse of all types and origins. The remains of dead animals, broken glass and pottery, offal, splintered wood, and whatever else the town didn't need or couldn't stand to hold onto populate this bone-yard of broken and forgotten curios.

And among the wreckage a single small figure with a hulking backpack and a quarterstaff emerges. Dressed in well-sewn rags with slightly disheveled fur, the figure glances up at a mound of discarded furniture, revealing the intricate white markings painted against the natural black bandit's mask print across her eyes. She surveys and picks through the rubbish, muttering to herself briefly concerning the perceived worth or lack thereof of any item she touches.

"It's all junk," grunts a gnarled half-orc, sitting on the shattered remains of a barrel and watching his companion. "No one finds answers in a trash heap, just garbage. We should head back, kick down some doors, cause a ruckus, and see what turns up."

"The town's guard would be what turns up," murmurs the figure, pointed ears turned instinctively towards the sound of the half-orc's voice as she inspects a dusty bottle, "Anything a town doesn't want ends up here. That includes dark secrets..."

Placing the bottle in her pack, she wheels around and

delivers a heavy blow with her quarterstaff to the mound of furniture. The wood crumbles and topples aside, revealing the desiccated remains of a human arm, flayed ritualistically with unnatural precision.

"...and inconvenient bodies," she continues, "Looks like our cultist friends have been here. Let's see if we can't find a sign of where in town they operate."

Joyful, fierce, and furtive, azebani evoke the many moods of the woodlands. Benign tricksters that shelter themselves on the forest's fringe, azebani wander between civilization and the wilds seamlessly, always carrying stories of their travels and a few choice trinkets borrowed from where they once were.

CHILDREN OF THE FOREST

Short and nimble, with builds ranging from lithe to rotund, azebani are very much the product of their environments. Those dwelling near settlements tend to be heavier set, due to plentiful food offerings, and those who travel or live in the wilderness tend to have a much leaner build. An azebani ranges in height from 3 to 4 feet tall, and weigh between 35 and 40 pounds on average.

Azebani commonly add markings to their fur with dyes and paints, typically simple patterns that branch off of the natural mask around their eyes. These markings each have a specific purpose, and tell the story in brief of

the major events of the individual azebani's life, as well as their chosen calling. Azebani occasionally falsify these markings to exaggerate their lives or even adopt false identities, neither of which are considered morally objectionable by their society in any way.

TRICKSTERS AND FORAGERS

Following the example of their trickster god Azeban, the azebani consider good natured tricks to be an important part of their social order, and the ability to take a joke is of paramount importance. The azebani always play tricks with a purpose, however, and consider the only worthy targets to be those of higher standing in the social order. A simple prank can deflate an overblown ego, demonstrate the foibles present in a system, or reveal the frivolous nature of blind orthodoxy. The best tricks are those that improve the world, and an azebani takes great pains to never be flippant or mean-spirited with the pranks they pull.

Another cornerstone of azebani society is the ability to salvage the goods necessary for survival from any source. Skilled azebani foragers are often able to supply an entire village from the leavings behind of a nearby settlement belonging to another race. Due to this, members of other races occasionally look down on the azebani, considering them to be nuisances or parasites incapable of producing anything of value. The azebani typically ignore such stereotypes, however, knowing that those who hold the azebani in contempt are merely making themselves ripe targets for trickery.

SELF-STYLED EMISSARIES

While most forest folk live deep within the woods, the azebani often dwell on the periphery, near settlements of other races. As such, azebani know much of both the customs of the forest, and of the so-called civilized peoples that dwell in towns and cities. Whenever there is a discrepancy between the dwellers of wilderness and civilization, both parties find the azebani very willing to act as intermediaries, helping to settle the arrangement in a way equitable to all.

Most azebani consider themselves to be creatures of both city and wilds, and present themselves as emissaries of whichever of these environments they are not currently in. For an azebani, preserving the balance between these two forces is of sacred importance. Many azebani that become adventurers start on this path due to a perceived imbalance between nature and civilization, or as a personal undertaking to better understand the interplay of these two vital forces.

AZEBANI NAMES

Living in small communities, azebani name one another when they come of age. An azebani name always takes the form of a behavior, foible, or notable characteristic exhibited by its bearer. This is often considered a sort of gentle ridicule of the individual in question, and the ability to take personal jibes in stride is one of the hallmarks of azebani adulthood.

Examples of azebani names can be seen below:

Names: Bandit, Bites, Chitter, Fingers, Meander, Nibbles, Ringtail, Robber, Rocky, Salvage, Scrabble, Stickypaw, Stubs, Trouble, Wash

AZEBAN AND AZEBANI

Though the azebani may worship many gods, typically those that include nature or civilization in their folios, they know their progenitor as the god Azeban, a trickster spirit of the wild lands that shaped their race in his image.

There are many stories told of how Azeban did this, but all agree that Azeban stole a particularly bright star from the sky that was once jealously guarded by an angry god. From this star, Azeban made the souls of his people, who shine as bright and as furtively as starlight itself.

Rumors claim this jealous god desires the return of their star, and hunts Azeban the trickster god and his people through minions. Azebani storytellers often boast of besting these minions through trickery or combat, and perhaps some of these boasts are even true.



AZEBANI TRAITS

Ability Score Increase. Your Dexterity score increases by 2, and either your Charisma or your Wisdom score increases by 1.

Age. You age significantly more rapidly than average, reaching adulthood at 10 years old and being considered venerable at 20. Most azebani die of old age at around 30 years old.

Alignment. Azebani may delight in tricks and conniv-ery, but are almost never malicious. Most azebani thus lean strongly towards being good, neutral, or chaotic.

Size. You are between 3 to 4 feet tall, and weigh only around 35 to 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common and Sylvan.

Climber. You possess a climbing speed equal to your normal movement speed.

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.

Fast Fingers. You are proficient in the Sleight of Hand skill. If you would gain proficiency in Sleight of Hand from another source, add twice your proficiency bonus instead of its regular bonus to checks made with Sleight of Hand.

Scrounging. If you are within the presence of at least 10 lbs of refuse, you can cast the goodberry spell without expending a spell slot. Cast in this way, the spell instead creates articles of half-eaten food, meat, or alcohol that provide the same benefits as the berries the spell would normally create.

Once used, you cannot cast the spell in this way again until you have completed a long rest.

Speak with Small Beasts. Through sounds and ges-tures, you can communicate simple ideas with Small or smaller beasts.

CREDITS:

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