



TYRANTS! SAGGAKAR

OKAYAAA

Okayaaa grew up in a poor neighborhood of a large city. She developed skills to survive on the streets. Today, she seeks to be accepted and know her skills are highly sought among adventurers. Though she longs for battle, she wonders about retiring as an elder

But for now there are battles to be fought and money to be raised.

OKAYAAA

Skythian rogue 3 (assassin)

Medium, neutral

Armor Class 15 (studded leather)

Hit Points 21 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +5, Int +3

Skills Acrobatics +7, Athletics +3, Investigation +3, Perception +4, Sleight of Hand +5, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Skythian

ACTIONS

Bone Razor. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. damage: 1d6+3 slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. damage: 1d6+3 piercing damage.

FEATURES

RACIAL FEATURES

Bone Razor. As a bonus action, a skythian may pull out bones to use as a short sword or dagger.

Dedicated to violence. Skythians were bred for war and it still calls to them. A skythian deals 1d4 additional damage when using a melee weapon against an opponent on whom they have advantage.

Reckless. Skythians have advantage on any saving throw against being frightened.

BACKGROUND FEATURES (URCHIN)

City Secrets. You are very familiar with your home town. When not in combat you know your way between any two locations and can travel there twice as fast.

CLASS FEATURES

Assassinate. You have advantage against enemies that haven't taken a turn in combat yet. In addition, any hit is a critical hit. Per PHB.

Cunning action. Once per round, you can take a bonus action to dash, disengage, or hide.

Expertise. (Bonus included) per PHB



Sneak Attack. 2d6, per PHB.

Thieves' cant. Per PHB.

PROFICIENCIES

Armor: light armor

Weapons: simple weapons, hand crossbows, rapiers, shortswords

Tools: disguise kit, poisoner's kit, thieves' tools

EQUIPMENT

Shortbow, studded leather common clothes, disguise kit, hammer, hooded lantern, map of your home town, oil flask (2), pet mouse, pitons (10), rations (5 days), rope (hempen, 50ft.), thieves' tools, token to remember your home

Potion of healing
10gp

SKYTHIAN: BATTLE-BORN

Skythian history tells only of battles. They believe were created for combat, forged in battle and tempered in the blood of a thousand enemies.

Their name is the individual war cry each skythian knows instinctively. Only over the last two centuries, they began to seek something other than battle. Many seek an inner peace, to tame their warrior's heart.



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JAWBREAKER

Jaw-Breaker is a large female anuka. As such, she considers herself the alpha and the leader of any group she joins. She is very protective of "her" people. She challenges females she does not know by pounding her chest and grunting menacingly. A male doing the same signifies his willingness to mate.

She is a veteran soldier and though not overly bright, has a lot of experience and has a decent tactical mind.

JAWBREAKER

Female anuka barbarian 3 (Path of the Berserker)

Medium, chaotic good

Armor Class 15 (shield)

Hit Points 32 (3d12+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	9 (-1)

Saving Throws Str +6, Con +4

Skills Animal Handling +3, Athletics +6, Intimidation +1, Survival +3

Senses passive Perception 11

Languages Anuka, Common

ACTIONS

Multiaction. An anuka can make one attack with a melee weapon and one with a bite.

Macacuitl. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Damage: 1d8+4 bludgeoning/slashing damage or 1d10+4 if used with two hands.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Damage: 1d6+4 piercing damage.

Handaxe. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Damage: 1d6+4 slashing damage.

Horns. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Damage: 1d6+4 piercing damage.

FEATURES

RACIAL FEATURES

Apex Predator. Anukas have a bite attack. An anuka is proficient with his bite attack. At 3rd-level, an anuka can take a bonus action to make an additional attack with either their horns dealing 1d6 points of piercing damage, on a round they hit with their main weapon.

Physically Superior. Anukas are proficient in Athletics.



BACKGROUND FEATURES (SOLDIER)

Military Rank. Soldiers loyal to your former outfit recognize your authority and defer to you if they are of lower rank.

CLASS FEATURES

Danger Sense. You have advantage of Dexterity saving throws against effect you can see.

Frenzy. If you go into a frenzy when you rage, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (per PHB).

Rage. Per PHB

Reckless Attack. Per PHB.

Unarmored defense. (Bonus included) per PHB.

PROFICIENCIES

Armor: light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: none

EQUIPMENT

Macacuitl*, handaxes (2), shield
backpack, bedroll, common clothes, insignia of rank,
mess kit, ration (10 days), rope (hempend 50ft.),
set of bone dice, tinderbox, Wastelander banner

Potion of healing

10 gp

*: A macacuitl is an Aztec sword made of wood with obsidian shard along the edge.



TYRANTS! SAGGAKAR

ANUKA: THE APEX PREDATOR

Anukas are primal, animalistic predators in human form. They are massively built humanoids covered in thick fur except for their ape-like faces. Males have short horns on their heads.

Anukas tend to be fierce and dour creatures seeing the world in terms of predator and prey. Their ancestral heritage makes them pack creatures, thus Anuka associate with others for long periods of time.

Other races are rightfully wary of Anuka because of their territorial and fierce nature.

SAGGAKAR

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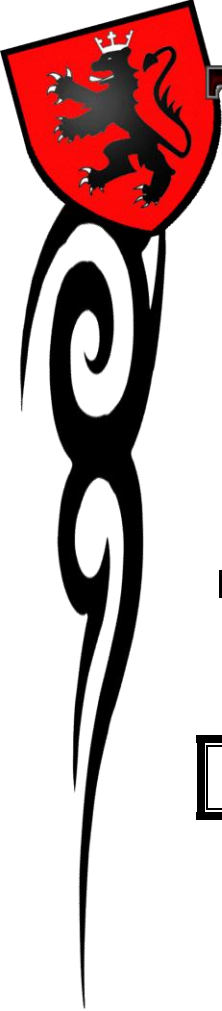
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SEL'AR'OTALLYA

Otallya was born in a large family who bullied and insulted her for her small size. As a child, she sought the solace in books and the safety of libraries. As she grew older, she realized with joy that magic could impose her will upon them.

SEL'AR'OTALLYA

Hajit wizard 3 (school of enchantment)

Small, chaotic neutral

Armor Class 12

Hit Points 17 (3d6+3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +3, History +5, Investigation +5, Persuasion +3, Religion +5

Senses passive Perception 11

Languages Common, Exodite, Hajit, Hellish, Kaliban, Skythian

ACTIONS

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target. Damage: 1d8+2 piercing damage.

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Damage: 1d6-1 bludgeoning damage or 1d8-1 bludgeoning damage if used with two hands to make a melee attack.

SPELLS SLOTS

1- O O O O

2- O O

SPELLS PREPARED

Cantrips- friends, light, ray of frost

1- charm person, color spray, magic missile

2- hold person, invisibility, scorching ray

FEATURES

RACIAL FEATURES

Educated. (bonuses included) Hajit are well educated and know many languages. A hajit knows two additional languages.

Force of Personality. Hajit have advantage on any saving throw that would cause them to become charmed.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Manipulative. (bonuses included) Hajit are proficient in Deception and Persuasion.

BACKGROUND FEATURES (SAGE)

Researcher. If you do not know something, you may know where you can find the information.

CLASS FEATURES

Arcane Recovery. Per PHB.

Enchantment savant. Cost to scribe enchantment spells are halved.

Hypnotic gaze. Per PHB. Wisdom save DC 13.

PROFICIENCIES

Armor: none

Weapons: daggers, darts, slings, quarterstaves, light crossbow

Tools: none

EQUIPMENT

quarterstaff, bag of sand, book (Rightful Masters of Saggakar), component pouch, ink (1oz), ink pen, parchment (10), small knife

Potion of healing

SPELLBOOK

1- alarm, charm person, color spray, mage armor, magic missile, witch bolt

2- alter self, hold person, invisibility, scorching ray, see invisibility

HAJIT

The Hajit or "Greater People" are a race of Halfling who claim to be the first intelligent race to rule upon Saggakar. They built the first cities and codified the spheres of magic. Hajit claim to be the first intelligent race to master the ways of magic and steel. The hajit believe the other races exist to serve them and usually try to have other do what they need done.

Their diminutive size made them somewhat vulnerable to the larger and more powerful races and thus lost their primacy over Saggakar.

Hajit receive a first name at birth upon which they keep appending honorific throughout their lives.



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KORB THE BLIND

As a boy, Korb got lost in a forest and went missing for a week before he was found. During that time, he had visions of a beautiful woman with white hands. From that day, he seeks to understand why he was chosen.

Like many kalibans, Korb has terrible personal hygiene, that he is known as a filthy beast.

Today Korb travels the world reading bones and entrails as a soothsayer.

KORB THE BLIND

Kaliban cleric 3

Medium, neutral

Armor Class 16 (scale mail, shield)

Hit Points 24 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Wis +4, Cha +2

Skills Insight +4, Medicine +4, Persuasion +2, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Exodite, Kaliban, Skythian

ACTIONS

Light Crossbow. Ranged Weapon Attack: +2 to hit, range 80 ft./320 ft., one target. Damage: 1d8 piercing damage.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Damage: 1d6+2 bludgeoning damage.

SPELLS SLOTS

1- O O O O

2- O O

SPELLS PREPARED

Cantrips - guidance, sacred flame, spare the dying

1 - charm person, disguise self, healing word, sanctuary

2- pass without trace, prayer of healing, silence, spiritual weapon

FEATURES

RACIAL FEATURES

Cannibalistic. Kalibans are omnivorous. When eating freshly killed intelligent life form, they regain 2 additional hit points, when they spend one or more hit dice.

Diehard. A kaliban are the recipient of an effect that would stabilize them, they instead gain 1 hit point. This does not apply if the kaliban stabilizes by making death saving throw.

Kaliban's Endurance. Kalibans stabilize after two successful death saving throws, instead of three.



Kalibans have advantage on any saving throw against becoming exhausted.

BACKGROUND FEATURES (ACOLYTE)

Shelter of the faithful. You may seek help from fellow worshipers and at local temples of Sanlys.

CLASS FEATURES

Blessing of the trickster. Touch someone to give them advantage on Dexterity (Stealth) checks.

Channel divinity. Turn undead or invoke duplicity (per PHB).

Ritual casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

PROFICIENCIES

Armor: light armor, medium armor, shield

Weapons: simple weapons

Tools: none

EQUIPMENT

Mace, light crossbow, scale mail, shield, alms box, backpack, blanket, candle (x10), censer, common clothes, holy symbol, incense (7 sticks), prayer book, vestments

Potion of healing

15 gp



KALIBAN: THE CANNIBALISTIC MARAUDERS

Kalibans are pale humanoids with a well-deserved reputation for savagery and cannibalism. Kalibans are quiet and reserved until they enter battle with gusto and savagery. They have white skin that is often scarred with dark black eyes like those of a shark.

SANLYS

THE GODDESS OF THE WHITE HANDS

Sanlys is the NE goddess of intrigue, ambition and murder. Always appearing as beautiful maiden whose hands are always hidden, she is associated with dragons and devious nobles.

Sanlys is a member of the Pantheon of Man, a group of five human who attained godhood through means unknown.

Her title as the goddess of the White Hands comes from the story that though she was known as an assassin and a murderer, no proof was ever found that she had done any of it. She answered any accusation with a wry smile and open hands.



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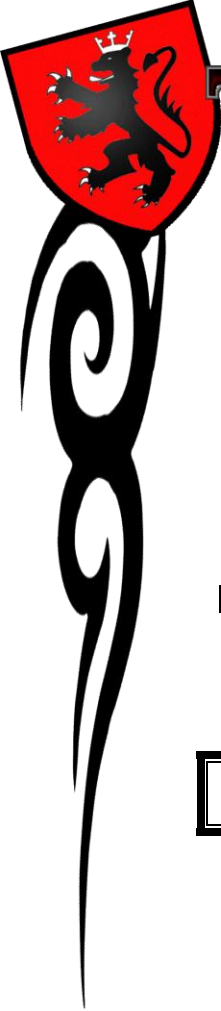
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AWELARA

Awelara is a witch. She inherited a family-made pact with creatures she believes is the spirit of a very powerful and ancient succubus. She communicates with this entity through her familiar, a rat named "Peeker".

Today, she presents herself as an apothecary and as a physician.

MELIANA AWELA AWELARA

Cambion (female) warlock 3 (Pact of the chain)

Medium, neutral

Armor Class 13 (leather armor)

Hit Points 24 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Arcana +3, Deception +5, Medicine +2, Religion +3

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Hellish

ACTIONS

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target. Damage: 1d8+2 piercing damage.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Damage: 1d4+2 piercing damage.

ELDRITCH INVOCATIONS

Eldritch Sight. cast *detect magic* at-will

Fiendish Vigor. cast *false life* at-will as a 1st level spell

SPELLS SLOTS

2nd level - O O

SPELLS PREPARED

Cantrip - *blade ward*, *eldritch blast*

1- *command*, *hellish rebuke*

2- *invisibility*, *misty step*

FEATURES

RACIAL FEATURES

Healing Hands. Healing Hands. Cambion females know the *spare the dying* cantrip. At 3rd level, you can cast *cure wounds* as a 2nd-level spell and regain this ability after a long rest. Charisma is your spellcasting ability for this spell.

Hellish Resistance. You have resistance to fire damage.

BACKGROUND FEATURES (HERMIT)

Discovery. Peeker revealed to you that he has



access to a vast repository of magical power.

CLASS FEATURES

Blessing of the trickster. Touch someone to give them advantage on Dexterity (Stealth) checks.

Channel divinity. Turn undead or invoke duplicity (per PHB).

Ritual casting. Per PHB

PROFICIENCIES

Armor: light armor

Weapons: simple weapons

Tools: herbalism kit

EQUIPMENT

Dagger, light crossbow, leather armor, arcane focus (crystal), common clothes, crowbar, hammer, herbalism kit, piton (10), rations (10 days), rope (hempen, 50ft.), scroll case filled with prayers, winter blanket

Potion of healing

5 gp

CAMBION

Cambions – or tiefling – are the descendants of the unholy unions between humans and creatures from the nether planes. Many descend from the royal line of Lassam, cursed by witches. Today cambion live in most cities of Saggakar.



TYRANTS! SAGGAKAR

Most often feel a strong fascination and attachment with extraplanar outsiders of all types. Cambions plot with and against each other all the time. Cambions are named after their ancestral grandmother – the founder of their line; then their own personal mother, and their own first names.

THE DARK MOTHER

The cult holds that females are the sacred vessels of the gods and that males are but tools for the sacred feminine to emerge. Motherhood is the greatest blessing in the world, that it is the most powerful of miracles.

The cult also holds that children are to be defended, and raised well to ensure they respect maternal authority. As the greatest resource, a devoted should be ready to die for her children, for any child. The Dark Mother's teachings are best described as neutral-aligned; the cult itself leans heavily towards neutral evil.

PEEKER, RAT FAMILIAR

Peeker is a black rat with striking red eyes. He came from the nether planes to guide you.

PEEKER

Tiny fiend (demon), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Hellish, Common

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

FEATURES

RACIAL FEATURES

Magic Resistance. Peeker has advantage on saving throws against spells and other magical effects.

Hit: 1d4+3 piercing damage. The target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisibility. Peeker can magically turn invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell).

Scare (1/day). One creature of your choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if you are within line of sight, ending the effect on itself on a success.

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KRAAN

Taken as a youth from his tribe, Kraan grew up toiling the land. Although his overseers were cruel and wicked, he developed a healthy love for farming and a healthy respect for the land. During those days, he met and spoke with a priestess of Usha who taught him of the good he could do in the world.

Once he became a man, he took up a bow and left to become an adventurer. His master keeps asking him to do things, which he usually does in order to remain free to travel the world

KRAAN

Hareen ranger 3

Small, neutral good

Armor Class 14 (leather armor)

Hit Points 25 (3d10+3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +5

Skills Animal Handling +4, Athletics +3, Nature +2, Perception +4, Stealth +5, Survival +4

Senses passive Perception 14

Languages Common, Hajit, Primordial, Sylvan

ACTIONS

Longbow. Ranged Weapon Attack: +7 to hit, range 150 ft./600 ft., one target. Damage: 1d8+3 piercing damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Damage: 1d6+3 piercing damage.

SPELLS SLOTS

1 - O O O

SPELLS PREPARED

Cantrips - *guidance*, *sacred flame*, *spare the dying*

1 - *cure wounds*, *hunter's mark*, *longstrider*

FEATURES

RACIAL FEATURES

Halfling Nimbleness. Per PHB.

Illiterate. Hareen cannot read and are illiterate.

Lucky. as Halfling PHB

Natural Hunter. (bonus included) Hareen are proficient in Stealth and Survival.

BACKGROUND FEATURES (FOLK HERO)

Rustic Awareness. You are welcomed among the commoners.



CLASS FEATURES

Favored Enemy. (Human, Kynean) Advantage on Wisdom (Survival) and Intelligence checks to know about enemies.

Fighting Style. (archery, bonus included)

Horde Breaker. Once per turn, when you make an attack, you can make another attack against a different creature within 5 ft. of original.

Natural Explorer (grasslands). per PHB.

Primeval Awareness. Per PHB.

PROFICIENCIES

Armor: light armor, medium armor, shield

Weapons: simple weapons, martial weapon

Tools: none

EQUIPMENT

Longbow, shortsword, leather armor
backpack, bedroll, mess kit, rations (10 days), rope (hempen, 50ft.), tinderbox, torch (10)
Potion of healing



TYRANTS! SAGGAKAR

HAREEN

Hareen or “lesser people” are feral halflings living in remote areas. These uneducated creatures are hearty survivors. They are full of life, joyful, happy and content. They rarely spent any time considering abstract concepts, preferring to focus on clear, concrete and present issues, making many others consider them as simpletons.

They do not fully understand the concepts of modern civilization, preferring a simple life of hunting or farming. Few hareen ever rise to prominence in imperial society, which is much to their liking as rulers and leaders remain locked inside for days on end. Hareen love to travel and they love being outdoors.

The hareen do not understand their hajit brethren and their constant scheming – usually because they end up on the wrong end of deals.

USHA, THE WILD CHILD

Usha is the eldest child of Ilkresda (Mother of all halflings and queen of the pantheon). As a baby she escaped her mother’s supervision to hide in a deep forest where she grew among the beasts of nature. She returned to her mother later, filled with wisdom. She is believed to be the mother of the hareen, to whom she taught the secrets of survival in a dangerous world.

As a goddess of the harvest and agriculture, she teaches that the secrets of farming and animal husbandry are precious and should be both shared and protected.

Kraan worships her in her aspects as the Wild Child, mother and defender of the hareen. He does not really understand organized religion, but knows that if he does his best to defend nature and those who respect it, that Usha will be pleased.



SAGGAKAR

THE MISTS

The lands of Saggakar are surrounded by Mists. Those who come in through the Mists remember nothing of their previous lives, and few to head into the Mists as they fear losing who they are.

MINION MARKS

Everyone in Saggakar is someone else’s slave. Freedom is a commodity that is often promised but rarely granted. Even “free” people have to serve others, with added constraints.

The iron-fisted rulers of Saggakar created a way to brand their slaves without scarring them – unless they resist, this method is based on the spell *minion mark*, which creates a mark readable with the *read magic* spell.

Using these marks, the ruthless masters respect and fear retribution from their peers if they act directly against their enemy’s slaves.

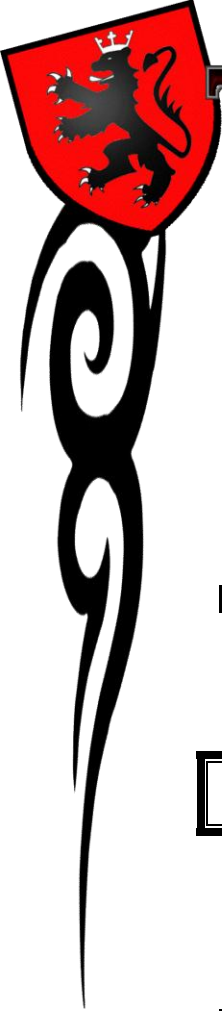
In the game, Masters send you to perform missions to gather or repay debts and favors. They assume you seek to either please them or at least avoid displeasing them to accomplish the task. You are given a certain degree of latitude in how to accomplish these tasks.

Select one of the following masters. The name of your specific master appears in parentheses.

- ☐ **House Faremhi (Lucrezia):** Former ruling house whose fortunes have waned in the past years. However, they are gathering their forces to resist the authority of House Ogozar.
- ☐ **House Ogozar (Ramis):** Ruling house of the ArchDespotate, the Ogozar’s main goal is to maintain its power against the other houses. The recent shift in power has consolidated the house’s power over the others.
- ☐ **House Tioten (Effriko):** The rise of ArchDespot Hellebora saw the house rise to prominence. They are trying to maintain and consolidate their power, spending lavish sums on building projects.

Unmarked: You officially serve no one, but to keep this freedom, you must constantly pay bribes. Due to the ArchDespot’s tax reforms, you earn three-quarters of any monetary rewards from any adventure you play in Saggakar.





TYRANTS! SAGGAKAR

BLOODCLAW

Bloodclaw was born in the forested swamps of the north. He spent his life living on the edges of society, scavenging and selling what he could to survive. Like the Many-Headed Serpent he worships, he considers himself a highly adaptable survivor. He would love to meet and discuss with one of the true dragons.

KRAAN

Draconian druid 3

Medium, neutral good

Armor Class 17 (scales)

Hit Points 21 (3d8+3)

Speed 30 ft., swimming 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Int +3, Wis +5

Skills Animal Handling +4, Nature +3, Sleight of Hand +4, Survival +5

Senses passive Perception 13

Languages Common, Draconic, Druidic

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Damage: 1d6 slashing damage.

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Damage: 1d6 bludgeoning damage.

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5ft. or range 20 ft./60 ft., one target. Damage: 1d6 piercing damage or 1d8 if used with two hands to make a melee attack.

SPELLS SLOTS

1- O O O O

1- O O

SPELLS PREPARED

Cantrips - *guidance, sacred flame, spare the dying*
1 - *cure wounds, hunter's mark, longstrider*

FEATURES

RACIAL FEATURES

Scaly hide. You have a base armor of 13+ Dexterity bonus. If you don an armor that grants a bigger bonus, use the better bonus.

Swimming tail. You have advantage on any Athletics (swimming) checks.

BACKGROUND FEATURES (SCAVENGER)

Eye for Value. You have developed an eye for locating the most valuable items from any piece of trash or treasure. This ability is only for the value of an item, not its magical properties. By spending additional time, you can approximate the value of almost any item.



CLASS FEATURES

Druidic Circle. You belong to the Circle of the Land and are dedicated to safeguarding ancient knowledge and rites.

Natural Recovery. During a short rest, you regain 1 level of spell slots expended.

Wild Shape. (2/rest, 1h) You may transform into a beast you have seen before. You may transform into a CR ¼ beast without fly or swim speed (such as a wolf). Per PHB.

PROFICIENCIES

Armor: light armor, medium armor, shield (will not use one made of metal)

Weapons: clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: herbalism kit, sewing kit

EQUIPMENT

mace, spear, shield

backpack, bedroll, common clothes, mess kit, rations (10 days), rope (hempen, 50ft.), sewing kit, tinderbox, torch (10)

5gp

Potion of healing



TYRANTS! SAGGAKAR

DRAKONIAN

Legends say the first drakonians arrived on Saggakar as unhatched eggs carried by a water dragon. Passing through the Mists, the dragon forgot about her eggs and left to explore the world. Thus, drakonians descend from true dragons. Today, they inhabit swamps, coastal areas, and sewer tunnels, where few other races care to live. They favor natural settings and their homes are usually made of natural, common, readily available materials.

Drakonians become adventurers out of a desire to meet others of their race, to find a new location to settle or to find some great dragon of legend. Amassing riches, exploration and defeating enemies are but means of an end.

MANY-HEADED SERPENT

Worshiped by the drakonians, lizardfolk, and troglodytes, the Many-Headed Serpent is a powerful entity whose many heads hide in every waterway, every swamp, and every ocean.

The Many-Headed Serpent is like the weather, ever changing. It is a fickle deity that demands sacrifice and appeasement. It promotes the isolation of the scaled folks from the mammals and the aggressive defending on one's territory.

Troglodytes worship this deity but in a darker version that is chaotic evil. It demands intelligent sacrifices and supports the destruction of any unbelievers. The two sides of the faith work together in times of trouble, but generally keep to their own, each finding the other "distasteful."



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