



## BHEDMI

Originally native to the gleaming caverns of Dan'khal'al, the race of elemental anthropoids known as bhedmimi migrated to Ithnis centuries ago. Though they have left their ancestral nests far behind them, the strength and unity of the bhedmimi has never faltered, and their spirit continues to stand firm.

### ROOTED IN EARTH

Though they do not look particularly athletic, bhedmimi are surprisingly agile and strong, able to keep pace with the larger races without tiring. Bhedmimi are among the shortest of the anthropoid races, generally ranging from 3 and a half feet to 4 feet tall, with males typically a few inches shorter than females. They tend to be unusually heavy for their height, due both to physical build and the presence of stone in their bodies, with males ranging between 146 and 168 pounds and females ranging between 159 and 181 pounds.

Bhedmimi are bipedal ungulates, with hooves similar to those of goats. Members of both sexes possess large, curling horns that sprout from their temples. Moreover, these hooves and horns—as well as bhedmi fingernails and other structures—are formed from raw mineral deposits, rather than the organic materials common among other species. Several adaptations, including the structure of the inner ear and the underside of the hoof, make bhedmimi exceptionally sure-footed, allowing them to carry this extra weight with ease.

The most striking physical feature of bhedmimi is the large, wool-like mane that sprouts from their heads and chests. Though the fibers making up the mane both look and, in many cases, function like wool, it is actually made up of thin strands of mineral glass encased in hair-like sheaths. The bhedmi mane, along with the waxy secretion that protects it, almost universally serves as the growth medium for one or more species of woody plants that have formed a symbiotic relationship with bhedmimi.

Bhedmi skin coloration varies regionally, though some evidence has suggested that environmental factors play as much of a role in skin tone as ethnicity. Typically, skin tone ranges from a deep ochre brown to slate grey, with a range of colors in between. Due to the way in which the bhedmi body employs mineral deposits, patches of stone may form on the skin, and mosses or lichens often colonize such patches. Bhedmimi have white sclera and irises that commonly appear as orange, gold, or red, though green and hazel are not unheard of.

### PROTECTING AND NURTURING

To a bhedmi, the world is full of things to love, and those things must be maintained and preserved. This protective drive is rooted in the race's social nature: if an individual sees something beautiful or experiences something enjoyable, her instinct is to protect it so that other members of her community might also have the chance to appreciate it. If a friend or loved one is in danger, a bhedmi will risk his own life to save them in the unspoken assumption that they would do the same for him. Despite—or possibly because of—the long lifespan typical of the race, bhedmimi tend to resist the idea that some things in life are fleeting, and they are often uncomfortable with the thought of truly destroying anything.

While this preservation instinct can lead bhedmimi to resist change in some cases, the race also possesses a natural affinity for nurturing and cultivation. In many situations, it is not enough for a bhedmi to simply protect someone or something that she values—she will also feel a need to support and encourage its growth or development. Friends must be helped through difficult times, plants must be tended, and ideas must be explored in full. In order to reach their full potentials, bhedmimi tend to believe that individuals should have the chance to pursue their own talents and interests, rather than having their paths chosen for them.

### FAMILIAR GROUND

Before their migration from Dan'khal'al, bhedmimi lived in tunnel networks that honeycombed the stalagmites and other natural formations. These nests were highly permanent and commonly located near one or more crystal forests, allowing early bhedmimi to develop sedentary agricultural practices with relative ease. Nest entrances were generally located at high altitudes, taking advantage of the race's natural climbing ability in

order to deter dao slavers.

Bhedmimi are most comfortable in mountainous regions, and prefer semi-arid or temperate conditions. Too much humidity can lead to undesirable infestations of the mane, while too little can wither the symbiotic species that bhedmimi cultivate. As the symbiotic plants that thrive in bhedmi manes provide their hosts with some amount of nutrients, the loss or removal of the plants can lead to deficiency diseases unless properly accounted for by changes in diet.

In general, bhedmimi do not draw a strong distinction between family members and other members of the larger community. Patrilineal descent is only rarely tracked, and kinship groups are considered to be of minor importance, if any. Rather than being tied by blood relations, bhedmimi are instead loyal to the community as a whole, with children viewing all the adults as parental figures and adults drawing little distinction between their biological offspring and other children of the community.

## THE GROUP AND THE INDIVIDUAL

While all anthropoids are highly social creatures, bhedmimi as a species tend to be much more devoted to their communities than other races. In general, a bhedmi will weigh decisions based heavily on their social ramifications, especially those that will be faced by the group to which she belongs. Interdependence is a common theme in bhedmi philosophy, and it is common for bhedmimi to value the input and opinions of others as highly as their own experiences.

As a result of this focus on group identity, bhedmimi are more readily influenced by social norms than other anthropoids, and they tend towards strong definitions of in-group and out-group. However, while conflict avoidance within the group is an important motivator for bhedmimi, the avoidance of conflict with outsiders or other groups is much less important. In fact, bhedmimi are often passionate, emotional beings, and the value that they place on the group and fellow group-members stems more from genuine love and affection than from rational consideration.

However, bhedmimi are fully capable of recognizing and valuing the importance of the individual within the group. While group consensus is, indeed, highly valued, it is actually considered selfish not to correct the status quo if one has reason to believe that the group's opinion is flawed. Failure to appreciate the ideas and contributions of each member of the group poisons it, leading to flawed conclusions on the part of the group and conflict between its members. Even when in disagreement, bhedmimi often try to remember and reflect upon the positive qualities of their fellows, and grudges between members of the same community are so rare as to be nearly unheard of.

Among bhedmimi, happiness is most strongly associated with comfort. However, this is understood to imply tranquility and satisfaction, rather than simply

peace and satiation. The difference, as the bhedmimi explain it, is the presence or absence of love: if one is forced to be "comfortable" by an uncaring agency, it is likely that the situation will end up being profoundly uncomfortable. Moreover, as bhedmimi are highly empathic, the happiness of other group members directly affects the individual's own.

## BHEDMI TRAITS

As a bhedmi, you have the following racial traits.

**Ability Score Increase.** Your Wisdom score increases by 2 and your choice of your Strength or Charisma score increases by 1, both to a maximum of 16.

**Age.** A bhedmi reaches adulthood between the ages of 21 and 24 and generally lives around 110 years.

**Alignment.** Bhedmimi usually value the stability of the group over the rights of the individual, and so tend towards the lawful alignments. At the same time, they recognize that the group exists to serve its members, and will not blindly follow cruel or oppressive laws.

**Size.** Bhedmimi average about 4 feet in height and have heavyset builds. Your size is Small.

**Speed.** Your base walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

**Darkvision.** Adapted to life underground, you have superior vision in dark and dim conditions. 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.

**Earthen Fortitude.** You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

**Keen Hearing and Vision.** You have advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Powerful Build.** Your carrying capacity and the weight you can push, drag, or lift are both doubled. In addition, you can wield weapons as if you were one size larger without suffering disadvantage on your attack rolls.

**Sure-Footed.** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone and you are treated as one size larger for the purposes of grappling and shoving.

**Regions.** Bhedmimi have a major presence in Sekál and Tšu Šijāng, a significant presence in Karatšja and Vanska, and a minority presence in Hanāša, Hüliš, and Tirdu li-Dar.



## NASIM

Originally native to the howling tempests of Habakad, the race of elemental anthropoids known as nasayim migrated to Itnis centuries ago. Though the winds of the world are not strong enough to support them in true flight, the nasayim have never been brought low, and their drive and ambition continue to carry them ever onwards.

### HEIRS OF THE WINDS

While they are only capable of gliding in the relatively calm winds of Itnis, the aerial origins of the nasayim make them graceful and coordinated even when grounded. It is when aloft that their true elegance shines through, however, with the slightest movement of the patagium or tail serving to change the course of their descent. Even when climbing, their dextrous digits and firm grips allow them to ascend with speed and grace.

One of the most striking nasim features is the metal filigree that graces their shoulders, hips, spines, brows, and cheeks. This structure, the exact pattern and extent of which vary from individual to individual, is actually

part of a more complicated metal lattice that extends throughout the entire body. Originally an adaptation to the lighting storms of Habakad, this filigree is now primarily cultivated as a cosmetic feature, with different diets resulting in different metal hues.

Nasayim are among the taller anthropoid races, ranging from just under to just over 6 feet tall, with females usually a few inches shorter than males. However, their lightweight bones and complicated system of air sacs severely reduce their mass, with females ranging between 119 and 130 pounds and males ranging between 123 and 146 pounds. That system of air sacs and gas exchange often results in a cloud of faint mist or fog around the neck, though the visibility of this feature varies with a number of factors, including level of exertion and ambient humidity.

Nasim skin coloration covers a range of light pinks and beiges, but shows little regional variation. However, as nasayim age, their skin begins to display a number of growing and spreading dark spots, usually beginning on the abdomen. By contrast, fur patterns do vary regionally, with the pattern on the tail in specific often being a clear indicator of a nasim's region of origin. Nasayim have white sclera, with eye color varying widely from deep blues to browns, yellows, and even rarely pink.

### ASPIRATIONAL AND RESTLESS

Much like the winds on which they once soared, nasayim are rarely content to remain in one place for long, whether physically or metaphorically. To a nasim, the world is full of possibilities and opportunities that, once missed, will be gone forever. Often stereotyped as more ambitious than other races, nasayim tend to be characterized by aspirations: there is always some goal to be achieved or some challenge to be overcome. The pursuit of these aspirations is typically linked to a nasim's sense of self-worth, and their boredom and irritation if prevented from pursuing their aspirations can lead to self-destructive behaviors.

This drive to action is coupled with a natural affinity for the exploration of new environments and situations. In general, a nasim will be relatively at ease in unfamiliar surroundings, readily adapting to whatever challenges may arise and intuitively navigating around or through complex obstacles. As a result of these traits, nasayim have been among the most storied explorers of recorded history, often attracted to the idea of uncharted territory as a challenge to be bested.

### WINDS OF CHANGE

Before their migration from Habakad, nasayim established rookery sites in the fulgrite glass spires that dot the sands of that tempestuous world. Though Habakad offers little in the way of permanent vegetation, these spires would have provided both shelter from the storms and enough captured water to support a rookery's needs. Typically, the most important of these needs

would be caring for the large, jeweled beetles that historically provided crucial nutrients for the structure of the fulgridermis. Unfortunately, the glass spires were also often sought by the djinn, who still quarry such spires for use in constructing their elaborate palaces. Such efforts are known to displaced early nasayim on more than one occasion, with the djinn taking little note of the anthropoids they were evicting.

Modern nasayim have made their homes in a wide variety of different environments, in keeping with the race's ability to be comfortable in new environments. So, while some have settled in deserts reminiscent of the sun-baked sands of Habakad, others have colonized jungles and forests, taking advantage of their ability to glide from tree to tree. Unfortunately, the jeweled beetles, which the nasayim brought with them in their planar migration, have been less successful at adapting to their new world, and typically only those of wealth or influence can afford to maintain a colony.

Though nasayim often highly value kinship, they tend to place more emphasis on childrearing than on childbirth. Adult nasayim have been observed to opportunistically bond with any children entrusted to them, making adoption common and orphans rare in cultures with a high nasim population. Similarly, lineage is rarely tracked in terms of direct descent, with simple membership in the clan or family group being seen as far more important.

## NOVELTY AND COMFORT

As a result of their aspirational nature and the ease with which they adapt to new circumstances, nasayim value action over caution and freedom over security. To the nasim way of thinking, the potential for positive change outweighs the risk of making a mistake, as negative outcomes can be addressed by trying yet another new option. In some cases, this behavior will lead to the abandonment of successful ventures in favor of ultimately less advantageous novelty.

Similarly, nasayim place less emphasis on conflict avoidance than members of other races. The typical nasim would rather take a risk and then navigate the consequences than never experience something new. Some have suggested that the same adaptations that allow nasayim to track the trajectories of moving objects while airborne also allow them to maintain their focus in chaotic situations, making such risks well worth it from the nasim perspective.

For all that nasayim are fascinated by novelty and willing to dive headfirst into conflict, the idea of comfort with the familiar also plays an important role in their psyche. Even the most restless member of the race has certain people, places, and things that they cherish enough to return to on a routine basis, and the loss of such a touchstone can be difficult to process even if it has not been seen in years. Such attachments can lead to possessive and jealous behavior, especially if there is

some concern that another might lay claim to the touchstone in the nasim's absence.

At the same time, nasayim tend to place little value on loyalty that stems only from tradition or group membership, often feeling little to no obligation towards such bonds. Instead, a nasim's loyalty must be earned through real actions and shared experiences. However, there is rarely any malice behind such behavior, and a nasim will often be surprised and confused if accused of disloyalty to a group or cause that they never had a stake in to begin with.

## NASIM TRAITS

As a nasim, you have the following racial traits.

**Ability Score Increase.** Your Dexterity score increases by 2 and your choice of your Constitution or Intelligence score increases by 1, both to a maximum of 16.

**Age.** A nasim reaches adulthood between the ages of 19 and 21 and generally lives around 80 years.

**Alignment.** Nasayim often see little sense in loyalty to tradition or group membership, instead valuing freedom and exploration over security, and so tend towards the chaotic alignments. Nasayim do, however, recognize the merit in loyalty to those who have directly earned it through real actions and shared experiences.

**Size.** Nasayim range from just under to just over 6 feet tall and have lithe builds. your size is Medium.

**Speed.** Your base walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

**Flexible Grasp.** Adapted to clinging to the barest of handholds, you rely more on finesse than brute strength when establishing a hold. When making a grapple check to begin a grapple or keep a grappled creature from escaping, you may use your Dexterity modifier in place of your Strength modifier.

**Glide.** You have thin patagia extending from your wrists to your hips, along with styliform cartilage that can be extended to draw the membrane taut. When you fall at least 10 feet and aren't incapacitated or wearing heavy armor, you can enter a glide as long as both your hands are free.

While gliding, your falling speed is reduced to 60 feet per round and you can move up to 5 feet horizontally for every 1 foot you descend in the air, at no movement cost to you. If you land while gliding, you take no falling damage and can land on your feet.

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Lightning Resistance.** You have resistance to lightning damage.

**Regions.** Nasayim have a major presence in Hanāša and Tirdu li-Dar, a significant presence in Hūliš and Sekál, and a minority presence in Karatšja, Tšu Šijāng, and Vanska.



## OHEN

Originally native to the burning cinders of Qazadar, the race of elemental anthropoids known as ohanya migrated to Itnis centuries ago. Though they have made this world their home, the fire in their breasts has never been quenched, and it continues to inspire ohanya to acts of passion and greatness.

### BORN OF FIRE

The graceful movements and slender build of ohanya, along with their fiery features, gives them an unearthly appearance that can be captivating to some and intimidating to others. Though nearly all ohanya are

taller than other anthropoids, ranging from just over 6 feet to nearly 8 feet tall, males are usually around half a foot shorter than females. They are, however, quite slender for their height, with males ranging between 150 to 172 pounds and females ranging between 176 and 207 pounds.

The most unique physical feature of ohanya is the fiery mane that crowns their heads and extends down their necks, but this simple display is actually part of a larger, more complicated system. The flames spring from the same vascular structure that can be seen through the ohen's skin as a pattern of fiery veins. These veins appear to be responsible for temperature regulation, though the facial veins have undergone several modifications for unknown purposes.

Ohanya are bipedal ungulates, with hooves similar to those of deer. Their arms and fingers are proportionally long for their height, allowing them to move on all fours when attempting to move quietly or through small spaces. They have two greater horns emerging from their foreheads, with two lesser horns that are integrated into their ear structures. The greater horns of females curve upwards more than those of males, and their lesser horns are longer.

Ohen skin coloration varies clinally, with dark tones present in cold regions and redder tones in warm regions. Dark-skinned ohanya often have an additional vein tracing their upper eyelids, a feature which is sometimes lost in red-skinned ohanya. Ohen irises are usually yellow, though oranges and other hues are not unheard of, and their scleras are black. Ohanya have no true hair, though their manes can sometimes extend down their chests or spines or encroach on their foreheads or cheeks.

### PASSIONATE AND CREATIVE

Ohanya have a slightly shorter lifespan than most other races do, but they prefer to focus on life than the inevitability of death. They demonstrate a primarily emotion-driven existence, relying more heavily on the formation of emotions and learning through feeling than many other anthropoids. To an ohen, passion is one of the most important parts of life, and it is to be followed in spite of whatever challenges one may face. Fulfillment and mental health are often valued above physical health, as expressed in the saying: "A broken hoof mends faster than a broken soul."

This emotional drive is accompanied by a natural affinity for creative endeavors, both practical and artistic. Ohanya make skilled engineers, though they tend towards a more intuition-driven approach to problem solving, and are among the most inventive of the anthropoid races. Their creations do not abandon form in the name of function, however, and a piece—no matter what it is—is not considered finished until its appearance has been as carefully crafted as any working parts.

## WHERE THE HEARTH IS

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When living on the volatile surface of Qažadar, ohanya never had a chance to widely adopt sedentary agriculture, leading them to live as nomadic foragers. Relations with the efreet only exacerbated this tendency, as the genies often sought to enslave the ohanya, or else hunted them purely for sport. It was not until their migration to Ithnis that the ohanya were able to establish truly permanent settlements.

Ohanya are often drawn to badlands or deserts, as such regions are reminiscent of their former home. However, due to their inner heat, ohanya are also well suited to life in frozen climates where other anthropoids cannot easily live. Ohanya require little water, and many of their communities are still skilled hunter-gatherers, even after they were able to adopt more agricultural practices, making these extreme climates much easier for them to survive in.

Ohanya tend to be matriarchal, and they generally form smaller communities than bhedmimi or humans. Kinship groups tend to be valued most highly in the line of direct matrilineal descent, but larger descent groups are still sometimes acknowledged, usually in the context of other lines of descent that are linked to one's matrilineal line. Rather than a single unit, clans or extended families are thus conceived of as several related lines, with connections being equal parts blood relation and diplomacy.

## EXPERIENCE AND EXPRESSION

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Due in part to their greater emphasis on intuition and emotion, most ohanya value their own experiences and interpretations more highly than abstract information. From an ohen perspective, life is a supremely individual experience. Subjectivity is a common theme in ohen philosophy, and, while outside knowledge is not rejected, it is usually considered less telling than an actual experience.

Because of this focus on individuality and subjectivity, ohanya are often resistant to structures and modes of thought that seek to categorize individuals based on specific traits. To the ohen way of thinking, you cannot arrive at an understanding of an individual simply by taking the sum of labels that are applied to them. Instead, an individual must be seen as a complete whole, with traits and experiences contributing to their development, but not serving as a form of definition.

As a result of this emphasis on individual experience and self-expression, ohanya tend to place high value on art and performance. Representative visual art and fictional composition are often regarded as the only ways to properly record emotions, as a simple record of facts cannot fully evoke an individual's emotional experiences. Similarly, performances, be they musical or dramatic, are viewed as a means to convey, explore, and interpret the emotions of both the composer and the performer.

Among ohanya, storytelling is considered to be a necessary skill, as it combines the record-keeping aspect of composition with the exploratory aspect of performance. All ohanya tell stories, both their own and those that they have heard from others. On Qažadar, this storytelling tradition led to the development of elaborate oral histories, which are responsible for most contemporary knowledge of ohen history.

## OHEN TRAITS

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As an ohen, you have the following racial traits.

**Ability Score Increase.** Your Charisma score increases by 2 and your choice of your Dexterity or Intelligence score increases by 1, both to a maximum of 16.

**Age.** An ohen reaches adulthood between the ages of 16 and 18 and generally lives around 75 years.

**Alignment.** Ohanya value individuality and self-expression, so they tend towards the chaotic alignments. Though ohen social groups tend to be smaller than those of other races, ohanya are highly empathetic, and are as protective of others' freedoms as they are of their own.

**Size.** Ohanya range from just over 6 to over 7 feet tall and have slender builds. Your size is Medium.

**Speed.** Your base walking speed is 35 feet.

**Inner Flame.** You have resistance to fire damage, and you suffer no harm in temperatures as low as -20 degrees Fahrenheit.

**Long-Limbed.** When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

**Mane of Fire.** You have a mane of burning flames that sheds bright light in a 30-foot radius and dim light for an additional 30 feet. As a bonus action, you can douse your flames or rekindle them. Flammable objects that aren't being worn or carried ignite if they come in contact with your mane while it is alight.

**Searing Touch.** You can focus your body's excess heat into your hands, causing your attacks to burn your foes. You treat your unarmed strikes with this feature as a simple melee weapon with the finesse property with which you are proficient, dealing 1d6 fire damage on a hit instead of the 1d4 bludgeoning damage normal for an unarmed strike.

In addition, as an action, you can instantaneously ignite a candle, a torch, or a small campfire with your touch.

**Smoke Adaptation.** You can breathe smoke as easily as if it were clear air, without any danger of suffocation.

**Regions.** Ohanya have a major presence in Karatšja and Vanska, a significant presence in Hanaša and Tirdu li-Dar, and a minority presence in Hüliš, Sekál, and Tšu Šijāng.



## SUROS

Originally native to the teeming depths of Baʼrasa, the race of elemental anthropoids known as surai migrated to Ilnis centuries ago. Though the oceans of the world may have boiled away, the minds of the surai have not run dry, and the well of their curiosity remains bottomless.

### FISH OUT OF WATER

The aquatic origins of the surai make them ungainly on land, with graceless postures and lumbering gaits, but this inelegance belies the true character of the race. An observation of a suros in the water, however, provides a much clearer picture of their nature. Rather than moving slowly and awkwardly, they dart through the water, propelled by the same powerful tails that make them so clumsy on land. Their senses, adapted for life underwater, are sharper when submerged, allowing surai react to aquatic surroundings with speed bordering on prescience.

The heads and tails of surai are covered with bioluminescent, water-filled tendrils, which herniate as they age. They possess no true noses, instead having a pair of nares through which they smell, supplemented by the prehensile barbels that make up their lips. In the center of their foreheads, all surai have an eye-like

structure called a sara, which detects natural electrical stimuli in surrounding water. The sensory capabilities of the sara extend into the two ossicones just above the earholes.

Surai are just slightly under the anthropoid average height, ranging from roughly 4 and a half feet to 5 and a half feet tall, and males are usually a few inches taller than females. Though their bodies are streamlined, their dense muscles make them slightly heavier than one might expect, with females ranging from 110 to 130 pounds and males ranging from 120 to 140 pounds.

Suros skin coloration varies regionally, though all members of the species display some degree of countershading. In general, skin hue is linked to the clarity and color of surrounding bodies of water: surai from a region with clear lakes might have dark blue backs and light blue fronts, while surai from a region crossed by silt-laden rivers might bear brown coloration. Surai have dark sclera, but eye color varies widely from striking light blues to deep reds. While surai do not have hair, the tendrils on their heads are often worn in various styles, including certain frozen styles in colder climes.

### RATIONAL AND PRACTICAL

Surai often value information gathering and rational thought over action, being driven more by a need to understand the situation in its entirety than by any sense of urgency. To their way of thinking, with enough information and careful deliberation, it is always theoretically possible to arrive at the correct answer.

However, many surai also realize that perfect knowledge of any given situation or problem is an unrealistic goal, so some amount of guesswork will always be necessary. As a result, suros logic often takes the thinker's instincts into account as a source of information to be considered with just as much weight as any other. They reason that instincts must exist for a purpose, so to disregard them would be to disregard one of the oldest and most basic sources of information available.

### HOME WATERS

In their days on Baʼrasa, surai lived on the backs of great leviathans that swim endlessly through the depths of the waters of that world. Entire communities could be easily accommodated on the back of just one such beast, and the surai practiced "agricultural" techniques that involved growing their crops—mostly molluscs and aquatic plants—in and on the skin of the creatures. Marids, however, hunted both the leviathans and the surai that lived on them, consuming their kills with bloodthirsty relish.

For obvious reasons, modern surai prefer to live in wet environments, such as swamps, and can be found primarily in regions where rivers and lakes are common. Though the water in their tendrils freezes at sufficiently low temperatures, the process is not painful, and surai can also thrive in colder climes. Surai require more meat

in their diets than some other anthropoid species, so they generally must live in environments that can support high levels of hunting or fishing.

Surai generally form large extended family groups, such as joint family systems, and often value consanguinity and affinity relations nearly equally. In some cultures, family groups themselves are considered to be “relatives” of one another based on kinship relations of their members. These complex kinship communities can dictate etiquette and appropriate behavior, and formal introductions between surai will often include a discussion of any kinship connection that exists between them.

## MEMORY AND TRUTH

Compared to other anthropoids, surai have an unparalleled capacity for memory formation, storage, and retrieval. While the memories of others will fade and vanish over time, a suros will remember the events of the previous decade with the same clarity with which she recalls yesterday.

While those unfamiliar with the species tend to assume that the cool, calm demeanor of surai means that they either suppress their emotions or lack them entirely, the truth is that they simply do not allow their emotions to rule them. A suros feels joy, anger, and the full emotional range with as much intensity as any other anthropoid. However, because their memories do not fade away, surai experience the full emotional context of an event whenever they remember it. In order to handle this without going mad, their psyche has adapted to register emotional motivation more as a “responsibility to the self” than as an impulse that needs immediate satisfaction.

As a result of the tenacity and clarity of their memories, as well as their naturally calm demeanors, surai often consider things from a perspective of objectivity. A suros does not doubt his memories: if he observed the event, he remembers exactly how it occurred. While he may not know all of the details surrounding an event—there is always the possibility of information that one does not possess, after all—the idea that the memory itself could be flawed is an alien and uncomfortable one for many surai. To their way of thinking, there can only be one truth. If two pieces of information conflict with one another, one must be false, be it out of ignorance, error, or malice.

Among surai, the emphasis on rational thought and objective truth often leads to the development of complex methods for acquiring knowledge through observation and quantification. However, as they recognize that there is simply too much information in the world for a single mind to process, surai highly value the written word. The review and analysis of others’ work is considered an important step of any process, and the destruction or loss of knowledge is considered one of the greatest tragedies possible.

## SUROS TRAITS

As a suros, you have the following racial traits.

**Ability Score Increase.** Your Intelligence score increases by 2 and your choice of your Constitution or Wisdom score increases by 1, both to a maximum of 16.

**Age.** A suros reaches adulthood between the ages of 20 and 23 and generally lives around 95 years.

**Alignment.** Surai often believe that a well-ordered and structured society leads to the most advantageous situation for all of its members, and so tend towards the lawful alignments. Surai do, however, recognize that chaos exists in all systems, and can be important for preventing stagnation.

**Size.** Surai range from just under to just over 5 feet tall and have slim builds. Your size is Medium.

**Speed.** Your base walking speed is 25 feet, and you have a swimming speed of 30 feet.

**Darkvision.** Adapted to life deep below the surface of the water, you have superior vision in dark and dim conditions. 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.

**Amphibious.** You can breathe both air and water.

**Bioluminescence.** You have a number of bioluminescent tendrils on your head and tail that shed bright light in a 5-foot radius and dim light for an additional 5 feet. As a bonus action, you can extinguish this glow or resume it.

**Mental Fortitude.** You have advantage on saving throws against illusions. You also have resistance to psychic damage.

**Underwater Senses.** You have advantage on attack rolls and on Wisdom (Perception) checks that rely on sight or smell when you and the target of your attack or whatever you are trying to perceive are submerged in the same body of water. In addition, while you are underwater, you are aware of the location of any hidden or invisible creature within 10 feet of you.

**Regions.** Surai have a major presence in Hüliš and Vanska, a significant presence in Sekál and Tšu Šijāng, and a minority presence in Hanāša, Karatšja, and Tirdu li-Dar.