

TOMIR

The patrons squirmed to get away from the weathered adventurer. He sauntered up to the scowling half-elf bartender, "So you think you're some sort of hotshot, being royal and all that?" he scoffed and spat at the adventurer's feet. Suddenly, the bartender started as his head burst in pain, and looked back to find his earring pinned to the wall with a dagger. The Royal Tomir flashed a broad smile, "Yes, I do."

-Robin Y. Freyd, *Accounts of a Dangerous Kind*

COLORS AND HORNS

Tomirs are a people of inherent class divisions and violence. From a young age they train to be skilled warriors and mercenaries, and those that refuse this life are cast out. Whatever path a Tomir chooses, their life is defined by their inherent traits.

All Tomir are slaves to their evolution, that is, how their body has changed due to the amount of sentient lives they have taken. The form and look of a Tomir will shift if one takes too many lives, and this has defined Tomir relations with other races for centuries. The yellow Tomir are ones who have yet to kill anyone, orange when they have killed few, crimson when they have killed yet more, blue when they have killed many, gold when they have killed too much, and white when they have indulged in death. Other than their faces and horns, which stand about a foot tall off of their shoulders, the color of Tomirs skin does not change. The rest of their body ranges in color between Tomirs from a grey tone to pitch black. Depending on the form of Tomir, multiple tatoos can be found across their body.

ETERNAL OUTCASTS

Tomirs are one of the most long lived races in the entire world. Their lives span entire periods of history, and yet most of them only make deep connections with members of their own race. The reasons for this separation lies in their origins. Tomirs were first discovered by other races immediately following the Age of Kings, and indeed no account of their existence is known before this time. Due to the violent nature of the end of that era, they were viewed with a great degree of suspicion. Thus, Tomirs began their existence on the edge of society.

Most Tomirs are deeply loyal to their Patk, or birth villages, which they will often come back to at different periods throughout their life. The cultural system of the Tomir is based on the Patk, which are groups of around ten Tomir families who live an off and on nomadic lifestyle. For a period of around 100 years, a Patk will settle down in one area in order to raise their young (this is a relatively short amount of time for Tomir, who can live to be 1050). They will raise their children from birth to adulthood, and then release the new adults into the world. These Tomir always come back to their Pakt, to form families of their own. This close knit group will be with the Tomir until the day of their death.

TEMPTATIONS AND VIOLENCE

Tomirs are known throughout the world for one trait, their evolution. The shifting and changing nature of their form due to the amount of sentient beings they have slain has been a blessing and a curse for generation of Tomirs. It is a blessing because it rewards the primary profession which most Tomirs undertake, soldiery. The better a Tomir does in battle, the better they get at fighting. The long lifespan of Tomirs allows them to partake in many wars in order to increase the amount of enemies they have ended, resulting in very aged Tomirs being as powerful, if not more so, than when they were young. It is a curse however, to many more Tomirs who do not wish to partake in that life. By nature Tomirs are a kind and adventurous people, they make grand allies, but are often shunned because of the evolution they possess. A Tomir may try to introduce themselves to a neighbor upon arriving in a city, only to find that because they are orange, these neighbors think they now live next to a murderer.

Even for the Tomirs living quiet, unassuming, lives; those who do not ever dream of committing any violence, are drawn to that life. The loyalty to their Patk always draws on them, and that loyalty calls for participation in the Tomir tradition, life as a soldier. If this is not enough to contend with, common Tomirs must also suffer through frequent nightmares. The horrible influences of a Tomir's own mind will work against them in the night, demanding that they kill. However, despite these influences, most Tomir who live amongst other races will continue to do so in the kindest fashion possible. They will forge trust with others over many years, so that one day they might be considered a friend.

TOMIR TRAITS

Your Tomir character has an assortment of inborn traits, based on Tomir culture and experience.

Ability Score Increase. Your Wisdom score increase by 2 and your Charisma score decreases by 1.

Age. Tomirs mature very slowly, only reaching adulthood in both body and mind at the age of 110. They usually live upward to be 1050 years old.

Alignment. Due to their long lives, Tomirs tend to take a neutral stance on most issues. Even so, Tomirs are almost exclusively found to be chaotic because of their lawless nomadic upbringing.

Size. Tomirs are built similar to humans, although they have limbs which are longer and less thick. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Linguistic. Prone to wandering the world in search of other's like them, Tomirs have come into contact with many cultures and peoples. You have advantage on rolls used to determine if you can communicate with a person whose language you do not know.

Otherworldly Magic. You know the *Eldritch Blast* cantrip. You may cast this cantrip once per long rest while you are a yellow Tomir.

Lone Wanderer. You have proficiency in the Survival skill.

Languages. You can speak, read, and write Common and one other Standard Language. All Tomirs are taught how to speak Common at a young age, and usually pick up another language as they travel the world.

Subrace. Although the reason is unclear, Tomir evolve naturally in their lifetime when exposed to violence. Depending on the amount of lives a Tomir has taken, they may fall into one of these subraces.

ADULT TOMIR

Available to any Tomir who has killed 5 sentient beings or is over the age of 110

Due to the nature of their nomadic ways, Tomirs usually encounter dangerous situations early on in life. This phenomenon results in many Tomirs having killed by the age of 110. It is so widespread among the Tomirs that the evolution into an Adult Tomir has become a right of passage, although it is by no means necessary for a Tomir to evolve to become an adult. Tomirs of this evolution have an orange tint to their faces and horns instead of a yellow tint.

Ability Score Increase. Your Wisdom score increases by 1.

Unknown Power. You are able to cast the *Eldritch Blast* cantrip 2 times per long rest.

CRIMSON TOMIR

Available to any Tomir who has killed 50 sentient beings

Crimson Tomirs are often adventurers, soldiers, or mercenaries. These Tomirs are known to have killed many in their lifetime, and are sometimes distrusted by members of other species. Although not common, Crimson Tomirs are the second most prevalent group of Tomirs in the world. They often have positions of power in the few Tomir societies that exist. Tomirs of this evolution have a red tint to their face a horns, as well as noticeably less tattoos adorning their bodies.

Ability Score Increase. Your Dexterity score increases by 1.

Inner Strength. You have proficiency with the Athletics skill.

Malicious Attack. You are able to cast *Inflct Wounds* as a first level spell once per long rest.

ROYAL TOMIR

Available to any Tomir who has killed 200 sentient beings

Royal Tomirs are often found among the absolute best of mercenaries and adventurers. They are usually aged at around 500-700 years old, and have an enormous amount of experience on the battlefield. Members of other races look on them with distrust and contempt, and even other Tomirs are wary of them. Royal Tomirs have a blue tint to their face a horns, and only 6 distinct tattoos can be found on their bodies.

Ability Score Increase. Your Dexterity score increases by 1 and your Strength score increases by 1. Your Charisma score decreases by 1.

Fortified Skin. You have proficiency with Constitution saving throws.

Wounding Touch. You are able to cast *Inflct Wounds* as a first level spell twice per long rest.

GILDED TOMIR

Available to any Tomir who has killed 500 sentient beings.

The evolutions after Royal Tomirs are rarely seen due to the simple fact that very few of them exist, and Gilded Tomirs are no exception. It is not a strange thing for a Tomir, or a member of any other species for that matter, to go through their entire life without seeing a Gilded Tomir. These Tomirs have killed more sentient beings than they ever would have if they were mere mercenaries or soldiers. For this reason, it is known that Gilded Tomirs have done made some horrible actions to acquire their evolution. They are shunned by society as a whole and are liable to be arrested without committing any crime. Gilded Tomirs have horns and faces colored gold, thus theses features take on a metallic quality. Only 4 distinct tatoos can be found on their bodies.

Ability Score Increase. Your Dexterity score increases by 1 and your Strength score increases by 2. Your Charisma score decreases by 2.

Natural Armor. You have a natural armor bonus of +1. When unarmored, your AC is equal to 10 + your natural armor bonus + your dexterity modifier.

Midnight Insanity. Your nightmares are much worse than before. Whenever you take a long rest and the result of the percentile die is between 95-100, you wake up and lose control of your body for 30 seconds. During this time, your body will attack the nearest living creature. If your body does not see any living creatures in the immediate vicinity, it will attempt to find one.

Frightening Assault. You are able to cast *Inflct Wounds* as a second level spell three times per long rest. You are able to cast the *Eldritch Blast* cantrip three times per long rest. You are able to cast *Bestow Curse* as a fifth level spell once per long rest.

PALE TOMIR

Available to any Tomir who has killed 1000 sentient beings

Pale Tomirs are the rarest and most feared form of Tomir. They are completely unaccepted in society and will be met with a violent response in almost any city or town. These Tomirs are often very old, usually within the 800-1000 year range. Due to the nature of this evolution, most Pale Tomirs are the epitome of evil, killing for the sole reason that it gives them pleasure. Tomirs of this evolution also suffer from tremendous mental stress, the result of terrifying nightmares. Pale Tomirs have horns and faces which take on a white stony quality. They are almost completely unable to show emotion because of this. Only 1 distinct tatoos can be found on their bodies.

Ability Score Increase. Your Dexterity score increases by 2 and your Strength score increases by 3. Your Charisma score decreases by 6.

Prejudice and Distrust. You have disadvantage on Persuasion rolls.

Intimidating Prescence. You gain proficiency in Intimidation.

Stony Exterior. Your AC increases by 2. When unarmored, your AC is equal to 10 + your natural armor bonus + your stony exterior bonus + your dexterity modifier.

Mad Hysteria. Your nightmares are now almost too much to bear. Whenever you take a long rest and the result of the percentile die is between 80-100, your body attempts to kill the nearest living creature for 60 seconds. Once every three long rests there is a chance that you will lose control of your body mid-combat (decided by DM roll). When losing control of your body mid-combat, you will see your allies as enemies.

Pale Onslaught. You are able to cast *Inflict Wounds* as a fourth level spell four times per long rest. You are able to cast the *Eldritch Blast* cantrip four times per long rest. You are able to cast *Bestow Curse* as a seventh level spell twice per long rest. You are able to cast *Finger of Death* as a seventh level spell once per two long rests.