



“Tamiyo, the Moon Sage” © Wizards of the Coast, by Lius Lasahido. Accessed at his ArtStation [here](#)

[Commissioned by [@mr-w-rambles](#). The soratami are a species from the Kamagawa block of Magic the Gathering, although Tamiyo here has shown up in other sets. The commissioner wanted a playable race, and kindly provided me with a document they had written for their setting—the flavor text is based on that document. That meant no flying, despite the various soratami characters almost always being depicted levitating. I found a way to give them art-appropriate flight that is also PC appropriate power levels. I hope.]

Soratami

CR ½ Humanoid

This woman is graceful and ethereal, her skin covered in a thin layer of white fur. Patterns of

bright color decorate her forehead and long, floppy ears.

The soratami are a mysterious people, who according to their own legends descended from the moon to live in the clouds. They cannot fly naturally, but can walk on clouds and levitate for short jaunts. Soratami get between their magical cloud cities, or down to solid ground, through the use of flying barges and chariots, and these devices are highly prized by other peoples.

The soratami are a scholastic people, respecting knowledge and craftsmanship, and their society is a magical meritocracy. Almost all soratami are capable of magical feats as early as childhood, and most of them dabble in magic even if they do not focus on it as a full career. They vary in alignment as humans do, but tend towards pragmatic mindsets. Soratami are willing to use subterfuge and skullduggery in order to get ahead, and soratami ninja are rightfully respected and feared.

Soratami reach adulthood at the same age as humans, but live longer, with individuals reaching 100 as a commonplace if not slain through violence. Every soratami has pale skin and pale hair, but these do vary slightly in hue. In addition, the markings on a soratami's forehead are as distinctive as fingerprints—individuals may add to them as they age with makeup or tattoos, or disguise them if they are criminals or in hiding.

Soratami as Playable Characters

Soratami do not have racial Hit Dice, and advance by character class. A soratami character has the following racial traits

+2 Dex, +2 Int, -2 Str Soratami have nimble hands and minds, but are physically frail

Medium size A soratami gains no benefits or penalties based on its size

Darkvision 60 ft. and low-light vision

Normal speed A soratami has a move speed of 30 feet.

Cloudwalker A soratami can move along natural clouds as if they were solid ground. In the area of magical clouds, such as a *fog cloud* spell, they are treated as if under the effects of an *air walk* spell.

Spell-like Abilities A soratami with an Intelligence of 11 or more gains the following spell-like abilities, using Intelligence as its casting statistic.

1/day—*feather fall* (self only), *levitate*

Scholastic A soratami gains a +2 racial modifier on all Linguistics checks, plus on one Knowledge check of their choice.

Languages A soratami begins play speaking Auran and Common. A soratami with an Intelligence bonus may choose between the following bonus languages: Aquan, Draconic, Elven, Giant, Senzar, Sylvan

Soratami wizard 1 CR ½

XP 200

N Medium humanoid (moonfolk)

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +3 (+6 sight in darkness)

Defense

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +4

Offense

Speed 30 ft., cloudwalker

Melee dagger -2 (1d4-2/19-20)

Ranged light crossbow +2 (1d8/19-20)

Spell-like Abilities CL 1st, concentration +4

At will—*feather fall* (self only)

6/day—lightning flash (DC 13)

1/day—*levitate*

Spells CL 1st, concentration +4

1st—*alter winds* (DC 14), *mage armor*, *ray of enfeeblement* (DC 14)

0th—*detect magic*, *message*, *read magic*

Wizard School: [air elementalist](#)

Statistics

Str 6, **Dex** 14, **Con** 13, **Int** 17, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** -2; **CMD** 10

Feats Dodge, Scribe Scroll (B)

Skills Fly +4, Linguistics +9, Knowledge (arcana) +9, Knowledge (nature) +7, Perception +3 (+6 sight in darkness), Spellcraft +7; **Racial Modifiers** +2 Linguistics, +2 Knowledge (arcana)

Languages Auran, Common, Draconic, Elven, Giant, Sylvan

SQ air mastery, arcane bond (owl familiar)

Ecology

Environment cold land

Organization solitary, class (2-8), school (2-24 plus 1 3rd level sensei per 10 individuals) or college (20-200 plus 1 3rd level sensei per 10 individuals and 1 master of 7th level per 50 individuals)

Treasure NPC gear (dagger, light crossbow, spellbook [prepared spells plus all cantrips (except *acid splash*), *color spray*, *floating disk*, *shocking grasp*])