

## Dagbloed



Hailing from the south of the continent and worshipping the Sun, Dagbloed are almost as common as humans. Despite their ominous appearance and name, they get along and blend in easily with the other races. Knowledgeable in magic, they used to seek power through conquest and war but are now peaceful seekers of knowledge.

### Southern demons

A Dagbloed is recognizable at first glance. They are tall and heavy despite a medium frame: most of them are well over 6 feet tall, and weigh between 200 and 300 pounds. Women are slightly shorter but remain significantly taller than the average human. They bear the weight of the two large horns on their forehead, and have long, pointed ears. They have red skin ranging from a dark crimson to a cardinal red colour, sometimes with brown or purplish tones. Their eyes present a black sclera and their irises are of a vivid colour, usually yellow or orange, although purple and blue are not unheard of. They have blond or ashen-coloured hair, usually worn in braids or dreadlocks decorated with colourful wooden beads. Their pupils are shaped like a snake's and their rough skin gives them a reptilian vibe. They have long fang-like canines that sometimes stick out of their mouth.

They often wear eye-shaped ornaments on their clothes and armour.

### Keepers of Tradition

Dagbloed used to be a warring people, which is why the other races gave them their name but have left their barbaric ways behind and have vowed to be the keepers of history and lore of the continent. They are avid learners and record as many events as they can. Those records are kept in immense libraries protected by powerful spells.

Dagbloed are calm and mild-mannered. They do not reveal much about themselves but are great listeners and have an excellent memory. Their peaceful temper makes them easy to trust despite their frightening appearance. They tend to be a bit detached from material things and put little value on individuality, as long as their knowledge lives on. They will not hesitate to sacrifice themselves or others to achieve this goal. While they rarely make any long-lasting relationships with other races, they are very loyal and become trustworthy allies if one manages to get through their shell.

### The Night Cult

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*The Sun Goddess is well-known among all races, but few have heard of her counterpart, the Night God. His very existence seems to be a well-guarded secret among Dagbloed, who worship him out of fear. Destructive god seeking knowledge as a means to acquire power, he draws a number of power-hungry followers to him. The Night Cult dwells in underground cities and seek nothing less than total domination over all races.*

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Dagbloed worship the Goddess of the Sun and are very devout. Their faith is as important as their records and to insult either is a sure-fire way to attract a Dagbloed's hatred.

## Sun-bathed cities

Dagbloed build immense cities in vast arid plains in the south of the continent. Their cities all follow the same plan: they are divided in concentric circles, or districts, separated by thick stone walls. At the centre is the city's library, made of red stone and black steel. It is the best-defended and sturdiest building in the city. The three next districts contain the homes of the city's population and the shops. The richest and most powerful Dagbloed live closest to the library. The fifth circle hosts the soldiers, and the sixth is dedicated to agriculture. Despite their name, Dagbloed are mostly vegetarian and do not raise cattle of any kind. Outside of the city's gate, huge markets welcoming merchants of every origin can be found.

Dagbloed do not have one unique ruler, but every city sends one of their archivists and a priest to form a council that can make decisions for all cities if need be. The cities themselves are governed by an assembly of archivists and Sun Priests and Priestesses.

Dagbloed architecture is unique and easily recognizable. To build their walls and libraries, they use a type of stone only found in the south of the continent, that they process with magic, giving it a red colour and an otherworldly toughness. Dagbloed cities are made to withstand everything and last for centuries. Most other buildings such as houses and shops are built from the same stone in its unprocessed form, keeping its natural bone-white colour. Dagbloed buildings have many overtures to let the sunlight in.

## Crusaders and Missionaries

Knowledge is what drives most Dagbloed to leave their city and join adventurer groups. Gathering intel on foreign kingdoms as spies, or traveling as scholars to rediscover forgotten civilizations, study magic, history or nature, if there is something to be learnt they will be here. Few of them are motivated purely by greed or thirst for glory. They seek knowledge for the sake of it, or for the glory of their city.

## Dagbloed Names

Dagbloed names tend to be short, with a lot of fricative consonants. As such, they tend to remind people of a slithering snake. As a last name, Dagbloed take one of their parent's first name. A woman will typically take her mother's name followed by the suffix -dorter and a man will take his father's name followed by the suffix -sen.

*Male names:* Seran, Assael, Sirtra, Rassen, Vassyir, Apheros, Soma, Zarias...

*Female names:* Scylla, Ora, Aphélie, Senestra, Ephire, Zia, Ariss, Azora...

*Last names:* Oradorter, Seransen, Sitridorter, Nefarsen...

## Polite yet distant

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*Dagbloed have overall good relationships with all the other races. They send out merchants, bards, intellectual who seem to make themselves at home wherever they are. They strive to keep friendly relationships with everyone. However, few strangers are welcomed in their cities and their secretive nature raises many questions.*

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## Dagbloed Traits

From the day of your birth, you have been blessed by the Sun Goddess's love. As a Dagbloed, you have the following traits:

*Ability score increase:* Your Wisdom score increases by 2.

*Age:* Dagbloed mature at the same rate as humans and can easily live for a century.

*Alignment:* Respectful of laws and traditions, Dagbloed tend towards Lawful. Their indifference towards the material world usually makes them Neutral.

*Size:* Dagbloed are easily over 6 feet tall and their build is similar to human's. Your size is medium.

*Speed:* your base walking speed is 30 feet.

*Divine Magic:* You know the Light cantrip.

*Blood Thirst:* Your kind may be peaceful, but you have not forgotten the instincts that gave them their name. Calling upon the Night God, you can go back to these savage ways. When attacking with a melee weapon, you can use a bonus action to consume the blood spilt by the enemy to gain a number of temporary HP equal to your wisdom modifier. Once you've used this feature, you can't use it again until you finish a short or long rest.

*Languages:* You can speak, read and write Common and Sanguis. Sanguis is the language of the Dagbloed. It is full of rough and slithering sounds and is written using infernal script.

*Subraces:* In their early days, Dagbloed are said to have prayed for the Sun Goddess's favour in different ways. The way these prayers have been answered gave birth to the Dagbloed subraces.

#### Sun-Scorched Dagbloed

Your ancestors prayed for strength to defend their city, and the Sun Goddess burned them in her radiance to toughen their skin and bodies. Sun-Scorched have large, curved horns like a ram's and have darker and rougher skin. Their hair tends to be thick and curly.

*Ability score increase:* Your Constitution score increases by 2.

*Guardian of the City:* you have proficiency with light and medium armour.

*Martial weapon training:* You have proficiency with two martial weapons of your choice.

#### Sun-Bathed Dagbloed

Your ancestors prayed for wisdom to protect their kind's writings and the Sun Goddess

bathed them in her warm and benevolent light to enlighten them. Sun-Bathed's horns are like antlers which they shed every winter, and their skin is paler, often with purple undertones. Their eyes have rare colours such as blue or purple more often, and their hair tends to be straight and silky.



*Ability score increase:* Your Intelligence score increases by 1.

*Scholar:* You gain proficiency with two of the following skills of your choice: History, Religion, Arcana, Insight, Nature.

*Extra language:* you learn one extra language.

#### Clerics and Paladins

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*As the Sun Goddess's people, all Dagbloed follow her teachings. However, nothing in her precepts prevents them from also swearing an oath to another deity that they feel reflects their way of life.*

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