

DURAN'S DAWN

GENASI RE-WORK AND EXPANSION

WHAT'S INCLUDED

In this document there are twelve species of Duran (previously known as Genasi) divided in to 3 categories. Mishar Duran (Magma, Ooze, Ice and Smoke), Kur Duran (Vacuum, Salt, Dust and Ash) and Zi Duran (Lightning, Steam, Mineral and Radiance) each with their own unique appearance and abilities. In addition to the species there is lore included for each type of Duran, the Duran origins and the enigmatic Kur and Zi Dumu. As with all my releases, there are references to locations, history and characters that you don't necessarily need to include when you use this supplement!

LEXICON

These are included words, mostly Sumerian in origin that are used in this supplement.

Word	Meaning	Pronunciation	Replaces
Zi	Life	/zi/	Positive Quasi
Kur	Void	/kjur/	Negative Quasi
Mishar	Twins, Pair	/mɪ'jar/	Para
Dumu	Child	/'du.mu/	
Duran	Heavenly Bond	/'du'ran/	Genasi

ORIGINS OF THE DURAN

The Duran emerged as one of the unique offshoots of humanity following the Treaty of Forms. This momentous agreement between the Giants and Primordial elementals led to a release of magical energy so immense that it nearly eradicated the humanoids of Surya. Many were killed, others merely survived, but some were forever transformed, their very essence infused with the elemental energies that once resided within these formidable beings.

For those who were changed, this transformation was both a beautiful gift and a poignant reminder of the great tragedy and loss that accompanied the Treaty of Forms.

The Duran were initially divided into four elemental types: Earth, Water, Air, and Fire. In their early years, they were objects of fear and misunderstanding. Those unaffected by the transformation blamed the Duran for the catastrophe that had befallen mankind. Forced to bear the burden of actions far beyond their control, the Duran were shunned.

Over time, the unique abilities and wisdom of the Duran began to be recognized and valued. Their innate connection to the elemental forces allowed them to contribute to various fields such as agriculture, construction and navigation. Slowly, their perceived transgressions were forgotten, and their special talents were embraced.

This newfound respect allowed the Duran to integrate into society, finding acceptance and a sense of purpose in a world from which they had once been ostracized. Their numbers, once dwindled, stabilized as communities learned to appreciate and celebrate the Duran's unique heritage and gifts.

TREATY OF FORMS

The Treaty of Forms marks a turning point in the ancient history of Surya, taking place thousands of years before the Negreshian Divergence, when Negresh was isolated from the other continents.

THE AGE BEFORE THE TREATY

In those primal times, Surya was ruled by two colossal societies: the Primordials and the Jotun. The Primordials were titanic beings, ancestral to today's elementals, while the Jotun were an organized civilization of towering giants. For millennia, they coexisted peacefully, each nurturing their domains without interference from the other.

However, the very existence of these mighty beings began to strain Surya itself. Oceans churned, earthquakes shattered lands, wildfires consumed vast regions, and hurricanes eradicated entire forests.

SPECIES

MISHAR DURAN

During the formative years of the Duran, many were ostracized from broader society, which led them to establish their own communities: tribes, villages, and towns. Their primordial lineage influenced their temperament. The fiery tempers of the Fire Duran often clashed with the obstinate disposition of the Earth Duran, making mutual understanding a challenge.

However, as time progressed, these disparate Duran communities found common ground. Bonds were formed and families arose from Duran of differing elemental backgrounds. Occasionally, offspring born from these unions embodied both their parents' elemental affinities. These children mirrored the border realms of the inner planes, leading to the birth of distinct Duran bloodlines:

- **Magma Duran:** A union of Fire and Earth Duran.
- **Oooze Duran:** A blend of Earth and Water.
- **Ice Duran:** A convergence of Water and Air Duran.
- **Smoke Duran:** A fusion of Fire and Air Duran.

Over centuries, it was observed that these combinations represented the primary naturally occurring variants, aligning curiously with the known border realms. However, some ancient scholars speculated the existence of more variants. They posited that the introduction of a positive or negative energy entity might yield further unique Duran lineages.

MAGMA MISHAR

Appearance. Magma Mishar usually have skin as dark and hardened as charcoal, with deep red lava-like veins. Their hair is usually thick and heavy, in varying shades of black, grey and white. Some constantly shed a fine dust of igneous rock, making their skin seem as if it's subtly simmering.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Size: Small or Medium

Speed: Your base walking speed is 30 feet.

Age. Mishar mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, but live slightly longer than regular Duran, living up to 150 years.

Dark Vision. 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.

Hot Bod. You have resistance to fire damage.

Rapid Reformation. You are immune to the petrified condition. Additionally, as a reaction to taking fire damage you can expend any number of hit-die up to a maximum of half your level and heal for that amount.

Magmatic Differentiation. When you take cold damage, your form becomes momentarily less fluid, reacting to the chill. Until the start of your next turn, your movement speed is reduced by 10 feet due to your hardened state, and your Armor Class increases by 2 as your body takes on a sturdier, rock-like quality.

Languages. You can speak, read, and write Common and one other language that you and one other language that you and your DM agree is appropriate for your character.

OOZE MISHAR

Appearance: An Ooze Mishar's saliva is often brown and muddy, having the consistency of runny jelly, as well as sometimes having a brown, mud-like slime excreting from the places a human would sweat. Their skin tones are mostly brown and murky colors, similar to that of an Earth Duran.

Ability Score Increase: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Speed: Your base walking speed is 30 feet.

Age: Mishar mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, but live slightly longer than regular Duran, living up to 150 years.

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Mud Blood: You can use your action to end one of either the poisoned or diseased conditions.

Amphibious: You can breathe air and water.

Swim: You have a swim speed of 30 feet, and ignore the effects of difficult terrain in mud, or other viscous liquids.

Master of Muck: You know the mold earth cantrip. With the additional ability to effect mud and other viscous liquids in a 10-foot cube. When you 3rd level, you can cast the earthbind spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for

ICE MISHAR

Appearance. An Ice Mishar will often have a faint frosty mist rolling off of their scalp, as well as occasional unmelting ice crystals that form along the prominent bones on their body, such as the spine, shoulder blades, skull, hips, or collar bones. Their skin is also often cold to the touch and varies in color between the two colors of Air and Water Duran.

Ability Score increase: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Speed: Your base walking speed is 30 feet.

Age. Mishar mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, but live slightly longer than regular Duran, living up to 150 years.

Naturally Cool. You have resistance to cold damage and are unaffected by difficult terrain when in Arctic Environments.

Iceborn. You know the frostbite cantrip. When you reach 3rd level, you can cast the snilloc's snowball swarm spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

SMOKE MISHAR

Appearance. A Smoke Mishar has a few unique physical traits that can manifest, most commonly their hair is a grey-ish to black colour that billows like a roaring fire. Their skin is usually a similar colour with beautiful sprawling patterns like clouds in different shades of grey that spread across their bones. Additionally, when Smoke Mishar scar, deep red flame like skin like cracks in magmatic rock forms in place of the old skin.

Ability Score increase: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Speed: Your base walking speed is 30 feet.

Age. Mishar mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, but live slightly longer than regular Duran, living up to 150 years.

Born of Smog. You have resistance to fire damage and are immune to effects that cause an area to be obscured in any way that are caused by smoke, dust, fog or clouds.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Smoke Embodiment. As an action, you can transform into a cloud of smoke until the end of your next turn. While in this form, you gain resistance to non-magical bludgeoning, piercing, and slashing damage, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. Once you use this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write Common and one other language that you and one other language that you and your DM agree is appropriate for your character.

KUR DURAN

The Kur Duran are among the rarest subtypes of Duran. Their emergence has been recorded only a handful of times across the various Duran lineages. Scholars posit that Kur Duran offspring are born to Duran parents exposed to significant negative energy, though it is also plausible for an existing Duran to metamorphose into a Kur Duran upon exposure to overwhelming negative energy.

THE FIRST KUR

Yuri Olamar, the first known Kur, lived during the era when Duran society began integrating with the rest of humanity. Born to Air Duran parents, his distinctive nature remained veiled until adulthood. Yuri grew up to be a scholar, diplomatic bridge-builder, and an advocate for organization and governance among his people, which largely lacked structured leadership during their isolation period.

His earnest endeavours culminated in him becoming the inaugural mayor of his hometown, Verant. Under his leadership, Verant initiated diplomatic alliances, established trade routes, and created settlements closer to other towns to foster better relations. Yuri's influence made him a prominent figure in Negresh's history, and many believe his unique Kur nature played a significant role in his success.

In his later years, Yuri formed a scholarly collective, "The High Guard," dedicated to understanding his origins. While they didn't make a ground-breaking discovery, they noted that Yuri had a touch of undeath, not potent enough to classify him as undead, but sufficient to make an observable impact.

PRESENT TIMES

The High Guard’s work laid the groundwork for the future study of Kur and, later, Zi Duran. It is currently theorized that exposure to immense Undead or Creation magic can catalyze these transformations, though the intentional replication remains unverified. Duran possessing Kur or Zi gifts generally hold them in high regard. However, they must constantly be vigilant of unscrupulous magic users seeking an opportunity to experiment on them.

VACUUM KUR

Appearance. Vacuum Kur look all but identical to their parental Air Duran, but with a few key differences, rather than a constant flow of air around them, their features are immune to the effects of wind. All hair and facial features remain still, despite the harshest of winds and most violent of waters.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Darkvision. 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 discern colours in that darkness as shades of grey.

Breathless Void. You don’t need to breathe.
Vacuous Cavity. You can cast the wristpocket spell at-will except you may store up to 5 items at any given time, the same restrictions of size and weight apply per item.

Innate Gravitation. You know the magic stone spell requiring no material components to cast, instead creating one to three vacuous orbs. When you reach 3rd level, you can cast the magnify gravity spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells

Languages. You can speak, read, and write Common and one other language that you and one other language that you and your DM agree is appropriate for your character.

SALT KUR

Appearance. Salt Kur exhibit a range of appearances, typically characterized by a pale, white skin tone from which delicate flakes of salt perpetually fall. Variations do occur, with hues of pink, black, and other unique colorations manifesting within their crystalline complexion, reflecting the diversity found in the salt of the earth itself. Their hair, often dry and brittle, seems to be caught in an eternal frizz, leading to frequent breakages and a characteristic shower of salty fragments.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Darkvision. 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 discern colours in that darkness as shades of grey.

Of Salt and Brine. You can breathe underwater. Additionally, you can drink salt water to hydrate yourself.

Desiccate. You can cast the create or destroy water spell at 1st level without using a spell slot, but you can only use the destroy function of the spell. If you cast this on a creature primarily composed of water (at DM’s discretion), the creature must make a Constitution saving throw against a DC of 14. On a failed save, it takes 2d8 necrotic damage.

Preservation. You have resistance to necrotic damage. In addition, perishable organic items that you carry take ten times longer to spoil.

Languages. You can speak, read, and write Common and one other language that you and one other language that you and your DM agree is appropriate for your character.

DUST KUR

Appearance. Dust Kur have the appearance of both wear and endurance, reflecting the nature of the earth eroded over time. Their skin is often a shade of pale beige to deep brown, textured and dry, like finely ground stone. Swirls of dust seem to pattern their flesh, lending them an ever-shifting, transient quality.

Their hair can take on the appearance of loose

sand or gritty dust, clinging in strands that sometimes seem to float and drift around their heads. The eyes of a Dust Kur may hold a quiet wisdom, but their bodies, lean and strong, speak to the unyielding persistence of the earth itself.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Darkvision. 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 discern colours in that darkness as shades of grey.

Timeworn Knowledge. You have proficiency in the History skill. In addition, you have Advantage on ability checks made to recall or gather information about magic items and ancient artifacts.

Tides of Erosion. As an action you touch a non-magical stone object of Small size or smaller or a section of stone no more than 2 feet in any dimension and reduce it to dust. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Kick Up. You can harness the dust that naturally emanates from your body to obscure the vision of those around you. As a bonus action, you can stir up a cloud of dust in a 5-foot radius centered on yourself. Each creature in that area must succeed on a Constitution saving throw or be blinded until the end of your next turn. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. Once you use this feature, you can’t use it again until you finish a short or long rest.

ASH KUR

Appearance. Ash Kur bear the distinct marks of their fiery and somber origins. Their skin ranges from charcoal grey to a burnished copper, often cracked and emitting a soft, warm glow from within. This internal fire casts a subtle light into their surroundings, flickering and dancing like the embers of a dying fire. Ashen particles seem to constantly flake off their body, creating a perpetual trail of soft, glowing dust.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any

other +1; choose any other +1
Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Darkvision. 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 discern colours in that darkness as shades of grey.
Remnants of Heat. You have resistance to fire damage.

Dust to Dust. Once per long rest, when you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit-point instead.

Ashen Slumber. You don’t require food or water, and you can enter a state of hibernation within a pile of ashes to recover twice as many hit-points each time you expend a hit-die during a short rest.

Languages. You can speak, read, and write Common and one other language that you and one other language that you and your DM agree is appropriate for your character.

ZI DURAN

Zi Duran are remarkable beings, born from rare surges of positive energy or creation magic. Their emergence in recent centuries is a noteworthy phenomenon, one explored and understood more fully through the extensive efforts of The High Guard.

THE FIRST ZI

The birth of the first Zi Duran, as the legend goes, took place in an ancient temple hidden deep within the Kulakuyu Jungle. This sacred site was said to be a conduit for raw, celestial energy, making it a place of power and transformation. A pair of Earth Duran parents found themselves there, drawn to the temple by what they described as a ‘song of the earth.’

During their stay, they found themselves caught in an unprecedented vortex of pure creation magic, a wild and primal maelstrom of energy that surged through the temple grounds, the epicentre of which was the unborn child the mother carried. The child, when born, was radiant with a vitality and essence that marked her as more than an ordinary Duran, she was a Zi Duran.

Ever since this unique birth, the sporadic emergence of Zi Duran has been tied to intense

exposures to forces of creation magic, resulting in their radiant essence and distinctive abilities.

The High Guard, situated in the capital city of Verant, extends its protective influence across the entire country. They dedicate themselves to educating and safeguarding the Zi and Kur Duran, helping them understand their distinctive origins and teaching them about potential dangers due to their inherent magical properties and rarity.

THE ORPHANAGE CRISIS

Despite their miraculous origins, Zi and Kur Duran are often faced with challenging circumstances. Overwhelmed by fear and uncertainty, many parents abandon these unique children. This sad reality has given rise to a sordid underworld within Negresh's orphanage system. Unscrupulous individuals exploit the situation, selling these rare children to the highest bidder.

Various guilds dedicated to the protection of these children have sprung up to combat this grim reality, but the fight is ongoing. Despite their harsh beginnings, Zi and Kur Duran possess the ability to overcome adversity due to their innate gifts. Those who ensure their safety believe in the great destiny awaiting these children, who carry the raw, potent forces of energy and creation within them.

LIGHTNING ZI

Appearance. Lightning Zi are surprisingly different from their Air Duran heritage, their skin is more of a pale, translucent white, with hints of yellow, and their hair is almost always standing on end, twitching and alive with electricity.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Conductive Flesh. You have resistance to lightning damage.

Additionally, once per long rest, when take lightning damage, you may use your reaction to reduce the damage to 0 and gain hit-points equal to the amount you would have taken.

Bioluminescence. Your skin is always glowing vibrantly, you emit bright light in a 20-foot radius and

dim light for an additional 20 feet.

Brimming with Life. You are constantly emitting sound and light. You have disadvantage on stealth checks based on sight or hearing as well as sleight of hand checks used to avoid detection.

Energy of Creation. While holding a magic item that uses charges, you may expend your use of this ability to cause it to gain 1 charge. You can use this ability once per day and regain it after a long rest. Additionally, whenever you take 30 lightning or thunder damage from a single source you regain your use of this ability.

Shock Value. You know the thunderclap spell requiring no somatic components to cast. When you reach 3rd level, you can cast the thunderous smite spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Charisma or Wisdom is your spellcasting ability for these spells.

Additionally, you are able to use the thunderous smite cast using this ability on ranged weapon attacks.

Languages. You can speak, read, and write Common and one other language that you and one other language that you and your DM agree is appropriate for your character.

STEAM ZI

Appearance. Steam Zi often resemble their Air Duran counterparts, leading many to confuse the two. Yet subtle differences betray their unique heritage. The skin of a Steam Zi, unlike the light, airy aspect of an Air Duran, appears taut and heated, as though warmed from within. Furthermore, the visible breeze that runs over their body is instead in the form of an undulating layer of vapor.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Under Pressure. The latent energy within you builds up as pressurized steam, ready for a strategic release. As a bonus action, you can discharge this steam in a concentrated burst from your pores, propelling you 10 feet in a direction of your choosing. This movement does not provoke opportunity attacks.

Sparse Atomic Structure. Your weight is equal to half of what a humanoid of your size would normally weigh.

Leidenfrost. You have resistance to cold damage. In addition, when you are the sole target of an effect that deals cold damage, you can use your reaction to deal 1d8 fire damage to the source. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Languages. You can speak, read, and write Common and one other language that you and one other language that you and your DM agree is appropriate for your character.

MINERAL ZI

Appearance. Mineral Zi exhibit a striking range of appearances, owing to their ability to morph their bodies into various forms. At times, they may present a semi-transparent, crystalline physique, eerily mirroring a beautiful yet unsettling biological diagram. On other days, their skin takes on the hue of dark grey, reminiscent of charcoal. Regardless of their shifting appearances, two features remain constant - their brightly coloured eyes and their dull, earth-toned hair.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Universal Building Blocks. Your body carries the essence of fundamental universal materials: silicon and carbon. At the end of a long rest, decide which of the two your body embodies for the day. Depending on your choice, you gain the following benefits:

- **Silicon:** Your body takes on glass-like properties. You have resistance to piercing and slashing damage but are vulnerable to bludgeoning damage.
- **Carbon:** A thin layer of graphene coats your skin. When you aren't wearing armour, your base AC equals 13 + your Dexterity modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

Defiant Density. You have the power to manipulate your body's density. As a bonus action, you can increase your weight up to five times its normal amount. This effect lasts for 1 minute.

Once you use this feature, you can't use it again until you finish a long rest.

Gift of Rigidity. Your mastery over your physical form extends to objects. As an action you can touch an object that weighs no more than 10 pounds and cause it to become magically indestructible. It remains this way for 1 minute, or until you dismiss this effect as a bonus action. You can only have this effect active on one object at a time.

RADIANCE ZI

Appearance. Radiance Zi often have golden, bronze, or even luminous translucent skin that sparkles as if infused with light itself. Their hair might shimmer like sunlit waves or flicker like gentle flames, and their eyes glow with an inner fire, reflecting colors of the dawn or sunset.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose any +1; choose any other +1; choose any other +1

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements you gain proficiency in two skills of your choice.

Pure Light. You emit a soft glow, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can control the intensity of this glow as a bonus action.

Hardened by Radiance. You have resistance to radiant damage.

I See the Way. You know the light cantrip. Once you reach 3rd level, you can cast the faerie fire spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells. Additionally you have proficiency in the Perception skill.

Radiant Soul. You don't require sleep. Instead, you enter a meditative state known as illumination for 4 hours a day. While meditating, you are fully aware of your surroundings, and you shed a bright light in a 20-foot radius.

Darkvision. 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 discern colours in that darkness as shades of grey.

KUR DUMU AND ZI DUMU

Beyond the established elemental compositions lie the Kur and Zi Dumu, representing the enigmatic possibilities still uncharted in our world. While beings touched by the upper and lower outer planes, such as Aasimar and Tieflings, are widely acknowledged, Anaya Joshi, an Ice Genasi field researcher for the High Guard, introduced a groundbreaking theory.

She posits the existence of what she has termed “Children of the Beyond” or, in the native Primordial language, Kur and Zi Dumu (Void and Life Child). These ethereal beings, she believes, may arise from some profound cosmic event or an encounter with entities from realms beyond our current understanding. These Dumu, infused with the raw energies of either Life or Decay, would be unparalleled in their essence and abilities.

Many dismissed her theory, seeing it as the ramblings of an obscure scholar attempting to find validation amongst her peers. But history reminds us of once scoffed-at claims that later became irrefutable truths. Undeterred, Anaya continues her quest. She recruits any willing to venture into the unknown, seeking ties to these outer realms, ever hopeful of validating her theory.

For those intrepid souls ready to challenge conventional wisdom, perhaps they’ll be the ones to encounter the fabled “Children of the Beyond.”