

RICHARD A. KNAAK'S

REX
DRACONIS
RPG



Player's Companion



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Chapter 1: Introduction

While most of the core rules and player options of 5th Edition still apply to the Rex Draconis RPG setting, it has some unique characteristics that set the world apart from others. This inevitably affects some of the options available to players, such as new races, new class archetypes, magic, setting-specific factions, and the Tiberos pantheon. Incorporating these changes will enhance your Rex Draconis gaming experience.

The player options in this book are, like anything in tabletop roleplaying games, optional, and you are encouraged to work with your Game Master, usually during the fabled Session 0, to discuss and agree on which options apply and are available in your campaign.

Firstly though, what is Rex Draconis, and what is the world in which it is set, Tiberos? The following section should give you enough information to give you a good feel for the themes and ideas of Rex Draconis.

Lore and Legends of Tiberos

Tiberos is the world in which the Rex Draconis RPG is set. It is a place of heroes and villains, powerful empires and sprawling kingdoms, and, of course, a place of high adventure and devious dangers. There are many nations in Tiberos, from the human kingdoms in the south to the minotaur empire in the north west. The current political peace treaties between two of the most powerful nations in Tiberos, the Minotaur Empire and the Human Kingdoms, are held together by very loose threads. Yes, the leaders of the free people of Tiberos claim there is peace within the world, but they know this is not entirely the case.

The Moons & The Shatter

One of the most noticeable features of Tiberos is the Shatter; a phenomenon where fiery rock fragments light up the sky for seemingly random periods of time. It is a time of great unease for the people of Tiberos, but this was not always the case. In times long past, Tiberos had not two, but three moons gracing its night sky; moons of silver, crimson and shadow. The silver moon, named for the god Huum, would cast fantastic glittery light at full moon, whilst Nuin, the crimson moon also named for its godly master, would cover the world in a reddish hue. The darkest of the three was Drak, and could only be seen on the rare occasion when it rose in front of the other two. Now, only two of the moons rise.

The Shatter. For the past four hundred years, Tiberos has only borne witness to two of the three moons rising, Huum and Nuin. Drak, while still showering the sky with fiery brilliance during those times known as the Shatter, no longer rises, but shows itself in its shattered fragments.

The Shatter appears unpredictably throughout the year as huge fragments of blazing rock in the evening sky, which grow more imposing as the last vestiges of daylight fade. Some see the fragments as the shape of a fiery dragon filling the night's sky and casting an eerie glow across the land.

The Legend of The Shatter. No one knows exactly what happened to the dark moon, though some believe that the fall of its master, the god known by the same name, Drak, is a direct cause. One legend relates how the three moon-gods waged an almighty war against a ruling deity, Tawyr, God of Storms, for greater power within the pantheon. Nuin, Huum and Drak confronted their father and demand he relinquish his throne. Faced with this effrontery, Tawyr of the Storm struck down the most

powerful of his children, proud Drak, with a single bolt of lightning. He then proceeded to shatter his slain son's shadowy domain, and left the dark moon's burning remains adrift for all to see. It still burns to this very day during times of the Shatter, a reminder to all, gods and those of the lower races alike, of their places and the power of Tawyr. So the legend goes.

Races and People of Tiberos

The Kwillum

Small and quick, kwillum are often mistaken for small human children with wild and thick hair, which is in fact porcupine-like quills that can become stiffened in times of defensive needs. Growing to barely four-foot tall at maturity, their manes grow from their head, down past their shoulder blades, and end on their lower backs. They have a racially inherited obsession with searching for "something", though not even the great wizard Amble knows what, that often leads them, innocently or not, onto the wrong side of the law. Natural wanderers, the kwillum can be found journeying through all parts of Tiberos, which naturally leads them on many adventures.

The Minotaur Empire

The minotaurs of Tiberos are a race of deep culture, strong values and strict disciplines. Most of the world's minotaurs are born into the Minotaur Empire and serve the imperial rule of their lands; however, some do leave for high adventure and the lure of battlefield glory. They are a race of gifted sailors and shipwrights, and boast the greatest naval fleet in the land. They are known for their honor and courage in battle, though they can also be hot tempered. While the empire is rooted deep within every minotaur's heart, it is not uncommon to see them living amongst the other races of the Kingdoms Alliance. It is common that a minotaur can be found serving as a crew member aboard a merchant ship that is not in servitude to the Minotaur Empire. Equally so, minotaurs have migrated throughout the lands of Tiberos thanks to the tenuous treaty agreements between the

human Kingdoms Alliance and the Minotaur Empire.

The Knights of Dracoma

Honor, Honesty, Courage, Integrity, Loyalty - It is these standards by which the Knights of Dracoma live their life. The knighthood are comprised of four orders who stand for the good of Tiberos. They are steeped in tradition, and the common folk often respect and revere them more than their kings. Many aspire to join the knighthood, starting their tenure as squires; however, only those who truly live their lives by the values are chosen to ascend to knighthood. While the knighthood is centralized in the kingdom of Dracoma, their righteous influence and good deeds extend far beyond its borders. Heroic at heart and loyal to the bone, the knights often travel the lands of Tiberos on missions of valor, never ceasing in their eternal campaign against the evils that plague the land.

The Dwarves of Stonetorn

Stonetorn, north of Dracoma and Vledarian, is the dwarven realm which has the most contact with the human kingdoms. Once the slaves of the Solan Elves during the era of the Solan Perfectionate, the dwarves of Stonetorn have a deep-seated hatred for their once overlords. Over three thousand dwarves lost their lives in shattering the Perfectionate's grip on the race. Thanks to a group of courageous dwarves known as the 'Daring 23', who stood as heroes during the rebellion, the dwarves of Stonetorn now live in peace, mining the earth for the beauty of its natural resources in their mountainous realm.

The Komanian Gnomes

Closely related to the dwarves of Stonetorn and sharing their need for creativity, a majority of the Tiberos gnomish population hail from the Koma region. The ever-tinkering gnomes generally live in clockwork wagons, and are usually content to roam the plains of Koma. Each family unit owns a small clockwork wagon that contains their living and work spaces. When two or more family or clan units find a common need, their wagons can be refashioned to become one connected, mobile home. Rarely, nearly all the

gnome families in a region will join together to create a mad, giant structure, though this has not been witnessed for quite some time. Restless gnomes might leave their family wagons from time to time, heading towards one of the larger cities in search of components, rumors of new cutting edge schematics, or special parts that might not be easily made within their mobile workshops. The gnomes might also move onto other professions away from Koma, usually those that can keep their creative and intelligent minds satisfied, such as wizardry or as one of the fabled Avondale librarians.

The Solan Elves

New to their mortality, and living deep within the forest of Nisa Solan, east of the Trapped Sea, the Solan elves attempt to live in peace in the Solan capital city of Solinard. The elves have a long and troubled past. They once reveled in their immortality, believing themselves the prime example of perfection. This led to a period in Tiberos' long history known as 'The Solan Perfectionate'. The Solan Elves had successfully enslaved their close dwarven neighbors for a time during this period, before the dwarves rose in rebellion to break free from their Solan oppressors. When the Shatter happened, the elves, for reasons unknown, lost their immortality and the loss struck the race to their core. Whilst still long lived, the shock of their mortality certainly dulled any self-imagined perfection that still lingered. Generations have come and gone, and the elves no longer bask in their immortality, but there are still some ill feelings between elves and the other free races of Tiberos thanks to long memories and the generational impacts of the Solan Perfectionate.

Half-elves. There have been odd occasions where an elf and a human produce an infant which inherits parts and abilities of both of its parent's races. These are commonly referred to as Half-elves, though they are quite rare and a bit of an oddity in Tiberos. Half-elves are generally accepted to a certain extent around the human regions of the Kingdoms Alliance when seen, though not entirely trusted.

The Wheyr

There is not much known about the origins of the canine-like race, but they have been linked to the ogres for some time. Their only known home, the savage city of Slaughter, resides far in the north. It is rumored that the wheyr have several hidden ports and shipbuilding facilities to support their black raiders, as their ships are known to outsiders.

The wheyr range in size from as small as a human to as large as a minotaur. They appear reminiscent of a bipedal hound, with different variations depending on the bloodline of their pack.



Chapter 2: Races

There are many races in Tiberos, some of which are well-known stalwarts in most high-fantasy worlds, such as the elves, humans, and dwarves. There are also some new races that can be found in the setting, and the cultures of more familiar races may differ from what you expect. The following paragraphs detail these unique elements in the way that the setting's creator, Richard A. Knaak, intended for the setting; however, you and your group should feel free to alter anything to better fit your campaign and story.

Non-Native Core Races

The following core races from the standard 5E player options are not considered native to Tiberos and the Rex Draconis setting as a whole. While these are not canonically native to the setting, GMs are encouraged to include and exclude any player races that they wish for their particular campaign as they see fit. If you wish to play one of the following races, please discuss this with your GM.

- Dragonborn
- Halfling
- Tiefling
- Orc/Half-Orc

New Races

Two new races that are native to Tiberos are available as player options in this chapter. The mighty, seafaring Tiberos Minotaur, and the crafty vagabond Kwillum. Each serves their unique purposes within Rex Draconis, and are full of flavor.

Kwillum

“As the second sailor grabbed at the child’s mane, the hair suddenly stiffened. The tips became sharp points thrusting upward. The sailor put his hand right into several.”

—Richard A. Knaak, *Under the Dragon Moon*

A menace to society, destroyers of markets, unquestionable thieves; such generalizations are made by those uninitiated to the inner workings of kwillum culture. The kwillum have no home city, no permanent homeland, and the only basic unit they know is the immediate family. Shortly after a kwillum reaches adulthood, the kwillum’s parents will frequently go their separate ways. The young adult usually turns to solitary, nomadic wandering and most are well suited for a life of adventuring. Kwillum only gather once every four years, the location seemingly random but known to all. The Gathering is a time of fear for any nearby merchants, as the quick-fingered hands of the kwillum inevitably end up sweeping through any nearby marketplace in their endless search.

Small and Quick

Kwillum are renowned for their incredible, short-distance speed and for having the quickest hands in Tiberos. Small in size, kwillum tend to stand about 4 feet tall and most full-grown adults are mistaken for ten-year-old human children due to the race having a perpetual youthful appearance by human standards.

Reactive Needle Protection

Kwillum have a long mane of ‘hair’, which grows from their head, down past their shoulder blades, and ends on their lower backs. As a defensive mechanism, they can induce this mane to stiffen into damaging needles, much like the quills of a porcupine. Fights with kwillum often end with the kwillum hunched over, needles erect, and an unsuspecting combatant left holding his hand in agony.

Light-fingered Seekers

A majority of the population of Tiberos view the kwillum with disdain due to their reputation for ‘thieving’. They have an affinity for ‘searching’ or ‘inspecting’ others’ personal possessions and quite often, oddly enough, leaving something else in its place. On the odd occasion that they are caught in the act, they all seem to mutter something about ‘not finding what they have been looking for.’

Blithe Nomads

Their kwillum homeland was overrun by the wheyr during the Shadowtimes, and now the kwillum wander human kingdoms and surrounding regions with a smile on their face and a spring in their step. They always seem to be searching for one thing in particular, though none outside of the race have ever deciphered just what, if anything, that is. Even the kwillium appear not to know exactly what it is they seek, but believe they will know what it is when they see it.

An Affable Nuisance

Kwillum have a vastly different worldview compared to other races. Quick to see the good in a person, even when it is hard to find, they swiftly make ‘friends for life’ with even the most wretched of folk. Their new friend rarely shares this feeling. Their flamboyancy is infectious, and they often draw out the good in those around them, no matter how minute, even when it is unwelcome.

Dwarves. “Dwarves are like family, always trustworthy, but gruff and direct.”

Minotaurs. “Always so serious, maybe they are on serious business to protect what we are looking for. We must inspect!”

Humans. “So interesting, constantly changing and so many varieties, so much chance to find what we are looking for! Humans, of all the races, seem tolerant to our ways.”

Elves. “So curious to us, so elusive, and so many magical artifacts to inspect! Surely they are our best chance for finding what we are looking for!”

Kwillum Names

Kwillum only ever possess a single given name. Curiously, while the family unit itself may not be very cohesive, kwillum take great pains to teach their bloodlines to their young. Most kwillum can recite the names of their direct ancestors back to the beginning of the Shadowtimes. Indeed, often when they first meet, kwillum will take turns reciting their bloodlines to each other, noting wherever a family connection can be found.

Male Names: Alda, Beknee, Cirrol, Marba, Marli

Female Names: Cintol, Hilna, Jessni, Tashni, Veshna

Kwillum Traits

Your kwillum character has the following racial traits.

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



Age. A kwillum reaches adulthood at the age of 20 and generally live until the age of 80.

Alignment. Most kwillum are neutral good. They are, by nature, fun loving and kind; however, the confines of law conflict with their cultural norms. Their inquisitive and curious nature often leads a kwillum into unlawful situations completely by accident.

Size. Kwillum average around 4 feet tall and weigh roughly 50 pounds. Your size is small.

Speed. Your base walking speed is 25 feet.

Mane of Needles. When you take damage or are touched, you may use your reaction to cause your mane of quills to stiffen into a layer of piercing needles. You reduce the amount of non-magical bludgeoning or slashing damage from that attack by 1d4 plus your character level, and, until the start of your next turn, any creature within five feet of you that touches you or hits you with a melee attack takes an equal amount of piercing damage from contact with your quills. Once you use this feature, you can't use it again until you complete a short or long rest.

Plucking a Quill. A kwillum may shed up to 1d4+1 quills per day that may be used as improvised piercing weapons, but the fibers break down quickly, decaying after 6 hours of removal.

Languages. You can speak, read, and write Common and a language of your choice.

Skills. You have proficiency in the Sleight of Hand skill.

Natural Sprinters. Kwillum are natural short-distance sprinters. During combat you may use the Dash action as a bonus action.

Evade Detection. For unknown reasons, the kwillum have an almost supernatural ability to blend into their immediate surroundings, making them innate masters of stealth. You can use your action to gain advantage on your next Dexterity (Stealth) check.

Tiberos Minotaur

“Rath had managed to leave a false trail using his own blood to trick the wheyr’s canine senses long enough to give the minotaurs a chance to regroup. Regroup... He snorted again, this time at the choice of words. Minotaurs did not retreat...but they did regroup. There was no honor in retreating, but regrouping suggested a desire to return to the battle and crush the enemy.”

—Richard A. Knaak, *Under the Dragon Moon*

The image of strength, the standard of honor, warriors to the grave; this is what it means to be a Minotaur of the Empire. With a vast and growing empire, the minotaurs spend much of their marine-based lives around the northwestern islands of Tiberos. Currently engaged in a loose peace treaty with the human realms, many minotaur merchants, soldiers, and diplomats travel between human and minotaur ports for trade and public relations activities. Neither side is fooled that the peace agreement is robust, and most understand the frailty of the relationship. Many individuals and groups, both human and minotaur, work hard to suppress threats to the treaty.

Pillars of Strength

Standing around eight-feet tall, the minotaurs of Tiberos tower over most civilized races. With bulky and muscular torsos, these bull-headed warriors are not just immensely tall, their strength is also second to none. Campfire legends and stories of the lesser humanoid races speak of amazing minotaur feats of strength, though the historical records of Gillan, the minotaur capital, prove those stories undersell the truth.

Charging Horns & Heavy Weapons Masters

With a head resembling a bull, minotaurs have two large horns protruding from either side of their forehead. These horns are a vital part of minotaur culture and are often used in battle. Traditionally, minotaur battles began with a horn-first, rampaging charge, and just as many ended the same way. While still an option, in

recent times minotaur warriors have preferred a more skilled, but still brutal, approach to fighting, taking a liking to heavy weapons such as greataxes, warhammers and greatswords. Raised as warriors from birth with axe in hand, most minotaurs can be considered masters of heavy weaponry by the age of 16.

Masterful Shipwrights

Known for building the finest ships in Tiberos, the minotaur empire has long controlled the seas surrounding their homeland. Renowned for their swift, square-rigged sailing vessels called briggs, the minotaur master shipwrights are sought out by wealthy and militant realms to assist with fleet construction.

Honor Bound

The Tiberos Minotaur is nothing if not honorable, and they live and die by that virtue. The word of a minotaur is known across Tiberos as a



proclamation of honor and truth. The purest example of honor for the minotaur comes in battle. The mantra of the imperial armies is; “A minotaur does not retreat. A minotaur faces their foe until only one is left standing”. This, of course, is not always the case as sometimes, when the odds are overwhelming, the imperial command will call to fall back and regroup, with the intention to return to battle to crush the enemy, but never ‘retreat’. A minotaur’s honor dictates that a promise must be kept, regardless of the circumstances. If a minotaur’s life has been saved by another, minotaur or no; that minotaur is honor bound to return the favor until death or debt is settled.

Misjudged and Misunderstood

Quick to temper and hard to befriend; minotaurs are often, and incorrectly, portrayed as savage beast-men. This is far from the truth. However, though prejudice dies hard. Most other races try to keep their distance when they spot a minotaur in town, and cross to the opposite side of the street to avoid crossing paths directly with a minotaur. Those who do befriend a minotaur will often have a friend for life. The minotaur becomes a comrade that would just as likely take an arrow for their companion as they would chastise them for their dishonorable shortcomings.

Dwarves. “Smelly, short and fat. They hide away in their mountain strongholds, where is the honor in that?”

Kwillum. “Rodents everywhere! We do not see what the Knights of Dracoma find so honorable in their sworn protection of those little sneaky thieves!”

Humans. “As far as other races go, the humans are alright, some better than others, and most of them worse than some. Those Knights of Dracoma are the best of the lot, honor runs deep in their blood!”

Elves. “A race that is so different, in so many ways. We do not understand the elves’ mysterious magic, worse yet, we do not trust it either. Secretive and untrustworthy!”

Minotaur Names

The minotaur of Tiberos generally have three formal names, though their full names are normally used only in ceremonial circumstances, such as funeral pyres, imperial ceremonies, and the like. The minotaur's clan name comes first, followed by their personal name (often named in honor of a cultural or historic champion or god, this is their day to day name, used by family etc.), and finally a fortune name link (usually a suffix derived from the name of the month in which they were born).

Clan Names: Kartuus, Ramsuus, Ahknyn

Male Personal Names: Feric, Garan, Mojak, Rath

Female Personal Names: Bwemna, Duacin, Heshka, Memna, Marshok

Fortune Names: -Tian, -Lega, -Lora, -Ras

Example: Kartuus Rath-Tian, though most people simply call him Rath.

Minotaur Traits

Your minotaur character has the following racial traits.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. A minotaur reaches adulthood at the age of 16 and generally lives until the age of 75.

Alignment. Most Tiberos Minotaurs are lawful good. Their upbringing and culture demand that all minotaurs live a life of honor first, and natural instinct second - most abide by this ideal. Due to their strict ideals, minotaurs tend to adhere to their laws where possible, however, this does not necessarily mean they hold local laws in the same esteem, they stick to the laws of the Minotaur Empire.

Size. Minotaurs average around 7-and-a-half feet tall and weigh roughly 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have the ability to see in dim light within 60 feet 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.

Nautical Tradition. Minotaurs have proficiency with water vehicles.

Charging Horns. Once per short or long rest, as a bonus action, you can take the Dash action. As part of this Dash action, you can lower your horned head and charge at another creature or object making a melee attack with your horns as long as you move at least 20 feet directly towards the target. On a successful hit, you deal 1d6 piercing damage. If the target is a creature of large size or smaller, they are also knocked prone. If you elect to use the charge again before you take a short or long rest, you must succeed on a DC 15 Constitution saving throw, suffering 1 level of exhaustion if you fail your saving throw.

Martial Weapon Proficiencies. As a minotaur, you have been trained to fight with a martial weapon in hand since birth. You are proficient with martial weapons.

Languages. You can speak, read, and write Common and another language of your choice.

Skills. You have proficiency in the Athletics skill.

Intimidating Presence. Due to their immense size, ferocious bestial appearance, and short tempers, minotaurs have an innate and enhanced ability to intimidate others, this also includes other minotaurs. You have advantage on all Intimidation checks.

Chapter 3: Class Archetypes

This Player's Companion for the Rex Draconis RPG setting offers two new archetypes for the 5th Edition rule set. The first is the fabled Knight of Dracoma, an organization of honor bound knights sworn to protect Tiberos from evil and destructive forces that threaten the very world. The second is the Shirud, minotaur martial arts masters of discipline, skill and honor. Even by minotaur standards, the Shirud rank among the highest skilled and disciplined forces in Tiberos.

Knight of Dracoma (Fighter Archetype)

Although Dracoma has a king, the true authority in this realm lies with the knighthood. Sworn to protect the kingdom and lead all military campaigns beyond Dracoma's borders, the knighthood stands proud with its ideals and rigid in its honor. Knights of Dracoma focus on leadership and courage on the battlefield. All knights start their careers in the Order of the Shield, which represent the knighthood as a whole. However, as they become more experienced campaigners, it is likely that a knight is offered promotion, or in some cases simply drafted, into the other orders, see the Factions section for more on this. These other orders include the orders of The Grey Hand, The Brothers of Sir Karaban, and The Sentinel. It is also rumored that there stands a fifth order, The Order of Rex Draconis, however there has been no substantial proof to date of its actual existence.

Discipline of the Order of the Shield

Starting when you choose this archetype at 3rd level you gain proficiency in Wisdom saving throws.

Mounted Combat

The Knights of Dracoma are known for their prowess in combat while riding their mighty Dracomian steeds. When choosing this archetype at 3rd level, and while mounted on a horse, you gain advantage on all melee attacks against medium or smaller creatures who are not mounted.

In addition, the knighthood issues you with a Riding Horse. Should the Riding Horse become stolen, lost, or die, the knighthood will replace the horse for a fee of 60 gp.



Legatian's Shield

At 7th level you learn a prayer that can call forth Legatian's Shield to protect one ally from being attacked. When an ally that is within 30 feet of you is targeted by an enemy, you can use your reaction to say a prayer to the god of justice, Legatian, to summon an invisible barrier of divine force that protects the ally. Until the start of the chosen ally's next turn, they have +5 bonus to their AC, including against the triggering attack, and they take no damage from magic missile.

You can use this feature a number of times equal to your Wisdom modifier (minimum of one). You regain all expended uses when you finish a long rest.

Lead by Example

At 10th level, you can channel the inspiration of the god of honor, Valora, and provide inspirational leadership. As a bonus action, both you and one ally within 30 feet gain advantage on your next attack roll or ability check.

You can use this feature a number of times equal to your Wisdom modifier (minimum of one). You regain all expended uses when you finish a long rest.

Rally Troops

At 15th level, you can rally up your allied troops and deliver an inspirational speech, whether in the midst of battle or other. This seeps deep into their warrior hearts, and wells up their courage allowing all allies within 30 feet of you to gain a number of temporary hit points equal to your fighter level and are immune to the frightened condition for 1 minute. You can't use this feature again until you finish a long rest.

Clarion Call

At 18th level, you can use a bonus action to inspire all allies within 30 feet. Each gains advantage on its next attack roll. You can't use this feature again until after you complete a short or long rest.

Way of the Shirud (Monastic Tradition)

Overseen by the honorable Prime Master, the Shirud are an imperial military order of honor-bound minotaur monks who specialize in weaponry, self discipline, and the martial arts. They give their life and loyalty to the Minotaur Empire and very rarely stray from that path. Shirud Warriors often prefer armor of hardened leather that cover their entire torsos, legs and arms, and are trained in the art of two weapon fighting, usually with two light scimitars. They hide their true identities behind fearsome masked helmets that fit over their horns and face, depicting ancient heroes of the first line of their order.

Weapons and Armor of the Shirud

When choosing this tradition at 3rd level, you must choose one of the following sub-abilities:

Shirud Armor

You gain proficiency with leather and studded leather armor. While you are only wearing either armor and not using a shield, your base AC is 11 (or 12) + your Wisdom modifier + your Dexterity modifier, and you are treated as not wearing armor for your abilities that require you to not wear armor.

Shirud Scimitars

You gain proficiency with scimitars, and scimitars become monk weapons which can be included in your flurry of blows. Additionally, whenever you spend a Ki point to hit a creature with your scimitars using your flurry of blows, you can impose one of the two following effects on the target:

- The target becomes overwhelmed; the next time they take damage from a weapon attack before the start of your

next turn, the target takes additional damage equal to your martial arts die.

- Your flurry includes a flat-blade whack against the target's face; the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Ki Charged Horns

Starting at 6th level, when you hit a creature with your Charging Horns racial ability, you may spend 1 ki point. If you do so, the creature must make a Constitution saving throw. On a failure, it takes an additional 2d8 damage, or half that on a success. Your horns are also treated as magical weapons for this attack.



Shirud Will and Honor

Starting at 11th level, whenever you are required to make a Wisdom or Charisma saving throw, you do so with advantage.

Additionally, your will and honor is such a shining beacon on the battlefield that should a creature you can see within 30 feet fails a Wisdom saving throw, you can use your reaction and spend 2 ki points to allow them to reroll the save, taking the new result as final.

Shirud Warrior Speed

Starting at 17th level, your training, self discipline and mastery of ki mature to a point where you gain reactive speed in combat situations that can result in tactical advantage.

You have advantage on all initiative rolls.

Additionally, on your turn you can spend 2 ki points and your bonus action to gain advantage on all attacks you make until the end of your turn.

Clerical Domains

The faithful of the gods come in all forms, but the most devoted are able to draw upon the gods themselves for insight and power. Clerics as a class are rare, but not unheard of, and tend to congregate in places sacred to their chosen deity, and in the major cities in order to better promote their faith to the amenable citizenry.

Magic Domain

Nuin, the god of magic, presides over this domain. Magic is the manipulation of the primal forces of Tiberos, and a practitioner can accomplish miraculous and terrible things with these powers. Nuin teaches that the practice of magic is a responsibility not to be taken lightly or unwisely, as the forces of magic are greater than any mortal. Arrogant or undisciplined use of magic has been the downfall for more than one would-be archmagi, and more than one civilization.

The magic domain grants the clerics of Nuin greater mastery of their own magic and the ability to influence the magic of others for good or ill.

Domain Spells

1st – *detect magic, identify*

3rd – *magic weapon, misty step*

5th – *counterspell, dispel magic*

7th – *arcane eye, conjure minor elementals*

9th – *animate objects, telekinesis*

Arcane Secrets

At 1st level, you gain proficiency with the Arcana skill, and may select two additional cantrips of your choice from any spell list. These count as cleric cantrips and do not count against your maximum number of cantrips.

Channel Divinity: Wild Magic

Starting at 2nd level, you can use your Channel

Divinity to reduce the control other casters have over their magic. As an action, you create a 30-foot radius sphere of wild magic centered on a point within 100 feet that you can see. The sphere lasts for 1 minute. Any spells cast within this area automatically generate a wild magic effect (as per the Sorcerer class). You are immune to this ability.

Unweave

Starting at 6th level, you become more adept at dispelling and countering spells. Whenever you cast dispel magic or counterspell, the slot you expend is treated as 2 levels higher for determining effect.

Potent Spellcasting

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Magical Mastery

At 17th level, you choose four spells from the wizard list – one each of 6th, 7th, 8th and 9th level – to add to your list of domain spells. These spells are always prepared and count as cleric spells for you.

Time Domain

The adepts of Huum are both historian and seers, seeking to record the past and glimpse the future. They perceive the flow of time slightly differently to other mortals, recognizing that the flow of time is not a constant, but a variable that may be manipulated in small ways.

Domain Spells

1st – *feather fall, sanctuary*

3rd – *hold person, lesser restoration*

5th – *haste, slow*

7th – *divination, freedom of movement*

9th – *greater restoration, hold monster*

Bonus Proficiencies

At 1st level, you gain proficiency with History checks.

The Time Taken

At 1st level, you may temporarily imbue yourself with a skill, borrowing the time necessary to master the activity. You may grant yourself proficiency in one tool, skill or add one language for a number of hours equal to your Wisdom modifier. You regain the use of this ability on a long rest.

Channel Divinity: Timely Insight

Starting at 2nd level, you can use your Channel Divinity to alter time enough to reassess and correct a failed endeavor. When you fail an attack roll or ability check, you can choose to succeed instead, treating the roll as the lowest possible result needed for success.

Channel Divinity: Time Warp

Starting at 6th level, as a bonus action, you can use your Channel Divinity to create a time bubble around yourself, adding fractions of time. This lasts for a 1 minute. During that time you are able to take an additional bonus action on each of your turns, and an additional reaction between turns (2 reactions in a round). The standard rules for bonus actions and reactions apply, so you could not cast 2 bonus action spells on your turn for example.

Divine Strike

Starting at 8th level, you gain the ability to infuse your weapon strikes with lost time, prematurely aging anything you strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage. When you reach 14th level, this increases to 2d8. Creatures immune to aging or necrotic damage are unaffected by this ability.

Adrift in Time

Beginning at 17th level, you no longer show signs of aging, cannot be magically or supernaturally aged, and no longer need food or water. You are immune to poison and necrotic effects. Despite not visibly aging, you still die of old age at your appointed time.

Faith Domain

Couras holds a special place among the pantheon of Tiberos, for while all the gods expect faith from their followers, Couras embodies faith in all its aspects, not just the divine.

Clerics of the Faith domain believe that faith in all things – the confidence in belief – permeates all aspects of life. Faith in one's god, faith in one's skills and convictions and faith in one's connections and relationships all serve the advancement of all beings.

Domain Spells

1st – *bles*, *divine favor*

3rd – *calm emotions*, *enhance ability*

5th – *beacon of hope*, *spirit guardians*

7th – *fabricate*, *freedom of movement*

9th – *commune*, *creation*

Unshakable Faith

At 1st level, you are immune to fear.

Channel Divinity: True Self

Starting at 2nd level, you can use your Channel Divinity to remove any compulsions on creatures. As an action you may touch a creature and remove any ongoing effects that generate the charmed condition.

Strength of Spirit

Starting at 6th level, you are immune to the charmed condition, and cannot be possessed or have your hit point maximum reduced by spells or abilities.

Potent Spellcasting

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Inspiring Presence

At 17th level, you generate an inspiring aura out to a range of 20 feet. All creatures within the area are immune to fear and charm effects.

Chapter 4: Magic in Tiberos

“First and foremost, magic should be both respected and feared, especially by the wielder.”

—Nuin, God of Magic, according to the wizard Amble.

Some mechanics around spellcasters within the Rex Draconis setting work a little different than the base mechanics offered by the standard 5E rules. The following changes, should your GM choose to implement these *optional* rules, apply to the Necromancer and the Druid. Each of the player options comes with a new ability to compliment the core abilities; however they both also come with the risk of an adverse effect too.



Necromancers

Not as easy to learn as sorcery but with the potential for great reward, necromancy allows its wielders to draw from the negative energies created from death. In Rex Draconis lore, necromancers become more deathlike as time passes and their addiction grows stronger. Some potentially end up becoming undead servants to other necromancers in exchange for the power they wielded in life.

In the Rex Draconis setting, Wizards cannot select the school of necromancy, and all spells listed as necromancy are removed from the Wizard spell lists.

Characters wishing to pursue necromancy should select the Necromancer class. Necromancers function as Wizards, with the following changes:

- Necromancers may only select spells from the Evocation, Abjuration, Illusion and Necrotic schools of magic.
- Necromancers gain access to the Arcane Tradition of Necromancy at first level rather than second level.
- Necromancers gain a new class feature, Death's Power, at first level, described below.

Death's Power

Starting at level 1, and once per long rest, the necromancer can use an action to draw the negative energies of death from a corpse of any creature that has been dead for no longer than 1 hour to temporarily increase their maximum hit points by 1d6 + their necromancer level + their Intelligence modifier.

When doing so, the necromancer must succeed on a DC 10 Constitution saving throw; on a failure, they suffer one level of exhaustion. The necromancer receives the temporary bonus to maximum hit points regardless of the outcome of the saving throw.

The resulting effect lasts until the necromancer has completed a long rest.

Druids

Perhaps the most passive calling of the magic disciplines, but with its own peril, druids learn to draw from the life around them, but in a manner that does not upset the balance such as in sorcery or requiring the preparation of wizardry. However, the magic can become the master.

Nature's Power

Every time a druidic caster draws from the natural power of the land, they risk giving back their own life essence in return.

Starting at level 1, the druid can use a bonus action to change one of their current highest available spell slots into a spell slot one level higher. For example, the druid has two level 2 spell slots free, but none of her level 3 slots available, the druid can use her bonus action to change an available level 2 spell slot into a level 3 spell slot. This feature may also enable the druid to cast spells at an increased level spell slot that would otherwise be too high level for their current druid level. This ability can only be used with spells that the druid has currently prepared.

Immediately after doing this, the druid must make a Wisdom saving throw where the DC is equal to 10 + the increased spell slot level. On a failure, the druid suffers one level of exhaustion.

The druid may not use this ability again until they complete a long rest.

Chapter 5: Rex Draconis Factions

There are many different organizations and factions that characters can become affiliated with in the Rex Draconis RPG setting. The following options are three of the most prominent within Tiberos.

Knights of Dracoma

Like most militant factions, the Knights of Dracoma have sub-factions, namely the four orders of knights. Unlike most other factions, there is a structured path into joining the orders of the knights. First, a character must have at least one level of fighter, at which point the character can apply to be a squire with the knighthood at Thon Draka, citadel and headquarters of the Knights of Dracoma located in the southern districts of Avondale. A squire who is accepted into the program is then paired with a mentor, a senior knight that is usually a veteran based in Thon Draka. Serving the mentoring knight, the squire gains education, competency growth, and is assessed against the values and qualities important to knighthood; Honor, Honesty, Loyalty, Courage and Integrity.

When a character has 3 levels in fighter, they choose their archetype, at which point they may be accepted into the knighthood proper, becoming a Knight of the Order of the Shield. All initiate knights start their careers in the Order of the Shield.

Promotion/Swapping into Other Knighthood Orders.

Moving into one of the other three orders can happen at the time that the knight would normally gain their next Ability Score Increase (ASI). For most fighters starting at level 1, this will be as they level up to the 4th level. If the knight chooses to join another order, they must

forgo the ASI, and change into the new order taking an associated feat as outlined below and gaining the bonuses that the order provides.

The Shield

All members of the knighthood belong to the Shield, which represents the strength of the order in general. Its marking is a small triangular design on the upper left front of the breastplate. Many consider The Shield the bedrock of the knighthood and remain solely members of that.

- **Feat:** N/A
- **Order Bonus:** N/A

The Grey Hand

Often the logical step beyond The Shield, members of the Order of the Grey Hand focus on one of the most basic tenets of the knighthood: The same hand that wields the weapon can also bring peace. Knights of this order strive to follow the road of Lord Garan et-Karaban, second son of the founder and the one who negotiated the first peace between humans and minotaurs centuries ago, ending the bloody War of the Shadowtimes.

The Grey Hand tend to recruit those who understand that going beyond or bending the original values of the knighthood can be an acceptable practice, so long as it results in the greater good. The values are still a code and measure to live their lives by, but those values can be flexible should the situation demand it.

- **Feat Choices:** Skulker, Medium Armor Master, or Observant
- **Order Bonus:** When dealing with common folk, you can always find a free meal and a bed for the night for you and your allies.

The Brothers of Sir Karaban

Named for the founder of the Knights of Dracoma, these knights represent a potent devotion to the original values of the knighthood; Honor, Honesty, Loyalty, Courage and Integrity. They are traditionalists and expect others within the knighthood to live by the same standards. This sometimes makes them appear a bit arrogant towards their fellows and defiant against any change. They live the most spartan of lives and generally fast for two weeks around the birthday of Karaban. The Brothers of Sir Karaban tend to be very politically persuasive and hold a lot of power in court. They are often proven to be the most resilient members of the knighthood.

- **Feat Choices:** Heavy Armor Master, Great Weapons Master, or Resilient
- **Order Bonus:** When conversing with political leaders, especially those within the Knighthood Council, you gain a +2 bonus to all Persuasion checks.

The Sentinel

Members of this order do not choose to join for themselves but are hand-picked by the council. Members tend to be knights noted for their independent nature, who are most effective alone or in very small parties. They are generally sent on special missions and risk their lives more than the other orders. Many times, only the Sentinel member and the council know their mission. These special operatives are often discussed in fearful tones around the campfire, yet they are still respected through all levels of the knighthood hierarchy.

- **Feat Choices:** Sentinel, Dual Wielder, or Inspiring Leader
- **Order Bonus:** You gains advantage on the Persuasion check when asking permission to access the knighthood griffon fleet.

Kingdoms Alliance

The Kingdoms Alliance are a group of kingdoms united in an alliance. The alliance helps the kingdoms facilitate trade agreements, trade routes, and combine their defenses during times of war. Although individual kingdoms may be part of the Kingdoms Alliance, this does not mean that they do not clash from time to time. The participating kingdoms include Aryon, Spanyol, Dracoma, Ergyn, Hesh (though only out of necessity), Vledarian, Koma, the dwarves of Stonetorn, and even the elves of Solanas. Members of this faction are agents who can be called upon at any time to completed missions under the banner of the Kingdoms Alliance. These tasks can range from simple message delivery between the kingdoms, to as complex as negotiating trade agreements, peace treaties and prisoner extradition. In times of war, agents may be called upon for covert missions in enemy territory, should the need arise.

Imperial Minotaur Forces

Empress Hulana rules over the minotaur empire, which extends its reach from the island continent of Gath Kazar to a north-east coastal region of the mainland. There are many roles and positions within the imperial minotaur forces, though nearly all of them are expected to be warriors. Any minotaur recruited into the imperial minotaur forces is expected to be loyal to the empire for life. While members might not always be on active duty, they can be called upon by the Empress and her advisors to complete specific tasks should the need arise.

Imperial Allowance

Every tenday a member of the imperial minotaur forces can visit an imperial outpost to claim their allowance. Imperial allowance granted to all members is 1 gp per tenday.

Chapter 6: The Known Gods

Rex Draconis, like most high-fantasy settings, is ruled over by a pantheon of deities, each with their own goals and virtues by which they influence the world of Tiberos. Some work for good, some for evil, and many fall somewhere in between. The following table should help guide you to which deity best fits your character, and the virtues that your character holds should you wish to have your character worship one of the gods, if any at all.

While there are many deities at play in Rex Draconis, not all of them are currently known to the world, but fear not, the gods are restless and, as war and time rages on, more and more of the gods will make themselves known. The following list is but a part of the pantheon currently known, and may grow in future supplements as the hidden gods become more active within the world.

Pantheon of Tiberos

Deity	Area of Influence	Alignment (generally)	Worshipped By	Suggested Domains
Legatian	Justice	LG	Humans, Dwarves Knights of Dracoma	War, Knowledge
Valora	Honor	LG	Humans, Dwarves, Elves Knights of Dracoma	War
Couras	Faith	LN	Elves, Dwarves, Humans, Minotaur	Faith, Knowledge, Life
Dauc	Sea	CN	Human, Minotaur, Wheyr	Tempest
Tawyr	Storms	CE	Minotaurs, Wheyr	Tempest, Trickery
Niso	Nature, Land	N	Elves, Dwarves, Humans,	Nature, Life
The Death	Death	NE	Unknown	Death
Gnarfang	Fear, Chaos	LE	Wheyr, Ogres, Goblins	War
Nuin (Of the red moon)	Magic	NG	Elves, Humans,	Magic, Knowledge
Huum (Of the silver moon)	Time, Foresight	CN	Elves	Time, Light
Ramrath	Glory, Might	LG	Minotaur	Light, War
Drak (Of the black and shattered moon)	Chance, Luck, Personal Fate	CG	Human, Minotaurs	Tempest, Life
Fross	Night, Lost Souls	CN	Dwarves, Humans, Kwillum	Nature, War
Parani	Nightmares, Despair	CE	Fey, Goblins, Humans, Ogres, Wheyr	Trickery
Hagryn	Creation	N	Dwarves, Gnomes	Knowledge
Karnillis	Strife, Disease	CE	Goblins, Humans (Druun), Ogres	Tempest, Death

Tiberotian Calendar

The Tiberos calendar has 16 months, starting with Fross to open the year, and ending with Nul. The months are listed in the order they occur throughout the year. Each month is named after one of the 16 major gods and each has exactly 28 days. The current year is 1196KR (kingdoms rise), an age that started after the

fall of the ancient Darnathian Empire and the first accepted founding of Dracoma.

The seven days of the week are; Dracotald (Dr), Nidratald (Ni), Serpyntald (Se), Magantald (Ma), Wyverntald (Wy), Krakentald (Kr), Gryphontald (Gr).

	Winter		Summer
	Spring		Autumn

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Chapter 7: Backgrounds

With a new RPG setting as rich in lore as Rex Draconis, there of course comes the opportunity for new character backgrounds that complement the themes and features of its world. Use one of the following two backgrounds when creating your character to give you the most authentic Rex Draconis RPG experience possible.

Squire

You work for an order of knights, as a squire with hopes of one day becoming a knight. You perform tasks as requested, and your aim is to distinguish yourself with honor and integrity. Through your work, you learn all you can about what it takes to be a knight. One day, the order will pass judgement over you, assessing whether your deeds and knowledge make you fit to become a new knight of the order. Until that day, you serve loyally, dreaming of knightly valor.

Work with your GM to determine how you interact with and serve the knighthood. Not every squire is assigned to one particular knight. Some are sent on errands for the knightly council as a whole, stationed within the stables to tend to the order's horses, or act as the knighthood standard bearer during times of war.

Are you from a noble family? Such squires tend to gain additional favor from the knights. Are you from a common family, and are working to impress the knighthood with your determination to become a knight?

Did you win a jousting competition to claim the position as squire as a reward? Did your bravery in a time of war elevate you to a position as squire within the knighthood?

Do you serve a single knight? Do you serve the knighthood as a whole?

Have you been sent on an errand from the knighthood? What is your current station and objective?

These are all questions that can help you flesh out your squire background and ground you into the campaign story and world.

Skill Proficiencies: Animal Handling, Insight

Tool Proficiencies: Vehicles (land)

Equipment: Artisan's Tools (one of your choice), a set of fine clothes, a letter of position (squire), a whetstone, and a pouch containing 10 gp.

Squire Speciality

There are many types of postings that a squire can be given. Squires are usually allocated their postings based on their best talents and virtues. Any squire posted to a station demanding a particular skill set is then trained to hone those specialized skills. Choose the speciality that you have been trained in during your time serving the knighthood, or roll on the table below.

d6 Speciality

1	Armorer
2	Hostler
3	Standard Bearer
4	Transcriber
5	Herald
6	Pell Builder

Feature: A Common Understanding

The common folk treat you with respect due your position in the order, as the Knightly orders are fabled and well respected. As such, in times of need you have the ability to temporarily requisition equipment from any commoners to a value of no more than 5 gp. This feature

is only in effect while within the borders of Dracoma. There is a common understanding and general agreement between the common folk of Dracoma and the knightly orders that all requisitions must be returned within 24 hours, or paid in full by the squire. Common folk are entitled to dispute cases of non-returns or grievances with unsatisfactory returns at Thon Draka, citadel of the Knights of Dracoma in the city of Avondale.

Suggested Characteristics

d6 Personality Trait

- 1 When given an order by my superiors, I carry them out precisely.
- 2 I have high aspirations, and work hard to achieve them.
- 3 I enjoy spending time with the order's mighty war steeds.
- 4 I am most at peace when I am on the road traveling to distant lands.
- 5 I grew up in a noble household, and have an air of confidence.
- 6 I have a twitch in my left eye from a traumatic event during my childhood.



d6 Ideal

- 1 Honor. I hold honor above all other virtues, and will not sway from it.
- 2 Courage. Enough courage can always defy the odds.
- 3 Respect. One must give respect in order to earn respect from others.
- 4 Protect the Weak. Protection of those weaker than ourselves is of great import.
- 5 Responsibility. The common folk look to the knighthood for leadership, with that leadership there must also come great responsibility.
- 6 Family. The knighthood are more like a family than an organization, we stick by our family through thick and thin - blood is thicker than water.

d6 Bond

- 1 My mother was a knight and I am duty bound to follow in her footsteps.
- 2 I was rescued by a knight after my family was murdered by bandits. He adopted and raised me.
- 3 I live my life by my honor, it is what holds me on my course for righteousness.
- 4 I learned that my father was a knight before he died when I was young, his sword and armor is all that I have left of him, and ties me to the knighthood.
- 5 My betrothed is a commanding knight's son/daughter/other, and serving the knighthood is my best opportunity to win their father's blessing.
- 6 I would do anything for my fellow squires and knights.

d6 Flaw

- 1 I sometimes let my duty and honor get in the way of common sense.
- 2 I sometimes talk down to the common folk without realizing.
- 3 I often forget the names of people, even those close to me.
- 4 I hiccup when I get nervous.
- 5 I often forget to salute my superiors.
- 6 I get homesickness when away from my hometown or city.

Moon Gazer

As a Moon Gazer, you study the characteristics, movements, and effects of the two whole moons, Nuin and Huum, and also that of the shattered moon, Drak. There are many types of moon gazers. Some study navigation based on the positioning of each moon, while others investigate the mystical effects theoretically linked to the event known as The Shatter. Whichever way their path has led them, most moon gazers have one thing in common: they have sworn fealty to one of the three moon gods.

Skill Proficiencies: History, Survival

Tool Proficiencies: Navigator's tools or cartographer's tools

Equipment: Navigator's tools or cartographer's tools, ink pen, ink, parchment, an abacus, a book entitled "The Three Moons and You", and a pouch containing 10 gp.

Gazer Discipline

There are a few types of disciplines that a Moon Gazer can focus their learnings in.

d6 Discipline

- 1 Navigator
- 2 Storm Chaser
- 3 Shatter Theory
- 4 Tide Reader
- 5 Wereology
- 6 Lunar Disciple

Feature: Lunar Lore

Regardless of your discipline, you have a deep understanding of the lore and legends of the three moons of Tiberos. Whenever you make a History or Investigation ability check regarding lore surrounding the moons, you gain advantage on that ability check.

Suggested Characteristics

d6 Personality Trait

- 1 I am very spiritual, especially when my chosen moon is full.
- 2 I just love the color of the moon Nuin - red.
- 3 I prefer the company of animals, especially canines.
- 4 I have an infatuation with magic.
- 5 I am happiest and most awake during the night hours.
- 6 I shy away from the sun, it is unpleasantly warm.

d6 Ideal

- 1 One is never truly lost if they can still see the moons in the night's sky.
- 2 A person has not truly lived unless they have felt the chaos of chasing the storm.
- 3 The best work is always done in the night hours, under the cool lights of the two whole moons.
- 4 Always stand against an oppressor for the righteous good.
- 5 The world needs balance in everything, especially between good and evil.
- 6 Only fools fight for a lost cause.

d6 Bond

- 1 The ocean and her tides have led me to a life of adventure.
- 2 My mother gifted me a ring bearing the symbol of the moon god that she followed, I now too follow the same god.
- 3 I was born in the under the brilliant fiery light of The Shatter, and I feel tied to it somehow.
- 4 My uncle was a werewolf and went missing many moons ago. Lunar gazing might hold a clue to his whereabouts.
- 5 My childhood home was destroyed by a freak storm during the phenomenon known as The Shatter, and our family lost everything. I suspect The Shatter might have been the direct cause, and I am determined to prove it.
- 6 I was once lost in the wilderness as a child, and the only way I found home was by following Huum, the silver moon, like my grandmother once taught me.

d6 Flaw

- 1 I am often distracted by the beauty of the moons and trail off mid-sentence when talking to people during the night hours.
- 2 I tend to prematurely conclude that the cause of a mystery has something to do with a were-creature.
- 3 Working mostly during the night hours has caused me to become reclusive and antisocial.
- 4 I often try to convert others to follow my chosen lunar god, even after they tell me they are not interested.
- 5 I howl in my sleep if there is a full moon.
- 6 When discussing the moons I get overexcited and begin to talk far too quickly.



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