

Saturday Morning Shorts: Tityroi

The Tityroi are a new race for Saturday Morning Tabletop. Included inside are player rules for that race, the new sub-race: Dread Elves, new feats, new bonds, some lore and a crazy new background!

All content within this book is subject to change and should only be allowed in game with the Game Masters consent.



THE POWER OF IMAGINATION

IKOL

Cosmic Tier – 3 (Deity)

Sub-Tier - 5

Ikol is the child born of darkness and light. A marrying of power between the matron of tears and father of gods... Nyx & the Godseed. Ikol holds promise to immense power but he is young and afraid. He is a child, but not the child of the Godseed nor Nyx, his creation is more of an echoed reflection of the conflict between them, rather than an actual birth. Since his birth, his life has been spent in hiding. Hiding from the wrath of his mother and apathetic abuse of his father.

In mortal terms, Ikol is but a young child. A frightened child. A child hiding away from the uncaring and harsh realities in a series fantastic lands of make believe. His realms of pure imagination though, are as real as anything else. Ikol's pretending's are so potent, that they can even fool other godlike beings.

He trapped many mortal playthings into his beautifully twisted lands of make believe, most spending the rest of their days there. The children of the children of the children of those trapped, who were not just dreamed up by power of Ikol were more pretend, than they were real, but they found their escape These creatures, a race of humanoids so changed by and infused with Ikol's powerful pretending's, that they in many ways are illusions made real.

FALSEHIDEOUS

Cosmic Tier – 2 (Demi-Deity)

Sub-Tier – 3

He is also known by the title "The great and powerful liar"

Falsehideous is an ancient Tityroi mage that escaped from Ikol's land of make believe. Bringing with him across the threshold of dreams, great deceptions.

Using the great knowledge and power that he often stole, he freed many of his Tityroi brothers and sisters and together they developed the spell school now known as "Ikol's Mirror".

Falsehideous knows who he is and thoroughly enjoys announcing himself when his twisted nonsensical plans reach their climax. Especially because he so often hides his true image behind layers of illusion.

Through his magic, Falsehideous has managed to extend his life far beyond reasoning and using this near infinite life, the great and powerful liar plays with other mortals as if they were figments of his own imagining. Crafting kingdoms of both realities and fiction, giving rise to both great leaders and those leaders greatest enemies, because why else? it's fun . . .

TITYROI

To deceive another robs them of the truth. It robs them from ever having the chance to move on to the next step with confidence. For one to lie is to shatter trust. To break the bonds and devalue the only thing that is truly their own. . . their words . . .

What happens then when you lie to yourself? When you deceive yourself and hide from the truths of the world? What happens when the bond of trust one has in themselves is broken?

What happens when the one lying to themselves is a god? A god with the power to make their lies manifest . . . is it still a lie?

What happens when that lie, that . . . un-truth . . . manifests itself and walks among us?

What happens when a gods lie becomes a mortals truth?

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HARD KNOCKS LIFE

For a creature born in dreams, life in realities grasp isn't very easy. Socially, they have more in common with the Sluagh than with their Star Blood or Milori cousins. Being ostracized primarily for their appearance, not because it's the most alien of looks common folk have ever seen, the opposite actually. It's how deceptively human a Tityroi can look and their few

uncanny differences. To most, the Tityroi resemble humans who have started down the path of becoming Soul Reavers. . . Creatures who hunger for mortal souls, corruptors of both life and death. Called witches, warlocks or just plain monsters, Tityroi often fall under the social pressures and discrimination, becoming the thing people fear.

Some Tityroi simply hide what they are in an attempt to have a chance for people to find out who they are. Sadly, hiding behind masks, snapping off their horns and at times, even

chopping off their tails . . . horrendous acts to be sure.

Others resort to magic, using glamour and illusions to obfuscate the truth. Others still, flee to regions where creatures such as themselves are judged by deeds and not by the notions of fear and conjecture based on their appearance. Such as Akasha . . . or in the embrace of the order of the Mourning Star, where they are taught the glory and power of the lineage from which they are born.

DREAD ELF

The Dread elves, also known as night elves, dark elves, shadow elves, etcetera, are creatures crafted by centuries of lies and suffering.

LEGEND OF THE CROWNED ELVES

Like an intimate dance between two sinuous, intermingling bodies gliding across the floor, swaying in and out of each other . . . magic and illusion flowed, ending on the final tone with a creature of wonder, an elf like no other.

The Legend of the crowned elves can be found in pieces, written mostly in poetry, but scholars have decided that the legends of an elven race whose beauty would drive lesser creatures insane, was true. Though the birth and subsequent fall attributed primarily to the great and powerful liar, scholars believe the crowned elves to have been one of the races consumed and transformed by the Heartless Queen. Centuries of suffering and surviving in a land where sorrows rule, twisted them into dark reflections of what they were. The missing pieces of the Crowned Elves history believed to be lost somewhere within the Heartless Queens Empire. A journey into which is

as precarious as balancing oneself on the edge of a sword, over a pit of fire while playing a mandolin . . .

FROM DARKNESS INTO LIGHT

Dread Elves are almost exclusively found within the hell of the Heartless Queens Empire. They are rare in the world at large and even after escaping the torment of the Heartless Queen, Dread Elves keep to the shadows. Those Dread Elves born free from the Shadow of the Heartless Queen are made to understand the suffering of those that came before them. A heritage of hatred kept alive, lest they fall back into the grasp of the Heartless Queen.

FAR REACHING SHADOW

Dread Elves hold a unique and uncanny relationship with their own shadow. The Shadow

of a Dread Elf is almost a creature unto itself. Yes, it is cast across a surface as any other shadow, but if watched closely, its movements are always just a little off, sometimes more than a little.

To Dread Elves, their shadows are considered to not be theirs, but that of the Heartless Queen. A reminder that her evil and insanity will never leave them and if left unchecked, will one day consume them.

Few Dread Elves have learned to befriend their shadow, to work together with their shadow for their mutual survival.

The more unfortunate Dread Elves have fallen prey to their own shadow. Becoming engines of insanity, torment and all other manner of suffering. These Dread Elves spread the evil that is the Sorrows and can easily be identified. They are the Dread Elves that do not cast a shadow.

NEW RACE

TITYROI (TIT'E'ROY)

These are those that were born from unfettered imaginings. The powerful pretending's of creatures far beyond the reach of mortals. These are those that cross the threshold of dreams to be real. These are those that make you question how real is real . . . really?

TITYROI FEATURES

- **Size:** Medium
- **Speed:** 30
- **Racial Hit Points:** 4 HP per Heroic Tier
- **A Waking Dream**
 - Tityroi have damage resistance: Psychic
 - Tityroi may Not gain the Lycanthrope or Raised by animals backgrounds.

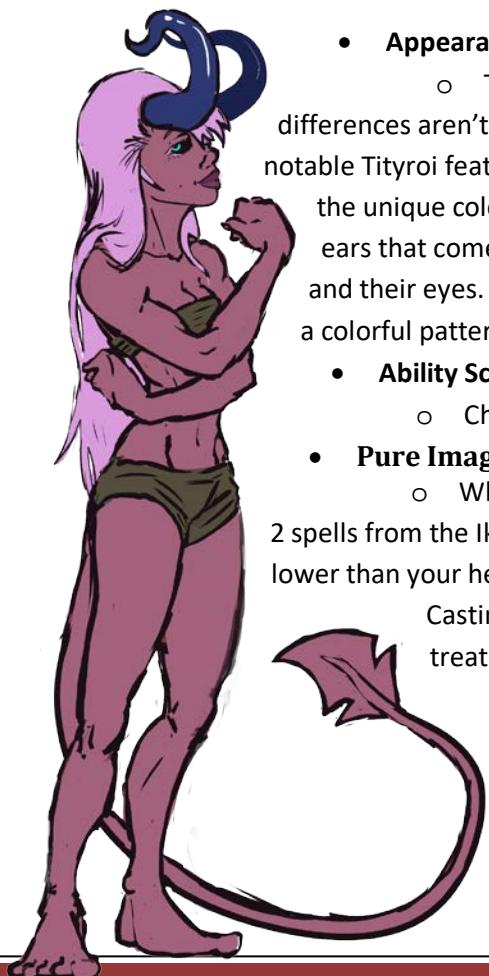


- They may **NEVER** gain the beast blood or wildshape feats.
- **Nightmare Transformation**
 - Any beasts that you summon and any alternate form (*any form your take that is other than your regular/true form*) you may take (*other than the illusions from the Ikol's mirror spell list*) all have a fiendish or psychedelic fever dream like appearance.
- **Living the Dream**
 - When you reach a full seven levels of insanity, you instead disappear, returning to the fictional lands of your forefathers . . .
 - You remain there for **X** rounds, reappearing in the same place you disappeared.
 - You may return sooner by succeeding a Wisdom saving throw of **DC:18** at the end of your round.
 - When you return, you return with **7-X** levels of insanity.
 - **X** equals your Heroic Tier.

TITYROI SUB-RACES

PLAYMATE

Playmates are the pretending's of young gods. The imaginings of cosmic children made real.



- **Appearance:**
 - The look entirely human, save for a few uncanny exceptions. The differences aren't always apparent as each Tityroi differs slightly. The largely most notable Tityroi features are the one or more horns and long sinuous tail. Followed by the unique colors of their sparkly skin. Their more subtle features are found in ears that come anywhere between one to three points, the sparkle in the skin and their eyes. The sclera (whites of their eyes) are pitch black & their iris is often a colorful pattern of vibrant insanity.
- **Ability Score**
 - Charisma +2
- **Pure Imagination**
 - When you gain a character option, you may instead choose to learn 2 spells from the Icols mirror spell school of a level up to your heroic tier – 1 (one lower than your heroic tier). The first time you gain this option, you gain a Spell Casting level of ZERO (If you have no spell casting ability score, you may treat yourself as having a Spellcasting ability score of ten).
 - You can use any mirrors (or reflective surface) within 30ft. of you that you can see, as an arcane mirror. you can only treat a single mirror/reflective surface in this way as a time.
 - You can still learn and subsequently cast the arcane mirror spell, though in most cases it's unnecessary.

- The cost of the spells learned from “pure imagination” may only be paid with mana or anger (unless of course you have the blood magic soul bond or use your **nightmare fuel** racial ability).
- You may ignore all casting components when casting a spell from the Ikol’s mirror spell school.
- Unless your class states otherwise, your spell casting components are verbal somatic & arcane foci (*though you have no racial proficiency with arcane foci*).
- **Nightmare Fuel**
 - You may cast any spell you know, treating your Spellcasting level as whatever is required to cast the spell & ignore any requisite Spellcasting components by gaining a number of levels of insanity equal to the spells cost (Spell cast in this way are still spells and may be dealt with as such).

PRETENDER

Pretenders are powerful imaginings too, but they are those that were crafted from minds most twisted, and in many cases bring rise to the question, what came first.. the dream, or the dreamer?

- **Appearance**

- Some look entirely human, perfect without exception. Others, a monstrous reflection of what they see themselves as. Whatever for they seem to take, there are two truths about pretenders. Each pretender has a unique pattern under their skin that fluoresces in total darkness and their reflections... enjoy mocking them.

- **The me I see**

- You have 5 points to spend gaining abilities from the beast blood and beast creation tables. You may increase this amount by +5 at each Heroic tier. Where two costs are listed, you pay the lower of the 2 costs. for the purpose of determining damage, treat yourself as a character with the Beast Blood feat
 - Natural weapon attacks use your Strength modifier to attack and damage. AOE special attacks use your Charisma modifier.
 - Abilities/features triggered when you transform from the beast blood table, may now be triggered as a Full Round Action & gaining 1 point of Insanity.



- During your Sleep (or whenever under the effects of “Living the Dream”), you may redistribute these points in any way you see fit.
- **The me I be**
 - The nature of your form, abilities and bonuses gained from “**The me I see**” is temporary, however may not be ended by any means other than “**The me I see**”. Meaning that you are immune to true strike & consequently may **NEVER** “unleash your inner beast”. The only exception to this rule are the abilities of creatures/entities at least 2 cosmic tiers higher than you (meaning god tier and higher).

PROWLER

Even animals dream

- **Appearance**

- The paintings of tribal spirit animals seen on cave walls or ancient stone carvings are far less impressionistic than you would think. These are those that appear similar to normal beasts but far more fantastical and imaginative. Like the monsters of a child’s nightmare or drug induced visions.

- **Animal Imaginings**

- You are a beast, an animal and thus have no hands or opposable digits. However, you may customize your form by using the beast creation rules. Having 15 points to purchase beast abilities (and/or special beast abilities). Where two costs are listed, you pay the lower of the 2 costs. for the purpose of determining damage, treat yourself as a character with the Wild shape feat.
- If ever becoming a druid, all your inner beasts appear to be little more than modifications of your true form.



NEW SUB-RACE

DREAD ELF

elven sub-race

In the psychoscape of beauty and horror that is the Heartless Queens kingdom, many races have been warped and twisted by her ever waning whims. The pervasive and perverse shadows that feed on fear, suffering, anger and aguish that are the sorrows have forever changed the wonder that was once the elves in the region. Now warped and dark, both in nature and appearance, you are a horror and a beauty worth the admiration of your heartless queen. . .

DREAD ELF FEATURES

Flesh stained by darkness, all Dread Elves of have skin the color of coals, spiraled irises and pale bright hair.

Size: Medium

Speed: 30

Hereditary Madness

- Gain damage resistance: Psychic

Tainted By Sorrow

- You may never gain the ***“My own enemy bond”*** and your shadow doesn't always seem to move in the same way as you. Feeling more like its following and mimicking your moves just a fraction of a second later than it normally should.
- Any beasts that you summon and any alternate form (*any form your take that is other than your regular Dread Elf form*) you may take (*other than the illusions from the Ikol's mirror spell list*) all appear as the blackest of shadow, as silhouettes of what they are.

Darkest Origins

- While in an area of darkness, you are treated as wielding an arcane foci.
- At the beginning of each Heroic Tier, you learn one spell from the Creeping Dark Spell school.



The spell may be up to a level one less than your Heroic Tier (*meaning that at character creation, you learn one zero level spell from creeping dark*).

- You have a Spell Casting level of ZERO. (If you have no spell casting ability score, you may treat yourself as having a Spellcasting ability score of ten).
- The spells cost must still be paid in order to be cast. The cost of the spells learned from “Darkest Origins” may only be paid with mana or anger (unless of course you are a sorcerer with Blood as your source or use your **nightmare fuel** racial ability)
- Unless your class states otherwise, your spell casting components are verbal, visual & arcane foci (though you have no racial proficiency with arcane foci).

Nightmare Fuel

- You may cast any spell you know, treating your Spellcasting level as whatever is required to cast the spell & ignore any requisite Spellcasting components by gaining a number of levels of insanity equal to the spells cost (Spell cast in this way are still spells and may be dealt with as such).

Dark Union

- The first time in a round that you reach seven levels of Insanity, you and your shadow become one. You may act normally, but in this new form you have **X** wounds. You and your shadow are separated and you fall under the effects of the insanity table as per normal when your form reaches zero wounds, you fall unconscious or at the end of any round that you have less than 7 levels of Insanity. **X = your Awesome Power + Heroic Tier**.
- While in this state, your GM may once per round take control of your character, unless you fight your shadows insane urges by losing one wound.
 - You do not lose your turn when the GM takes control and it costs no action to resist the takeover (however it does cost 1 wound).
 - GM, your attempt to take control may happen at any point in the round after the characters turn but before the end of the round. If the player chooses to allow you to take over, their Dark unioned form gets a full round of movement and actions as if they were one of your very own evildoers. . . . please, try not to be too mean.

NEW BACKGROUND

BORN IN A HOUSE OF GLASS

You spent your formative years in an asylum were everyone thought you were a lost cause, closed up in your cell; lost, unloved and unwanted. Your mind scrambled to the byways and highways of a make believe world, or the inner turmoil of a hunted soul. Regardless of your derangement, all those voices in your head told you that you are destined for great things and you escaped from Willow Waters Mental Hospital to be a Liberian!...no, a cat!...no, wait, a Zebra!...no, dammit. Hold on I'll get in a sec...got it, Ninja Badger. NEEP!

Language: none gained, but you do like to drool...

Proficiency: you become proficient at one highly meaningless repetitive action.

They never shut up

You can understand any language spoken to you, even if you don't know the language. However you gain no ability to read any additional languages.

I'm not crazy, I'm Ned

Bah, wait until you get a load of you! For you, every day is a new day and a new facet of your insanity to show its pearly whites. You have no insanity table and cannot accumulate levels of insanity. Instead, whenever you would gain a level of insanity roll a **D8** and gain the listed result (*if multiple levels of insanity are gained in one instance, you roll once for each level of insanity gained*).

- 1. You're always twitching ... what's new?**
 - a. no effect.
- 2. Imaginary friend**
 - a. Immediately gain a full round of actions (though you think it's your imaginary friend performing the actions and not you . . . good job Mr. Durden).
- 3. Purple Elephants**
 - a. Any creature you summon (or shape you transform into) appears to be some form of purple elephant. Additionally any and all summoned creatures under your control are unsummoned at the beginning of your next round. Also if you are in any alternate form (due to changelings shape change, feral shifter, wild shape, beast blood or inner beast features), you revert back to your original form at the beginning of your next turn, ending all of your alt-forms effects.
- 4. Box of Chocolates**

- a. You immediately gain a piece of mundane equipment . . . from . . . somewhere . . .
- 5. **It's always tea-time.**
 - a. You lose your next turn while you imagine having some tea.
- 6. **Down, Down, Down**
 - a. You fall prey to your own personal fits of insanity. You fall Prone and gain the Unconscious condition until the beginning of your next turn.
- 7. **Having a bit of a Shave**
 - a. Lose one of your recoveries as you...harm yourself.
- 8. **Jokes on you**
 - a. You immediately gain a full round of actions, however it's under the GM's control.

NEW FEATS

BURN MADNESS

Prerequisite: Tityroi OR “Dark Taint”

As an action you can spend 5 mana or 5 anger to remove one level of insanity. Alternatively you may do so as a free action (even while unconscious or paralyzed) by paying twice the amount.

MAN/WOMAN IN THE MIRROR

Prerequisite: Tityroi, Sluagh, Performer(fortune teller) OR Background(Dark Taint)

Visions that would drive the average person insane great you with every waking breath.

As a free action you may spend a recovery to treat your insanity table as the one listed below, instead of the normal insanity table, until the end of your round.

New insanity table

1. **Gleeful laughter:** you can't stop giggling and smiling
2. **Fidgety** – gain an additional bonus action (for the total of 2 bonus actions this round)
3. **Fear itself** – you become immune to the fear condition & you cause fear to all enemy minions until the beginning of your next round.
4. **Pink is tasty** – all your spells cost zero.
5. **Still buggin out** – Immune to the incapacitated condition & all enemy minions within 60ft. become incapacitated until the beginning of your next round.
6. **What screws?** – Immune to the stunned condition & all enemy minions within 60ft. become stunned until the beginning of your next round.
7. **Totally intense** – Immune to the Paralyzed condition, If you are a Tityroi you immediately return from the Land of Make believe (ending

your “living the dream”) & you deal **X** psychic damage to all enemies with an **X**ft. radius of you. **X = your Awesome Power multiplied by your level.**

IT ONLY HURTS IF YOU LET IT

Prerequisite: Tityroi , Ogre, Changeling –OR- Barbarian

Pain hurts, and you just don’t like it!

You may as a Bonus action on the beginning of your turn gain damage immunity to all but Psychic and Awesome damage until the beginning of your next turn. However you also gain one level of **X**.

Tityroi: $X = \text{Insanity}$

Ogre or Changeling: $X = \text{Exhaustion}$

Barbarian: $X = \text{choice between Exhaustion or Insanity}$

PREHENSILE TAIL

Prerequisite: Tityroi, Reaver, Divy Savaayaan, Druid, Beast Blood, Wild Shape, feral shifter **OR** any creature/race with at least one tail.

If you have a tail, you can now use your tail with as much proficiency as one of your hands. You cannot wield weapons with your tail, but may freely wield any other items that you could normally wield with a single hand.

PSYCHOSOMATIC

Prerequisite: Tityroi, Performer **OR** any character with at least one Demon Geist

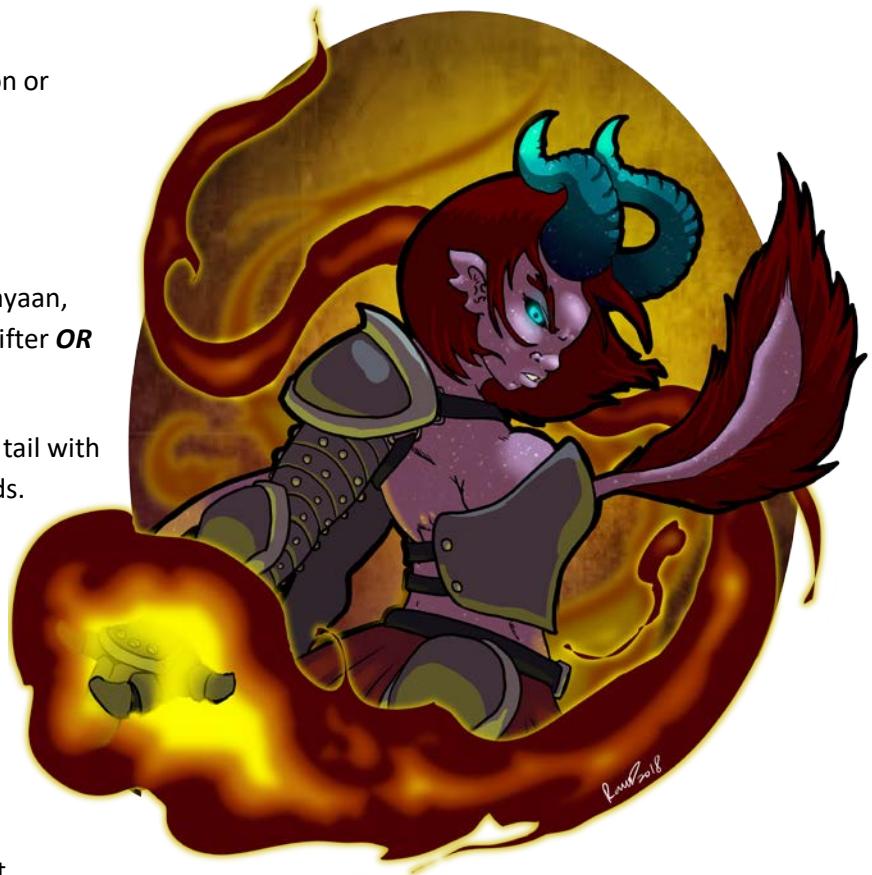
Whenever one of your spells, abilities, psionic powers or attacks deals Psychic damage, the target damaged gains a vulnerability to Psychic damage until the end of your next round.

Additionally, whenever you damage a target vulnerable to psychic damage with psychic damage, you can as a free action, laugh insanely and regain **X** HP. **X = your Constitution bonus.**

SHADOW STALKER

Prerequisite: Dread Elf, Striga, ability to Shadow Glide **OR** any character with at least one Demon Geist

While within the area of dim light or darkness you gain “Spider Climb” as a supernatural totally not spell like ability. (See the *Spider Climb* spell on pg.214 of the SMTT core rulebook)



DARKEST RETREAT

Prerequisite: Dread Elf

You better bend your shadow to your will.

At the beginning of any of your turns, you may as a free action, once per short rest, enter your Darkest Union. When entering Darkest Union in this way you may choose to ignore the effects of the insanity table and may remain in the form with less than 7 levels of Insanity.

While at less than 7 levels of Insanity & in your Darkest Union, you may resist the GM's control for free, ignoring the need to lose a wound.

Additionally, any benefit you would normally gain in low light or darkness, you now benefit from even while in bright light while in your Darkest Union.

HOSTLY SHADOW

Prerequisite: Dread Elf, Striga, Jiangshi, Sorcerer **OR** any character with at least one Demon Geist

You may as a bonus action gain a level of insanity to become a semi-corporeal shadow for **X** rounds. While in this state, you may pass through the smallest of opening & gain the ability to Shadow Glide (*or double the distance that you can shadow glide, if you can already shadow glide*). **X = Heroic Tier + Awesome Power.**

SHADOW HANDS

Prerequisite: Dread Elf, Knight with Ebon Oath, "My Own Enemy" OR any character with at least one Demon Geist

Your shadow (if it doesn't already) can move slightly independent of you. For as long as you

cast a shadow or remain in an area of darkness, you may use your shadow to gain the following benefits;

- Ignore the Somatic spell component. Because your shadow performs that component for you.
- Use your shadow in the same way as you would the mage hand spell (though this is a supernatural, totally non-spell like ability).
- You can as a bonus action, gain a level of Insanity to treat your shadow in the same way as the Arcane hand spell instead of mage hand for one minute (though this is a supernatural, totally non-spell like ability).
- You may as a free action gain a **X Void** point(s) to treat your shadow in the same way as a 5th level arcane blade spell for one minute instead of arcane hand or mage hand (this is a Void ability, not a spell or spell like ability). **X = 6 – Heroic Tier.**



