



Art by Warmtail

## Race - Nocthelians

It is said that at that times of passage bring upon the most powerful of souls. Children born in the last nights of winter have the warmest of hearts, those born in the first days of summer have the strongest of souls. But, for the Nocthelians, the times of passage are their very existence. It is said that when a Nocthelian is born, a star has died. And when that star's essence wishes to reform, the Nocthelian will pass. Their fate is predetermined. They are only passing, as fleeting as the day.

Nocthelians - or Night Suns, as they are referred to in common - are a race of humanoids bound to the very movement of the cosmos. The sun and its light, the moon and its phases, all of it influences the life of Nocthelians. They are children of both light and darkness, wielding both in equal measures. Because of their intense bonding to the day and night, they connect intensely to light and dark, depending on the time of day.

### Nocthelian Features

- **Ability Score Increase.** Your Wisdom score increases by 2.

- **Age.** As their lives are determined by the cosmos' movement, their life spans greatly vary. They reach adulthood as quickly as 12 and the oldest of them leave for up to 5000 years.

- **Alignment.** As they are made aware their lives are bound to the fate of the star, most Nocthelians are quite deterministic, therefore lawful. They remain mostly neutral, knowing their impact on the world is small compared the endless expanse of the universe.

- **Languages.** You can speak, read, and write Common and Celestial.

- **Passing Phases.** You are directly bound to the passage of time and the transition between night and day. Between sunrise and sunset, you have advantage on Wisdom saving throws against magical effects. Between sunset and sunrise, you have advantage on all Dexterity checks.

- **Size.** Nocthelians range from 5 to 7 feet tall and weigh between 120 to 240 pounds. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.

- **Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

- **Subraces.** Nocthelians are divided into four separate castes: Fallenbloods, Starseekers, Sunforgers and Twilightbloods, in which they are divided at birth.

## Fallenbloods

Fallenbloods are the lowest of Nocthelian society. Their birth was not a result of a dying star, but rather a falling one. To Nocthelians, this represents a star sent away from the Court of Heavens, the cosmos.

- **Ability Score Increase.** Your Strength score increases by 1.

- **Falling Star.** Whenever you fall more than 10 feet, you can choose to turn yourself into a falling star as a reaction. You descend to any point on the ground within 120 feet, taking no falling damage. All creatures within 5 feet of that point must succeed on a Dexterity saving throw equal to 8 + your Proficiency bonus + your Wisdom modifier or take 2d8 radiant damage.

- **Renegade Heritage.** Once per day, you may renege your Nocthelian identity using sheer force your Sunlight Sensitivity traits.

## Starseekers

The highest position a Nocthelian can be given within their society is as a Starseeker, an individual who can identify the movements of the sun and guide their fellow brethren.

- **Ability Score Increase.** Your Charisma score increases by 1.

- **Starseeker Magic.** You know the *light* cantrip. When you reach 3rd level, you can cast the *guiding bolt* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* 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.

- **Visions of Cosmology.** Once per day, you can add 1d6 to any ability check.

## Sunforgers

Taken to the Dawnforge and Duskforge straight from birth, the Sunforgers are the artisans and expert crafters of the Nocthelians. They are extremely intelligent and in tune with most weapons and armors.

- **Ability Score Increase.** Your Intelligence score increases by 1.

- **Crafter's Insight.** You may cast the *identify* spell once per long rest, Intelligence is your spellcasting ability for the spell.

- **Sunforger Training.** You gain proficiency in smith's tools, longswords, shortswords, warhammers and light armor.

## Twilightbloods

The Twilightblood are the strongest warriors of the Nocthelians, often using the cover of night to strike down their opponents with immense speed, before blinding their opponents for a quick getaway.

- **Ability Score Increase.** Your Dexterity score increases by 1.

- **Day's Calling.** Between sunrise and sunset, you can choose to imbue your weapon with bright light. After making a successful weapon attack, the target of your attack must succeed on a Constitution saving throw equal to 8 + twice your Proficiency bonus or be blinded until the end of their next turn. Once you've used this ability successfully you cannot use it or Night's Whisper again until you complete a long rest.

- **Night's Whisper.** Between sunset and sunrise, you can choose to imbue your weapon with pure darkness. After making a successful weapon attack, the target of your attack must succeed on a Constitution saving throw equal to 8 + twice your Proficiency bonus or start generating a 5-foot radius of magical darkness originating from the wound, which lasts until the end of their next turn. Once you've used this ability successfully you cannot use it again or Day's Calling until you complete a long rest.

- **Twilightblood Technique.** While in dim light, you can attempt to hide even if there is no cover. Once you do so, you cannot use this ability again until you complete a short or long rest.

### GM NOTE:

Keep in mind that the world is normally affected by the twilight veil spell, effectively removing sunlight from the world. If you wish to, you can remove the sunlight sensitivity trait from this race, to better fit your own world.