

SEASON 2:

UNFAMILIAR FRIENDS

After the cataclysmic events that marked the Elemental invasion, the Material Plane is once again subject to a moment of relative stability. This time, however, it is the Void's inhabitants that see fit to visit our world. Voidlings have sailed the inky black currents to our shores, seeking their long lost kin. Our heroes once again find themselves enhanced with the Void's strange power, their numbers now bolstered by strange creatures who can finally teach them how to refine it.

Season 2 Abilities

Choose 1

Void Membrane:

- When taking damage, as a reaction, you draw the space between planes around yourself like a thin, lightless second skin. You gain resistance to the triggering damage until the start of your next turn. If there are multiple damaging types, you gain resistance to the highest of them. Additionally, you gain temp hp equal to half your level (minimum of 1)+ your PRO, which lasts until a short or long rest.
- Once you use this ability, you cannot use it again until you finish a long rest.

Hollow Brand:

- As a bonus action, choose one creature you can see within 6 squares. A faint, empty spot opens across the target, ever widening with your continued blows. The first time you damage that creature on each of your turns, it takes extra necrotic damage equal to your PRO. This mark lasts for 1 minute, the creature dies, or you are incapacitated.
- Once you use this ability, you cannot use it again until you finish a long rest.

Thirsting Transmutation:

- The faint ripples of the undulating Void within you are just palpable enough to infuse your magic with the greed of a black hole. When casting a spell that deals damage, you may use your reaction to turn the damage type to necrotic. When you do so, you heal for half the damage dealt.
- Once you use this ability, you cannot use it again until you finish a long rest.

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When Tieflings arrived, the Empire marvelled in fear, suspicion, and amazement at the strange, horned creatures that appeared in their home. Worse than the strange rules of their birth and population, or even their innate magic, was their inability to remember where they had come from, and why they continued to appear on Moonstone shores.

Voidlings, however, did not forget. They hold tales of their unified peoples. The fear and desperation as their clans scattered across the planes in panic. They know that prices needed to be paid so that each might survive their new surroundings. Not all managed the journey. Some stumbled. Tripped on the pathways. Plummeted down into an inky blackness both empty and yet full of stars. The forgotten tribe. The lost tieflings. Those who drowned in the black sea.

Yet the Voidlings adapted, as a tiefling always does. Now marked by the Void and more understanding of its currents, they sailed and studied the astral waves, researching the calamity that had befallen them and the fates of their long lost tribes. The tides are finally right. The veil to the Material, thin. A strange current carries the Voidlings to their long lost, Hell-adapted kin. Their curse will be lifted, the damnable, fiendish wretch who set it upon them destroyed. And just maybe, when all else is accomplished, they may lend their power to combatting the newest threats that crash upon the shores of the Material.

Tiefling Sub-Ancestry: Voidlings

Creature Type: You are a Sapient Humanoid.

Lifespan: Unknown

Senses: Voidlings possess both Standard Senses and Darkvision 12.

Size: Voidlings are about the same size and build as humans. They are of regular size.

Speed: You possess SPD 6.

Ancestry Traits:

- **Resist Necrotic:** You possess Necrotic Resistance.
- **Voidborn Magic:** You know the Spectral Shroud minor spell. When you reach 2nd level, you can cast the False Life 1st-mastery spell. When you reach 5th level, you can cast the Silence 2nd-mastery spell. At 1st level, choose CHA, INT, or WIS. This becomes the spellcasting ability for these spells when you cast them.
- **Flowing Tongue:** You understand all languages, and may use a bonus action once per day to speak any language you hear until your next long rest.

SEASON 2: UNFAMILIAR FRIENDS

SEASON 2

STR **0**

DEX **3**

CON **3**

INT **2**

WIS **-1**

CHA **2**



FOZAND

LEVEL	1
ANCESTRY	Voidling
CLASS	Fighter
BACKGROUND	Veteran
HOMELAND	Zvin-Quinun

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SEASON 2

STR **3**

DEX **2**

CON **1**

INT **0**

WIS **2**

CHA **4**



XATTICOTTE

LEVEL	1
ANCESTRY	Voidling
CLASS	Paladin
BACKGROUND	Haunted
HOMELAND	Sterck

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SEASON 2

STR **1**

DEX **4**

CON **3**

INT **2**

WIS **2**

CHA **1**



ATICA

LEVEL	1
ANCESTRY	Voidling
CLASS	Cleric
BACKGROUND	Contender
HOMELAND	Sterck

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SEASON 2

STR **0**

DEX **2**

CON **1**

INT **4**

WIS **-1**

CHA **0**



FROVITH
THE FROZEN KEEPERS

LEVEL	1
ANCESTRY	Voidling
CLASS	Wizard
BACKGROUND	Alchemist
HOMELAND	Outlands

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