



THRRO

A RACE OF CLOTH GOLEMS GIVEN ARCANE SENTIENCE.

By Christopher Zito





CONJURING A FRIEND

Once upon a time in a far away kingdom, there lived a noble King, his beloved Queen and their lovely daughter the Princess. During the Princess's birthday they were sent a gift from the country's rival kingdom as a peace offering, but this was a sinister ruse. When the Princess opened the present a fowl darkness escaped from the box and enveloped the Queen reducing her to bone before her family's eyes.

While the King prepared to retaliate against his enemies, he still feared for his daughter's sanity after the horrid sight she witnessed and thus commissioned the Mage's Guild to find a way to safeguard his daughter. Feeling pity for the girl and her father the Mage's began to set work to crafting a lovely doll to comfort the Princess, however one of the mages had an epiphany and asked if they may tinker with the doll to test a conjuration ritual. There may be a way to not only appease the King's request, but bring a smile to the Princess who desperately needed warmth in her life.

The next day the Mage's Guild presented a gift to the King and the Princess, a lovely and silken box dressed in ribbons and decorated in arcane stars. When the box was opened, the Princess's eyes watered and a smile spread across her face, she embraced the mages gift for they gave her the greatest gift of all; her mother returned from the grave. The King's expression soured and demanded an explanation, and mages with the purest of intentions explained that the creature is her new bodyguard, a golem soft as cloth but strong as steel. A doll built to protect and serve the royal family in unwavering loyalty until death. The King frowned at the creature imposing as his beloved, but he dare not rip away his daughter's happiness. There was a war to be won...

TOO OLD FOR DOLLS

The Thirro are constructs made entirely of cloth, through a ritual of conjuration magic placed deep within the body of the golem, it is given life and told its purpose for living. The golem will follow its purpose without question, but the race was not build without empathy, it's design was to bring comfort but also to act as a guardian for those who commissioned for such a creature. The mage's began constructing more of the golems altering their physical appearances and their attributes with the arcane components now dubbed "Conduit Cloth", a fabric that surges with arcane possibilities. As the Thirro were manufactured and altered, they slowly became the perfect applicants for testing magic and performing manual labor for the Mages Guild. Even the act of the construction of a Thirro was used as a way to discover arcane aptitude for initiates of the guild.

As Thirro perform their appointed tasks they slowly absorb the world around them. They will form emotions, strengthen bonding ties with others, obtain a child like curiosity and even want and desire a future of their own. But even with their growing humanity they still follow and complete their task. Some Thirro who have completed their tasks will grow impatient and even become inert if not given a duty, their growing sense of humanity will spark them to form a life like the master's they serve. Thirro cannot reproduce as most other living beings, however they can create another Thirro body and with the joining of two Thirro's own conduit cloth within the new shell. This will give life to the shell and it will see the Thirro as their parents, creating a kinship and family but a Thirro must always have a task and see their duties completed with efficacy and loyalty.

MORE THAN SENTIMENTAL VALUE

Conduit Cloth is drenched in arcane conjuration energies, the arcane Weave within the cloth keeping a Thirro's body sturdy, strong and resilient to most physical damage. Should a Thirro's insides be exposed to the elements the arcane energies within them would vanish and seep into the environment making them wild magical time bombs waiting to happen should their life forces be depleted. So long as a Thirro's conduit cloth remains within them and maintain their physical body's properly, they could effectively live forever. Any lost conduit cloth within their bodies would regenerate over time just as human hearts regain lost blood.

Thirro are build with purpose and sometimes that purpose is to serve in wars, safeguard a person of interest, or to bring joy to the joyless. Without given purpose Thirro will venture off into the world to find their own. Often times this leads them to finding multiple masters in their lifetime, joining a cloister of a deity, or even serving a company of adventurers. Their physical bodies can be crafted to suit any given situation and the magic that keeps them alive makes them numb to pain and physical trauma, this makes them sought out by adventuring guilds to aid them in all sorts of quests. As long as there is a task that needs being performed a Thirro will offer its service for as long as it's body remains in tact.

THRRO TRAITS

Your Thrrro character will have the following features.

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

Age. The first Thrrro were said to be given life by a child wishing upon a star, but this is fairytale nonsense. The Thrrro mature upon creature they are crafted as humanoid dolls and sprung to life with arcane magics casted by conjurers. As so long as they are kept in perfect physical condition could live up to 500 years.

Alignment. Thrrro alignment is molded around the one who has brought it to life or by it's surrounding's morality.

Size. Thrrro are crafted around 4'5 to 6'10, your Thrrro is considered a Medium sized creature.

Speed. Your base walking speed is 30 feet.

Tool Proficiency. You have proficiency in Weaver's Tools.

Cloth Body. You are vulnerable to Fire damage, but resistant to Bludgeoning damage. You take no fall damage, any Medium or Small sized ally that falls ontop of you that would have received fall damage does not.

Soak. Your body absorbs water hindering your motor functions and weighing you down. Moving through any body of water is considered difficult terrain. Touching any body of water will absorb the liquid, while you are storing liquid your movement speed is reduced to half. You may spend an action wringing yourself out to regain your full movement. While storing liquid you are no longer vulnerable to fire damage.

Natural Armor. Your AC is 13 + Dex when wearing no armor.

Construct. Even though you were constructed, you are a living creature. You are immune to diseases. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Thrrro Assembly. You gain various abilities based on your body's physical design and the arcane magic that makes up your form. Choose 2 features from the list of *Thrrro Assembly Features*.

Languages. Thrrro can read, write and speak Common and any one language of your choice. (Often of those who made it)

THRRO ASSEMBLY FEATURES

Your Thrrro character gains two extra features of your choice from the following list of features.

Be Brave. You gain the *Light*, *Resistance* and *Mending* Cantrips using Charisma for Spellcasting.

Comforting. While taking a short rest you can grant any number of your hit die to any willing ally.

Creepy. You have advantage on Intimidation checks. You may also cast *Fear* once per day using Charisma for spellcasting. You may cast *Fear* again after a short or long rest.

Detachable Arm. Once per day as an action, you can move your arm 30ft for 1 + half your level rounded down minutes. Your detached arm has the same stats as a Crawling Claw. Your arm can be reattached with the use of Weaver's Tools. You may use Detachable Arm again after a long rest.

Fluff n' Stuff. You have a slit or pocket on your body that you can place small trinkets. Your body acts as a pouch that can hold up to 30lb of small items.

Hug It Out. You have a limb or appendage that grants you a natural Constrict attack that deals 1d6 Bludgeoning + your Strength modifier. If you successfully hit a target with your constrict attack, the target is automatically grappled and restrained. You may only constrict one target at a time and your speed is reduce to 0 while constricting a target. You can Constrict an ally dealing no damage, however while constricted your ally gains your Dexterity modifier in AC. Your constricted ally is free to move out of your grapple on their turn.



Imaginary Friend. Once per day you can establish a telepathic communication with any willing creature you can see within 60ft for 24 hours. You may use Imaginary Friend again after a long rest.

In Character. Choose one humanoid race with the DM's permission, you have advantage to Deception checks made towards the chosen race.

Light as a Feather. You have wing like appendages, granting you a 30ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

Menacing Maw. You have a function set of gnashing teeth and a gullet that can imprison creatures within you. You have a natural 1d6 + Strength Bite attack. On a successful hit as a bonus action you can attempt to grapple the target. If you succeed you swallow the creature. The creature is grappled and restrained, any damage you receive you can transfer onto the swallowed target as a reaction. You can only swallow one Medium or Small sized creature at a time.



On the end of it's turn if the swallowed target does not escape from your grapple it suffocates. You can choose to allow air to pass through your mouth as a free action on the start of your turn.

Playing Hazard. You have a hard plastic, stone, or bone protrusion sticking out of your body, you have a natural horn attack that deals 1d6 Piercing + Finesse.

Possessed. Your movement is under the effects of Spider Climb.

Pull String. You have a latch on your body with an extended string you can pull on. Once per day you can record one creature's verbal conversation word for word for up to one minute. While you have recorded one creature's conversation stored you can flawlessly mimic that creature's voice. You may store another creature's conversation and voice after a short or long rest.

Seaming. You have advantage to Medical checks using Weaver's Tools.

Security Blanket. Once per day if an ally 5ft from you takes damage, you can spend a reaction to take half of the damage from the attack. Cloth Body applies to the damage you absorb. You may use Security Blanket again after a short or long rest.

Shiny Button. You have a detachable button that can be used as a shield.

Squirmy. You have advantage on Acrobatics checks made to escape grapples or to escape bindings. You may move at full speed while squeezing through areas smaller than yourself.

Static Shock. You gain the *Shocking Grasp* and *Thunderclap Cantrips* using Charisma for Spellcasting.

Sterner Stuff. Once per day, for 1 + your level rounded down minutes, you do not suffer any damage from spells that you or your allies cast. You may use this feat again after a long rest.

Stretch Arm. Your melee attacks now have 10ft Reach.

Ventriloquist. You gain an extra language of your choosing. You can throw your voice 60ft, you can make a Deception check with advantage to throw your voice undetected.

Warm Touch. On a successful grapple check, once per day you can use a bonus action you force the grappled target to make a Wisdom saving throw vs Charisma. On failure the target falls asleep for 1 + your level rounded down minutes. Does not work on Constructs or Undead. You can use Warm Touch again after a long rest.

Weighted Cloth. You gain the Grappler feature. You count as a Large category size creature for the purposes of pushing, dragging, lifting and carrying capacity. You are capable of grappling Large category sized creatures.

CONSTRICT VARIANT RULE

If you successfully hit a target with constriction you can choose to not deal damage but instead add disadvantage to an target's saving throw to break your grapple check on it's turn. You must claim you wish to use subdue damage before you use your Constrict feature to impose disadvantage on the constricted target.

ADDITIONAL RACIAL FEATURES

ADDITIONAL THRROR ASSEMBLY

(Prerequisite: Thror Race)

You may gain one additional Thror Assembly Feature. You may take this feature two more times.

WATERPROOF

(Prerequisite: Thror Race, Constitution 13 or Higher)

Liquids are no longer considered difficult terrain while standing in or submerged for more than 1 + your Constitution modifier minutes. If you remain within water after the minutes are up or choose to absorb liquid, all the effects defined by the Soak feature occur as per usual.



TOY MAKER

(Prerequisite: Thro Race, Intelligence 15 or Higher)

With the use of a Weaver's kit and the proper amount of cloth usually 140-200lbs worth(Or the DM's choice of necessary components), you can create a new lifeless Thro shell that has the same natural ability scores and features as your own at the time of it's creation. You are able to alter it's Thro Assembly Features to any other two features of your choosing from the **Thro Assembly Features** list.

You must spend 24 uninterrupted hours crafting a new Thro body from the materials required with the aid of a Weaver's kit, once completed you must imbue the the lifeless Thro a portion of your conduit cloth forcing you to take half your HP in damage. Once the process if completed or you are interrupted, you suffer 3 points of exhaustion.

Should you die at any time after the creation of the new body, your soul is instantly transferred to the newly created body with no statistical detriments. You may only create one lifeless body at a time.

ANIMATE CLOTH

(Prerequisite: Thro Race, Charisma 15 or Higher)

Once per day you can cast the Animate Object spell only on objects that are completely comprised of cloth using Charisma for Spellcasting. This feature does not allow you to take control over another living Thro. You may use this feature again after a long rest.

NEW SIMPLE MELEE WEAPON

Name	Cost	Damage	Weight	Properties
Thro Pillow	2 gp	1d6 Bludgeoning	5 lb.	Light, Finesse, Thrown (Range 5/30)

NEW MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Dart Gun	10 gp	3d4 Piercing	4 lb.	Ammunition (Range 30/90), Loading, Special
Pop Gun	20 gp	2d8 Force	8 lb.	Ammunition (Range 10/30), Loading, Two Handed, Special

THRO PILLOW

The Thro Pillow is a small cloth cylinder stuffed with the harden arcane conduit cloth used to create Thro's insides. Due to the conduit cloth inside them, the pillows are sturdier then they seem and can be used effectively as a club and a throwing weapon.

DART GUN

The dart gun is a small, light weight firearm that can store up to 12 darts inside it's firing chamber. The Dart Gun is ideal for long range, rapid fire dart shots.

Special. Firing this weapon uses 3 darts in one action, once all the darts are empied from the chamber the user must use an action to reload the Dart Gun.

POP GUN

The pop gun is a two handed long barrel firearm that launches a cork imbued with Thro conduit cloth, transforming the otherwise soft material into a harden bullet. What it lacks in range it makes up for in close quarters combat firepower often used as a means to quell small riots by Toy Guardsmen.

Special. Your ammunition is a cork bullet on the end of a chain-link is always attached to the weapon, meaning you never run out of ammunition. You must spend an action to reload your Pop Gun after each shot fired.



NEW RACIAL ARCHETYPES



he following Archetypes are made to be additional archetype options for the Fighter, Pugilist and Sorcerer classes tailored specifically for the Thro race alone.

Class	Subclass Available	Level	Description
Fighter	Toy Soldier	3rd	A paragon racial variant of Thro tasked with peacekeeping and combative duties.
Pugilist	Training Dummy	3rd	A Thro designed to take a beating and throw back any punishment it takes.
Sorcerer	Voodoo Doll	1st	Imbued with conduit cloth and living flesh, this corrupted Thro's magic curses it's victims actions.

TOY SOLDIER

The first ever Thro was created to be a gift to a noble king's daughter. Seeing the resilience of the golem in safeguarding his daughter from minor accidents about the castle walls, the King had requested the mages make more with the means to defend their kingdom. The mages took this request as a challenge, a chance to improve their creation's weaknesses to not only abide to a noble's request, but to also strengthen their defenses. In a year's time, the king was visited by an army of red garbed golems, musket in hand and purpose in mind. Fight not for conquest, but to protect their new found home.



FIREARM PROFICIENCY

You were created to be a peacekeeper and guardian. As a member of the Toy Guard the knowledge and responsibility of using a firearm has been entrusted to you. At 3rd level you gain proficiency with firearms, allowing you to add your proficiency bonus to attacks made with firearms.

WATERPROOF

Your creator has tasked you with a greater purpose, thus any glaring water based weakness your race normally would have has been addressed in your craftsmanship. At 3rd level, liquids are no longer considered difficult terrain while standing in or submerged for more than 1 + your Constitution modifier minutes. If you remain within water after the minutes are up or choose to absorb liquid, all the effects defined by the Soak feature occur as per usual.

ADDITIONAL THRO ASSEMBLY

Your belief in your purpose to ensure the will of the Toy Guard's task rises, this surge of devotion enhances your conduit cloth. At 3rd level you gain an additional Thro Assembly feature.

STALWART MARCH

Your conviction to the guard's duty has given you strong will to see your current task be done. At 7th level have advantage to saving throws that reduce your movement speed, you also gain 10ft of movement.

CONDUIT CASING

The arcane life force that keeps you alive now flows through firearm you hold in your hands. Starting at 10th level all shots made with a firearm are considered magical for bypassing resistances.

MADE OF STRONGER STUFF

After being apart of the Toy Guard for this long, your conduit cloth has hardened from all the physical trauma of the job's hardships. Starting at 15th level you are no longer vulnerable to Fire damage and you are immune to Bludgeoning damage.

PEACEKEEPER'S ACCURACY

Starting at 18th level, your firearm attacks score critical on 18-20. Once per day on a successful hit on a Medium or Small sized creature with your firearm, the target must make a Constitution vs 8 + your Dexterity modifier + proficiency saving throw. On failure the target is knocked prone. You can use this feature again after a short or long rest.



TRAINING DUMMY

Though the Thro were created as means to safeguard or experiment with magic, some of the common folk started to learn of these crafted golems. There was fear for a time, however some of the more competitive of the people devised of a use for the creatures, they came to the mages asking if they could create a "Dummy" to hone their physical strength upon. Tired of the constant demand for such things the mages gave the people what they desired, a Thro capable of handling abuse, however accounts of the Thro retaliating began to occur. The mages responded quickly to such events fearing the worst, but what baffled them was when the athletic victims assured them that this was acceptable design.

WAIT, WHAT IS THE PUGILIST?

This archetype was created to be an extra class option with the [Pugilist](#) class created by [Benjamin Huffman](#). The class allows a player to become a bare fisted strength based brawler, using a resource known as Moxie. Moxie keeps a Pugilist in the front line constantly in the enemies face and helps easily shrug off hits that most player classes would be winded by. If this sounds interesting I highly recommend picking up a copy and checking out more of Benjamin Huffman's work.

I CAN TAKE IT

At 3rd level you are gain proficiency in Athletics, if you have so already you may add double your proficiency bonus.

TRY HARDER

Also at 3rd level, when you receive damage from an attack a target you can reach with melee, as a reaction you can spend a Moxie point to roll your Hit Die + Your Fisticuffs die. The result of the roll absorbs the damage you would have received. If your results absorb all of the damage received, the target receives the unused amount in Bludgeoning damage.

TRY AGAIN

Starting at 6th level, you have a few reactionary abilities to discipline your target into learning how to better defend themselves. You can use any of these abilities any number of times during combat, but using them more than once per combat grants the target an Attack of Opportunity with an on you after you use your ability. You may spend a Moxie point to use repeat an ability without allowing the target to gain an Attack of Opportunity.

Too Slow. When a target attempts to move away from you if you successfully hit with an opportunity attack you may add you Fisticuffs die in damage and also knock the target prone.

Too Predictable. When a target uses the same melee attack as it has on it's previous turn, as a reaction you can make a melee attack against the target before uses it's attack roll.

Too Weak. When a target's melee attack against you hits below your AC by 2 or more points, you can use a melee attack against the target as a reaction.

Too Distracted. When a target attempts to attack another ally while within your melee range as a reaction you can make a melee attack against the target before it's attack roll.

PAY ATTENTION

Starting at 11th level, any time a target fails to hit you with a melee attack or takes damage from the Try Harder feature, the target also takes your Fisticuffs die in damage.

PAY CLOSER ATTENTION

Beginning at 17th level, any time a target fails to hit you with a melee attack or takes damage from the Try Harder feature, you regain 1 Moxie point.

VOODOO DOLL

In the name of academic magic, some find the use of Necromancy a bit too unethical or even amoral, however some mages had devised a brilliant solution to this dilemma. Where is the harm in using willing flesh and tissue in a test subject that is not truly alive? If it was built for experimentation then surely level headed researchers in the name of progress would see this as a solution. The Thro are made from conduit cloth this is certain, but with the introduction of flesh along with conjuration, a new breed of Thro was born. The academics rejoiced, until the Thro of such machinations discovered what pain was. It was not pleased, and it shared it's grief upon it's creators in more ways than verbal concerns.

TRACE

Starting at 1st level if you have an item that was touched by another living creature for the next 24 hours you mark the target and can pinpoint the exact location of the creature so long as they are within 120 feet of you. During this time you also have advantage to all attacks made against the marked target. After the 24 hours are finished you are no longer able to track down the creature with the item used during Trace.

If you ingest the flesh, hair, skin, bones, or blood of a creature, you can trace the creature indefinitely, you may only ingest one sample of a creature's body at a time. Ingesting a bodily sample of new creature or if the creature dies will drop the mark on the creature. When the creature you mark and do not see dies, you gain the knowledge that the creature has perished, but not how it has died.

THE GIFT OF PAIN

Also at 1st level, your body's conduit cloth has become intertwined with the flesh inside you gaining a minor acclimation to the living's concept of pain. You are no longer vulnerable to fire damage.

EVIL TOUCH

At 3rd level as a bonus action you can expend a spell slot to apply Trace on a target you have successfully hit with a melee attack, received melee damage from, or upon touching a willing creature. Unwilling creatures must make a Wisdom vs 8 + your Charisma Modifier + proficiency saving throw, on success they are no longer marked. The target may roll a Wisdom save again at the end of its turn to break free of the mark.

When an unwilling creature is marked you may ask the DM to reveal the creature's modifier of an ability score of your choosing, you may also pull a number from willing creature you can see within 60ft and ask them for their own modifier number for any ability score you choose. You may only have one target marked at a time, Once you have the number, you may do one of the following features:

Unease. As a reaction, on the marked enemy's turn you apply the number received from the mark to their attack roll. If the number you received was positive it becomes negative for this feature.

Mire. As a reaction, when you or an ally attempt to attack marked target, you add the number received to the target's AC. If the number you received was positive it becomes negative for this feature.

Revenge. As a reaction, on the marked enemy's turn if they successfully hit you or an ally you can see within 60ft, the marked target takes half the damage received in Necrotic damage and you heal for the number received. If the number you received was negative it becomes positive for this feature.

Equalize. As a reaction, if you receive damage from the marked target you may apply the total received + the number received in damage on the marked target. If the number you received was negative it becomes positive for this feature.

Empower. As a reaction if you or an ally you see within 60ft fail a saving throw you may reroll and apply the received number to the roll. If the number you received was negative it becomes positive for this feature.

EVIL EYE

Starting at 14th level, you may expend a spell slot to mark a target you successfully hit with a ranged spell attack with Trace.

PUPPETEERING

Starting at 18th level, once per day you can spend an action to completely control a target you have marked with Trace. You may not command the target to inflict self harm or perform an action it is physically incapable of performing. At the end of the target's turn it must roll a Wisdom vs 8 + your Charisma Modifier + proficiency saving throw. On success it breaks free of your control but remains marked, on failure you gain control of its actions on its next turn.

If you receive damage, you can transfer any amount of damage received to a target that is marked and under your control. Doing this will allow the target to reroll its Wisdom saving throw. If the target rolls a critical failure while attempting to break free, it becomes Enthralled and is under your control for the next 6 hours before it is able to reroll its saving throw. While the creature is Enthralled, you dealing damage to the target will not break the spell. You may use this feature again after a long rest.



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