

NEW RACE

SENTIENT ILLUSIONS

SWIRLING IN PLACE BEFORE HER IN a miraculous display, the mass of energy begins to take on an amorphous shape before gradually settling into something more concrete—the mage was bearing witness to a figure form itself and truly come into being. This itself is unprecedented in her work but nothing could have prepared her for the full reality of what was happening here and her empirical demeanor falters as the humanoid turns its unformed face toward her, a smooth yet unsure voice resonating out of it. “Greetings, wielder of dreams.”



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Stunned and baffled, she briefly closes her eyes and tries to gather her senses. When she opens them again a complete person stands only a few feet away, dressed in simple clothes that faintly flicker in the light. A plethora of questions spill out of her but this newborn creature, though it resembles her, can barely communicate beyond broken speech and short sentences. What it lacks in speech however, it certainly makes up for in ingenuity, and the magical humanoid starts producing minor illusions that she rapidly realizes are explanations to their unique situation. In all her years of study and research the mage never expected these sentient illusions to gain the ability to speak of their own volition, to possess free will, to be clever--and that this discovery is only just beginning.

Sentient illusions are recent creations of the Order of Sentience, mages with no greater aspirations than to wrangle true life into constructs using only magic. It took them decades of research and experimentation to succeed, creating figments with functional intellects though not without cost—these creatures could not take on any form, the fluid arcana of their bodies tethered to the limitations of the projections shining from their gemstone cores. What they failed to anticipate were for their creations to gain free will, demanding freedom and the right to be treated as equals. In the dozen years since then several sentient illusions have come to exist in a more solid state, taking on a humanoid form to achieve a corporeality that lets them directly interact with their solid environments.

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These figments have taken on names for themselves, engaging with society and exploring ever further with complete autonomy from their creators, but as a very new and young race that's come into existence through artificial creation it remains uncertain how they will fit in the world.

FIGMENT TO FORM

While they are all one race the differences between sentient illusions can be astoundingly nuanced or profound, though guided in each case by two main factors. Firstly they take on a variety of quirks, mannerisms, and behaviors based on who they interact with from early on in their years. For all their variations however, each sentient illusion has nuances and predispositions determined by their gemstone core.

Diamond. These intelligent figments are elegant and regal, assuming airs of authority belying their celestial predisposition. Natural leaders, they are quick to action, willing to bear responsibility and the brunt of blows for their comrades. Stalwart allies, diamond core sentient illusions do not often back down from a fight.

Emerald. Capricious and whimsical, these sentient illusions have carefree attitudes fitting for their affinity to the fey realm. Their emerald cores make them prone to flights of fancy, and they are often the cause of some dispute because of pranking and mischief. Despite their practical jokes emerald core sentient illusions are well-meaning, kind individuals, though only fools mistake their kindness for weakness.

Onyx. An onyx core sentient illusion is haunting and otherworldly, giving off an air of foreboding and dread thanks to the necrotic energies suffused into their gemstone. These grim figments are frequently considered to be pessimists and serious at all times, but in truth they're simply cautious and practical, trying to be pragmatic and not overbearing. Their origin and nature puts them at odds with many in the world but most strive to best fit in with others instead of standing out.

Ruby. Because of their origins these sentient illusions are inherently monstrous, frightful, and imposing, causing many to avoid associating with them. Despite their off-putting nature they are capable of being extremely kind and benevolent, although caring politeness is rarely their first impulse. As a result they tend to be hermits and outcasts, reserving their more tender side for those who have gained their trust.

Sapphire. These sentient illusions are frenetic and tempestuous, their elemental affinity usually manifesting as an overactive temper. Although known for being rash and difficult to relate to, they remain steadfastly loyal to their chosen companions regardless of the consequences—the hard part is sticking it out long enough to gain their trust.

Topaz. Stoic and strong, these figments embody the calm before the storm, their topaz core creating a primal connection with nature that make them even-tempered and slow to anger. When they are driven to rage however, their ferocity is unmatched, their intuition and strong instincts becoming keen assets against their foes.

ORDER OF SENTIENCE

Sentient illusions believe that they are literally dreams made real, faithful that the Order of Sentience were guided by a collective subconsciousness—The Dreamer—crucial to spurring the process that ultimately led to the first of their kind being born. This magical underlying psyche of the universe receives as much credit for giving form to intelligent figments as the mages performing the rituals that created them; to them magic is the essence of every living thing and it flows through the world in its own intricate way, making The Dreamer part of all existence. Their wizard creators have also wrought other creatures and races, but frustratingly the Order of Sentience has abandoned their sentient illusions and many are driven to unravel the secrets of their makers, yearning to discover their purpose.

Although they are made of arcana itself, sentient illusions cannot change form at will as they were once able to when they were mere figments. The theory postulated by most in the Order of Sentience is that in order to retain a sense of self and identity, sentient illusions intrinsically give up the ability to adroitly control their shapes. Choosing instead to be bound to one form like most other races in the world gives them the ability to focus, granting full autonomy—and control of their future.

SENTIENT ILLUSION NAMES

Naming conventions for sentient illusions are based on what they individually believe fits them best, making their choices mostly practical and pragmatic, based on association and belief.

Sentient Illusion Names: Charity, Crafter, Hope, Lifegiver, Maker, Prudence, Soothsayer, Stormy, Temerity, Tenacity, Truthseeker, Verity, Voicegiver, Weaver

SENTIENT ILLUSION TRAITS

The magical forces that encapsulate your self manifest to grant you the following traits.

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

Age. Young beings that recently gained a sense of self, most sentient illusions are only a handful of years old and at the most a decade—it's unknown if they can ever die of old age.

Size. The tension of the energies making up a sentient illusion's body equalize in such a way that most are 6 feet tall though quite light, only weighing at most 80 pounds. Your size is Medium.

Sex. Sentient illusions are created magically, and as they are thought given form they take on bodies that suit their own sense of self.

Speed. Your base walking speed is 30 feet.

Arcane Knowledge. You gain proficiency in the Arcana skill.

Elemental Affinity. The gemstone core at your center has an affinity for an element, granting you resistance against a type of energy:

diamond—radiant, emerald—acid, onyx—necrotic, ruby—fire, sapphire—cold, topaz—lightning.

Illusory Origin. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *disguise self* 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 *alter self* spell once with this trait and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is Intelligence.

Magic Incarnate. Magic can't put you to sleep. You still require a resting period to replenish your inner reserves, but you cannot die from starvation or thirst.

Primitive Communicator. Trying to understand vocal structure and how to formulate words with sound is a huge obstacle for your kind. Until you reach 3rd level, you are only able to speak in broken Common regardless of what languages you know.

Telepathy. You can communicate telepathically with creatures you can see within 30 feet.

Languages. You can speak, read, and write Common.

NEW FEATS

Sentient illusions are rapidly evolving, developing techniques only possible because of their incredibly magical nature.

BACK TO BASICS

Prerequisite: *Sentient illusion*

Reaching back to the root of your creation, you learn to hone your abilities and basic spellwork based on your gemstone core. One of your ability scores increases by 1, to a maximum of 20, and you learn a cantrip. Your spellcasting ability for this cantrip is Intelligence.

- **Diamond:** Wisdom, *sacred flame*
- **Emerald:** Charisma, *acid splash*
- **Onyx:** Intelligence, *chill touch*
- **Ruby:** Strength, *fire bolt*
- **Sapphire:** Dexterity, *ray of frost*
- **Topaz:** Constitution, *shocking grasp*

ILLUSORY ROOTS

Prerequisite: *Sentient illusion*, proficiency bonus +3

You can mimic the abilities of monster types based on the jewel harnessing your body's magic. You can use an action to grant yourself a trait from the creatures associated with your gemstone core. This trait lasts for 1 minute. After you have used this feature, you cannot do so again until you have finished a short rest. Possible traits are listed below, but what other traits you are able to replicate are at the GM's discretion.

- **Diamond (Celestials):** Angelic Weapons (Your weapon attacks are magical. When you hit with any weapon, the weapon deals an extra 2d8 radiant damage.)
- **Emerald (Fey):** Teleport (You can use an action to teleport up to 40 feet. You do not need to move all of this distance at once, but after you have teleported 40 feet this trait's duration ends.)
- **Onyx (Undead):** Life Drain (You can use an action to make an unarmed strike that deals 3d6 necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.)
- **Ruby (Monstrosities):** False Appearance (While you remain motionless, you are indistinguishable from an inanimate object.)
- **Sapphire (Elementals):** Air Form (You can enter a hostile creature's space and stop there. You can move through a space as narrow as 1 inch wide without squeezing.)
- **Topaz (Beasts):** Blood Frenzy (You have advantage on melee attack rolls against any creature that doesn't have all its hit points. Once you have hit with a number of weapon attacks equal to your proficiency bonus this trait's duration ends.) 🐾