

THE TIEFLINGS OF DRAGONGRIN

VOLUME 1

A SUPPLEMENT TO ADD TWO NEW TYPES OF
TIEFLINGS TO ANY CAMPAIGN SETTING

TIM & JAMES KEARNEY

**TABLETOP
TERRORS!**

PUBLISHING

THE TIEFLINGS OF DRAGONGRIN

VOLUME 1

A World Building Supplement of Tiefling Sub-Races

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The Tieflings of Dragongrin - Volume 1 is a supplement designed for your favorite fantasy role playing game. It has concepts that are entirely system neutral, and stat ideas that would be most compatible with current best-selling rules systems. It was designed with our 'Dragongrin' campaign setting in mind, but can easily be adapted for use with any world.

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GRANOK THANE TIEFLINGS

THE BROKEN HAND

"Why do we live in this wretched forest?" Granok Thaige Maekon asks the newly christened Fighter.

"Because we hate it," the Fighter replies. "And we love to hate it. Because we understand that true joy comes from the fires of misery."

"And why do we cook the most succulent meals?" Granok Thaige Maekon continued.

"So that we can feel the pleasure of seeing it eaten by another, my Thaige," the Fighter said without hesitation.

After a long silence, Granok Thaige Maekon reaches into the fire pit behind him.

"Who are we?" he whispers, holding a large smoldering brand.

The inky black eyes of the Fighter reflect the searing brand—the rough shape of an open hand, shattered in the middle. As Granok Thaige Maekon presses it into the Fighter's chest with a sizzle and bubbling hiss, he smiles. Without so much as a twitch, the Fighter replies, speaking through smoke of his own burning flesh.

"We are The Broken Hand. As fire tests iron, so pain tests the bravery of warriors."

In a single movement, Thaige Maekon casts aside the brand, and with his own scarred hands, plucks a glowing orange mask from the fire. As he presses it against the Fighter's face, his own hands begin to blister and bubble.

In unison, both the Thaige and his Fighter say:

"So let me be tested."

A Granok Thaine Acolytte then pours water over both of them, and as steam envelops the site of the ritual, a Granok Thane Fighter is born.

*A Granok Thane in his ceremonial mask.
Illustration by Gauntes*

GRANOK THANE TIEFLINGS

THE BROKEN HAND

FORGED IN THE FIRES OF PAIN

To know the pleasure of abstaining—this is the way of the Granok Thane Tiefling. And although at first glance they may seem it, the Granok Thane are not senseless masochists—their pain has a reason. It is their belief that true strength is in suffering. Not mindless martyrdom, but measured, metered suffering to show strength. Though not given to violence upon others, they are opposed to pleasantries upon themselves.

VIOLENT BY NATURE... PEACEFUL TO SHOW FORTITUDE

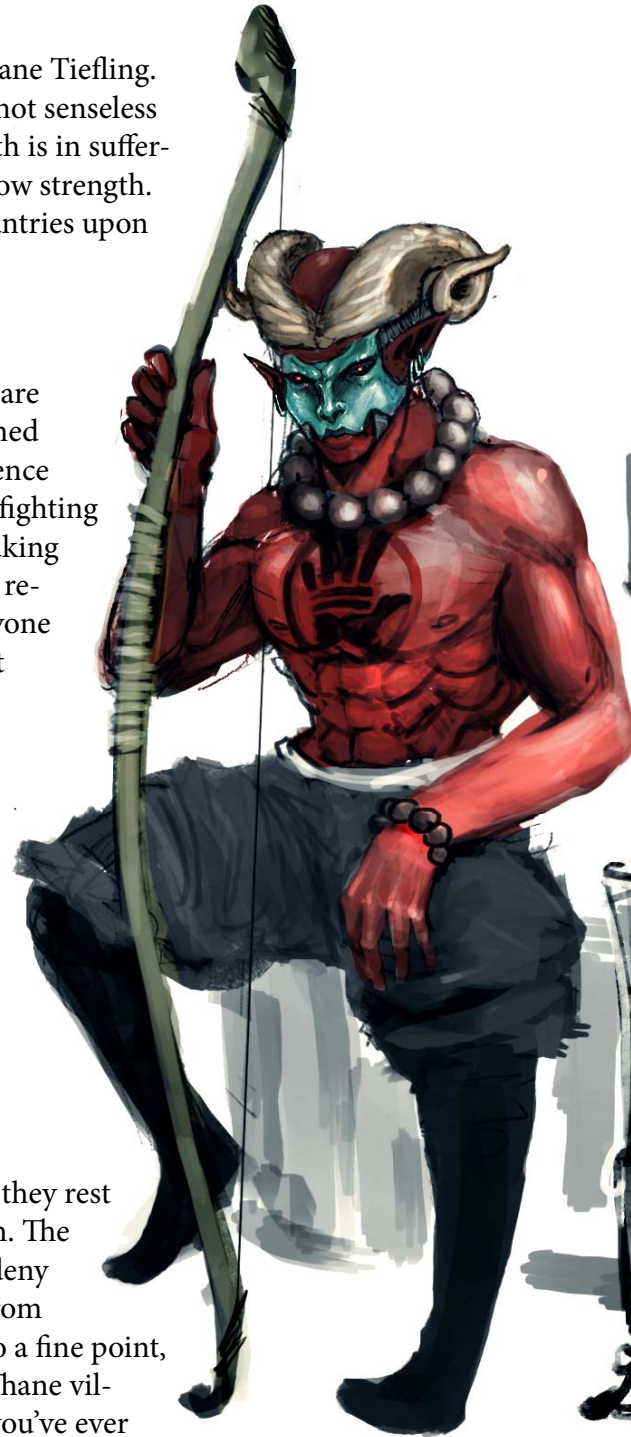
The rarity of violence upon others does not mean that Granok Thane are incapable of violence. In fact, they are fierce, deadly warriors all. Trained from a young age to defend themselves, the Granok Thane enjoy violence and have a penchant for bloodshed—which is why they abstain from fighting until they have no other recourse. A Granok Thane typically enjoys taking life very much... which is why they are allowed to do so only as a last resort. They are not opposed to violence, however, and will not stop anyone around them from acting out their own free will so long as it does not harm them or their loved ones.

FOREST DWELLERS AGAINST THEIR NATURE

The Granok Thane hate the forest—so it is where they choose to live, enveloping themselves in the very place they enjoy the least. They do not long for the stone or darkness of their home Plane, but instead sow into the land and care for it with a ferocity only matched by Druids and the like.

RENOWNED FOR THEIR HOSPITALITY

The Granok Thane eat and drink only what they need to survive, and they rest only as long as they need to—never in comfort. But this is not enough. The Granok Thane take their abstinence a step further. Not only do they deny themselves, but they take the time and effort to give the very things from which they abstain to others. They have honed the art of hospitality to a fine point, and their service and food is legendary. If you come upon a Granok Thane village, you are in for a treat. The best food, protection, and hospitality you've ever experienced will be lavishly granted to you.



*A Granok Thane Arcane Marksman
Illustration by Gauntes*

GRANOK THANE TIEFLINGS

THE BROKEN HAND

ARCANE GASTRONOMY

The Granok Thane have honed a very secret, very powerful way to infuse food with magic. Through this Arcane Gastronomy they have proven that they are master chefs, and their food is sought out by many creatures from the realms of Arthunvale, Erenoth, and Enchea alike. The Granok Thane's main export is delicious food of all types-- cured, pickled, roasted, baked, fried, and everything in between. Some say that theirs are the best culinary achievements in any realm, and that the effects from their meals rival even the most powerful potions.



INFERNAL BLOODLINE OF GRAHL GANE

Granok Thane Tieflings are derived from a mixture of human bloodlines, and are still vaguely humanoid in their appearance. However, they are descendant from the Uul Draag Demon Lord Grahl Gane, and it shows from the horns that sprout from their heads. Oddly, they lack the tails of their Tiefling counterparts. Their teeth are all sharply pointed and strangely beautiful. Their eyes are either black or white, but always with small, red pupils. Their skin tones cover the full gamut of their human counter-parts, but can appear more pinkish or shades of red. Their hair is often absent, and both the male and female are almost always bald. If they are not, their hair is either black or white.



Male Names:

Ark'Grai
Caszire
Dammeros
Kargai
Mavthik
Melyaze
Nephdos
Shalius
Shargix
Skalius
Thydos
Xarrut
Zerdos

Female Names:

Agneygis
Anicrea
Brihala
Dilympses
Frivari
Leusties
Orilaia
Rifirith
Seirilaia
Venione
Yafariun
Yoralies
Yoravari



GRANOK THANE TIEFLINGS

TRAITS

Granok Thane Tieflings share certain racial traits as a result of their descent from the Uul Draag Prince Ghal Gane.

Ability Score Increase

Your Wisdom score increases by 1, your Charisma score increases by 1, and your Strength score increases by 1.

Age

Granok Thane Tieflings mature at the same rate as humans but live a few years longer.

Alignment

Granok Thane Tieflings have an innate tendency toward evil, but due to their strict code of self-sacrifice, they often force themselves to do good as a result. Often, these elongated good actions become second nature to them, but that is not always the case. Evil or not, the Granok Thane's hyper-disciplined nature inclines many toward a lawful alignment.



*The Tribal Symbol of The Broken Hand
Illustration by Gauntes*

Size

Granok Thane Tieflings are slightly larger and more muscled than humans. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Darkvision

Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Uul Draag Resistance

You have resistance to fire damage.

Uul Draag Legacy

You know the Granok Thane Resilience cantrip. Once you reach 3rd level, you can cast the Honor of Pain spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the Hearth of the Granok Thane spell once per day. Charisma is your spellcasting ability for these spells.

Languages

You can speak, read, and write Common and Uul Draag Infernal (a dialect of Infernal).

GRANOK THANE TIEFLINGS

SPELLS

Honor of Pain

1st-level evocation

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You clench both fists and inhale deeply. Upon doing so you take the damage that was just dealt to you as healing.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may add your constitution modifier to the amount of healing done.

Granok Thane Resilience

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and subtract that number from the next damage that is dealt to it. If the number rolled is more than the damage dealt, the remaining points act as healing. The target can roll the die before or after the damage dice are rolled.

Hearth of the Granok Thane

2nd-level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of spices)

Duration: Concentration, up to 1 minute

You are able to conjure up the delicious and soothing smell of a beautifully cooked Granok Thane meal. This can sometimes magically suppress any negative emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Wisdom saving throw. (A creature can choose to fail this saving throw if it wishes). If a creature fails its saving throw, you can choose one of the following two effects.

Suppression

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Hunger

You can make a target feel a nagging hunger, making them indifferent about creatures of your choice that it is hostile toward. This nagging hunger, and the indifference it causes, ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

GRANOK THANE TIEFLINGS

PLOT HOOKS AND MEALS

SOME POPULAR GRANOK THANE MEALS:



Roasted Cockatrice Wing with Sage Butter

Description: A perfectly prepared cockatrice wing, pan seared in delicious sage butter, and stuffed with sausage & apple stuffing.

Effect: Upon eating this meal you gain a +1 bonus on your next Initiative Roll. Whether used, or unused, the effect ends after taking a long rest.



Roasted Truffled "Minotaur"

Description: Truffled, slow roasted beef, fingerling potatoes, and a sunflower seed crumble, finished with Dreadlemon marmalade.

Effect: Upon eating this meal you gain a hit die of temporary hit points for an hour. After the hour, the temporary hit points fade away.



The Chocolate Basilisk

Description: Chocolate rough cake with a raspberry pink peppercorn sherbet, milk chocolate mousse, drizzled with raspberry jam

Effect: Upon eating this dessert, you roll a d20. On the result of a 6 or higher, you have the ability to re-roll any attack roll, damage roll, or saving throw you choose before your next long rest. You must declare whether you choose to re-roll after rolling but before knowing if you hit or missed a target, or made or missed a saving throw.



Iced Hell Milk

Description: A sweet, cold beverage made from a secret Granok Thane ingredient called 'Hell Milk'. The Hell Milk is iced, and creamed, and then shaken so that it is drinkable.

Effect: This drink gives you advantage on saving throws for all fear effects until you take a long rest.

PLOT HOOKS FOR THE GRANOK THANE:

Plot Hook 1

Reports of a lost girl in the nearby area. They say she had gone missing before and had been found on the outskirts of a local Granok Thane camp, stone cold and refusing to speak. The Granok Thane have nothing to do with this, but the locals believe that they surely do.

Plot Hook 2

A group of thieves have set up a traveling caravan, selling forged Granok Thane recipes, and texts on healthy living. The 'recipes' are in fact spells that, when used, create a small ethereal gateway into peoples homes, used to rob them of everything.

Plot Hook 3

There are reports of a rogue group of Granok Thane, calling themselves the Granok Seeg'Thul (seeg-thool, translated 'Hand Made Whole Through Blood'). They have embraced their Uul Draag nature, and abandoned all tenets of the Granok Thane lifestyle—they are deadly, and bloodthirsty.

VILOK TIEFLINGS

THE LEGEND OF THE VILOK: FROM FEEBLE SLAVES TO LETHAL PERFORMERS

Vilok Tieflings were bred as slaves. Nothing more than worker-pets of the Uul Draag Demon Prince Vilial. Their existence was bleak. If they weren't worked to death or murdered, they were tortured and starved to Vilial's delight.

The Legend of the Vilok tells us that the day finally came when they had lost all hope as a people. In the midst of secretly planning a mass suicide to end their misery, The Strongest Among Them did something entirely unexpected... he exploited Vilial's only weakness—and sang the Demon Prince a song. It was no secret that Vilial was the proudest of the Uul Draag, and as The Strongest Among Them sang, he preyed upon this perfectly. He sang of how Vilial ate the Kingdoms of Man, and how he gutted the Priests of the Dread Court, and most importantly—how Vilial defeated his arch rival and brother Grahl Gane in gruesome combat. Vilial was stunned that a Vilok would dare address him directly, and equally seduced by the song which lauded him slaying his brother (who was much more powerful than Vilial).

Although he did not show it long, it was evident that Vilial liked the song very much. As a reward, Vilial had The Strongest Among Them executed quickly for addressing him directly (instead of the customary fortnight torture ceremony). Vilial then promptly ordered the rest of the Vilok to sing him another song—one that told again the tale of how he slew his brother Grahl Gane. The remaining Vilok were no fools, and they understood what The Strongest Among Them proved at the cost of his life—Vilial's blind spot was his pride, and it could be his downfall.

By Vilial's command the Vilok wrote more songs, each more outrageous and flattering than the last. Forced production continued for months and months, until the Vilok were no longer allowed to perform manual labor at all, but instead, were tasked with doing nothing but creating new performances, telling of the greatness of Vilial. Soon, single songs became elaborate, multi-part choruses. Sonnets arose, and evolved into sophisticated stage plays. The Vilok were even permitted to use stage sets, and eventually, even stage weapons to add to the production value of their performances.

Eventually, the Vilok convinced Vilial that stage effects just wouldn't do—to add the realism that he deserved, actual magic needed to be used. And in the interest of the best possible production for their Demon Prince, real weapons eventually replaced the stage weapons.



VILOK TIEFLINGS

The plays got more and more visceral, more unique and more creative. The subject of these works varied, but all had one underlying theme—they ended with Vilial defeating and murdering his brother Grahl Gane.

As more time passed, the Vilok remained vigilant and tireless, focusing on their freedom in the periphery. Every performance was training. By now, they were wielding real weapons, and learning real magic. Feigning indifference and weakness, the Vilok emphasized their false, undying loyalty to Vilial.

They were becoming better fighters and wielders of arcane magic with every rehearsal and performance. In fact, the strongest and most believable performance that the Vilok were able to pull off was hiding their true combat prowess from Vilial.

Then came the night when everything changed. There was quite a stir in the realm of the Uul Draag demons. It was the premiere of the Vilok's stage production 'The Cowardice of the Pig Grahl Gane'. It was the first performance that Vilial opened to others of the Dread Court, and almost everyone was in attendance. The play was a sight to behold—an immaculate and compelling piece of theatre. And on this night, the Vilok gave the performance of a lifetime.

During the final act, the play itself bled into the aisles, using every corner of Sour Theatre. Actors surrounded the audience, and weaved to and fro around them. During the fever pitch of the final combat scene, every actor was in the aisles. The swordplay was breathtaking, the spells explosive. The audience was fully immersed in the palpable tension of the performance. It was at the apex of this tension that the Vilok rose up, and secretly, as though it was part of the play, turned on the audience. Using the normal thunderous sound effects and flashes of light of their productions to mask their attacks, the Vilok executed the climax of their production. Using their honed spellcasting and very real weapons, they created the perfect fusion of performance and reality-- as they slaughtered the Dread Court save but for a few.

Vilial and his Devil Barons didn't even realize what was happening until it was far too late. Many had been slain. But in the dawn of their hope, Vilial and the remaining Demons showed their power, and retaliated in force. The Vilok were cut down in droves. These Ancient Demons, once aware, were far too great of a match for the malnourished Vilok. Embarrassed, incredulous—even ashamed—Vilial went on a rampage, and was unstoppable. With only a smattering of the strongest Vilok remaining, they accepted their fate, and began to sing—only now they revealed the song that was truly in their hearts. They sang of how Vilial was weak, and how he was proud, and how he was stupid.

VILOK TIEFLINGS

Vilial became even more enraged, and vowed to create new forms of pain and anguish to punish his slave-pets. As Vilial descended on the Vilok who were still singing, a thunderous voice boomed over all, commanding silence. It was the voice of Grahl Gane.

Grahl had come to see who in the Nine Hells would dare to stage a play called 'The Cowardice of the Pig Grahl Gane'. It was his intention to kill everyone in Vilial's court. And so he did. Tearing Vilial's legs from his body, Grahl Gane used them to bludgeon and maim all those left alive in the Dread Court. The Vilok continued to sing, and fought alongside Grahl Gane.

When the battle was over, the few remaining Vilok swore fealty to Grahl Gane. Grahl made a pact with them. As long as they would fight for him, he would allow them to remain free. He swore to train them and equip them, because he needed strength in numbers in the various Planes. They agreed, and have remained loyal ever since.

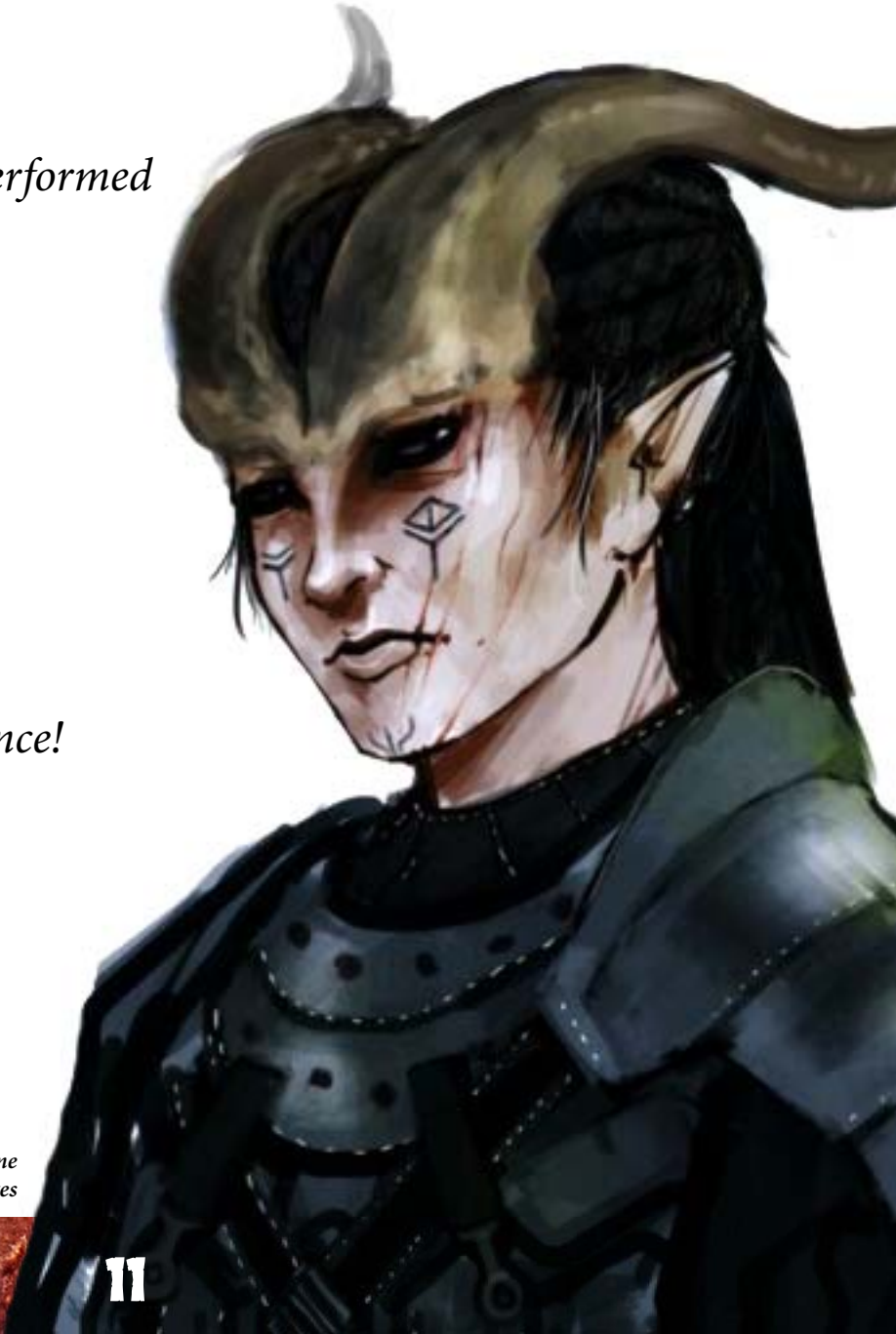
*Captivity our putrid stage
Slavery our scribe
The scripts and scrolls we faux performed
The savior of our tribe*

*The Strongest Among Us
Found chinks in the chain
That eternally bound our hands
Now the Dread-Court all
Did bleed and fall
By the blades of our refrains*

*To the Vilok and our Demon Prince!
All Hail Grahl Gane!*

- Excerpt from 'Hail Grahl, Our Freedom's Blade'
a Vilokian Folk Song

A Vilok Tiefling in Costume
by Gautes



VILOK TIEFLINGS

THE SEVERITY OF SONG AND STAGE

The Vilok revere how they earned their freedom, and hold the performing arts sacred. The Vilok use songs and stage plays as training tools. Each sacred performance teaches warfare, tactics, discipline—even history and the sciences. Using various weapons and spells is necessary to complete the performances accurately, and incorrect or untrained performances are forbidden.

FOREVER DIGGING, FOREVER AT WAR

Many of the Vilok Tieflings have been stationed in the Plane of Men by their master Grahl Gane. This is to ensure that no Uul Draag forces can take a foothold there. The veil between the Plane of Men and the Plane of Shadows is thinnest in the depths—so the Vilok dig. Never taking a defensive position in their underground war with the Uul Draag—the Vilok literally dig toward their enemy. They have become master diggers, and toil endlessly to drive their offensive lines further.

GOLD IS A MEANS TO AN END

In their digging, the Vilok invariably uncover things of value. Minerals, treasures, antiquities—the list is endless and eclectic. The Vilok could easily live like kings selling off the buried treasures they unearth... but they don't. Instead, they live utilitarian, spartan lifestyles, selling every scrap of treasure they unearth to finance their war against the Uul Draag.

In the Tabletop Terrors Official Setting 'Dragongrin', the Vilok often take residence in the subterranean parts of the mountain region of Svir. Find out more about Dragongrin at www.TabletopTerrors.com.

The Vilok dress the same for battle as they do for performance, and do both with equal severity.

Illustration by Gauntes.



VILOK TIEFLINGS

IMBIBING IS FORBIDDEN

The Vilok believe that alcohol is a vice that costs lives, and so it is forbidden. To put oneself in a state of weakness is pitiful, and a disgrace to the duty of each Vilok warrior.

THE KEY TO THE SHADOWS IS BLOOD

It's a difficult task to cross from the Plane of Men into the Plane of Shadows undetected— so the Vilok elicit ancient blood magic to do so. This isn't simple murder and bloodletting, however. In their disciplined studies, the Vilok have learned that blood that is taken without permission is weak—and blood that is given freely is the strongest by far.

WILLING SACRIFICES WIN THE WAR

There are some Vilok that believe so vehemently in their war against the Uul Draag that they groom themselves to become a willing sacrifice. Since their blood is given freely in its entirety, it is wildly powerful. These sacrificial Vilok are often used during very important offensive attacks. With the potent and powerful magic of their blood sacrifices, enormous, secure portals are opened into the Plane of Shadows. This selfless act allows countless Vilok soldiers to pass through undetected.

INFERNAL BLOODLINE OF VILIAL

Vilok Tieflings were bred as slaves using kidnapped humans. They are still vaguely humanoid in their appearance, but often more monstrous than other Tiefling counterparts. Descendant from the Demon Lord Vilial, they have thick, black horns that sprout from their heads. They also possess thick, monstrous prehensile tails.

They have larger than average canines, and their teeth are an odd greyish in color. Their eyes are always reddish in color with a faint glow. Their skin tones cover the full gamut of their human counterparts, but can appear pinkish, red, grey or even pale green in some rare cases. Their hair is typically thick and dark, but can be red, grey or pale green as well.

A Vilok Tiefling right before performing the sonnet 'Blade & Whip'. Illustration by Gauntes



GRANOK THANE TIEFLINGS

TRAITS

Vilok Tieflings share certain racial traits as a result of their descent from the Uul Draag Prince Vilial.

Ability Score Increase

Your Charisma score increases by 2, and your Constitution score increases by 1.

Age

Vilok mature at the same rate as humans but live a few years longer.

Alignment

Vilok Tieflings have an innate tendency toward good due to their culture's rigorous exposure to parables in plays and songs. Many Vilok favor a lawful alignment, but many are chaotic as well (when not performing).

Size

Vilok Tieflings are slightly smaller than humans. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Darkvision

Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Vilialian Resistance

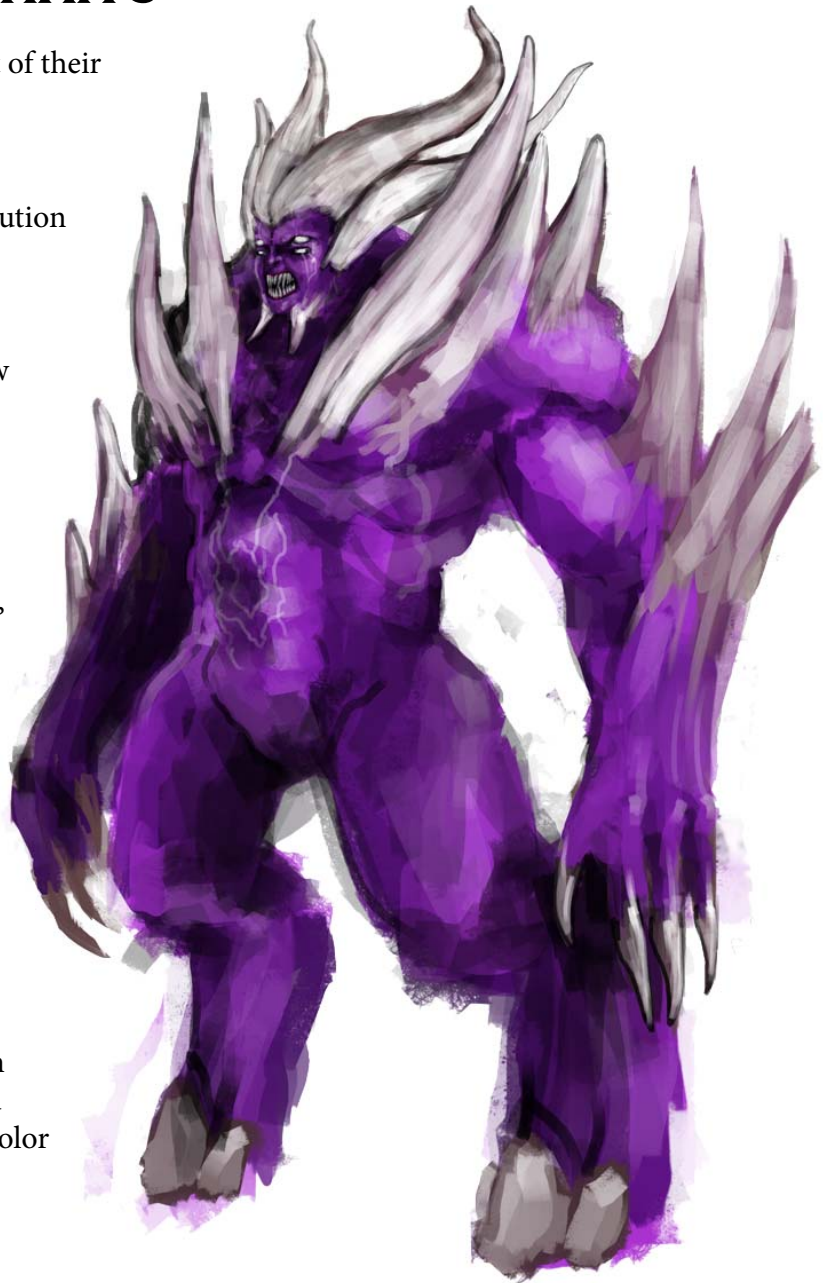
You have resistance to fire damage.

Battle Performers of Ghal Gane

You know the Vilok cantrip *Revealing Lyric*. Once you reach 3rd level, you can cast the Vilokian *Callback* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast *The Dirt Song of Grime Ear* spell once per day. Charisma is your spellcasting ability for these spells.

Languages

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



Uul Draag Prince Vilial by Gauntes

VILOK TIEFLINGS

SPELLS

Revealing Lyric

Divination Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 round

You speak a brief stanza or lyric from a Vilok song or play, while looking at a target in range. Their reaction, however minor, allows you a peculiar perception of the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Vilokian Callback

1st-level evocation

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see.

Range: 60 feet

Components: V, S

Duration: Instantaneous

Drawing from your vast knowledge of the arts, you hurl a particularly poignant enchanted quote or lyric at your target that fits the situation at hand. The creature must make a Wisdom saving throw. It takes 2d8 psychic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

The Dirt Song of Grime Ear

2nd-Level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, M (a clump of dirt, the metal shavings of lute string)

Duration: Concentration, up to 1 minute

You start to hum the Dirt Song of Grime Ear the Goblin Bard of Grinn. One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, clumps of wet dirt and dog hair fill its ears, falling continuously in lumps. The charmed target begins humming with you, and must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose.



Grime Ear by Gautes

VILOK TIEFLINGS

PLOT HOOKS AND NAMES

PLOT HOOKS FOR THE VILOK

Plot Hook 1:

A Vilok Tiefling is sentenced to death for getting drunk and sharing the secrets of a Vilok Warsong. This was actually a set-up, and he believes he was drugged or magically affected. He asks the PCs to help him find out who framed him.

Plot Hook 2:

A sly merchant has convinced some Vilok Tieflings to give him a cut of the profits mined. The merchant hires the PCs to be couriers, and retrieve his money from a dangerous location. The merchant is using the PCs to take the fall for his activity so he can slip away free and clear. The PCs walk into an ambush and have the whole of the illegal mining embezzlement pinned on them. They are now being put on trial for breaking Vilok Law.

Plot Hook 3:

Some evil Vilok Tieflings are preying on the elderly and drunkards of a nearby town. Kidnapping these easy targets in the night, the evil Vilok are sacrificing them and using their blood to fight their war. Though the blood is weak, these Vilok feel vindicated—in their minds, they are unburdening the town of their weakest citizens.

*Some Tieflings-- both Vilok
and Granok Thane alike-- can
look surprisingly human.*

Male Names:

Aetlius,
Aetvir,
Barcius,
Damil,
Dharcus,
Erius
Gueron,
Kasrias,
Lokexik
Maleichar,
Salros,
Skail,

Female Names:

Belxori,
Danarei,
Frizis
Grilia,
Kalnirith,
Maquine
Naxori,
Orihiri,
Pesfarris,
Peswure,
Rinirith,
Sarzis,



*Tiefling Rogue Brynn
by Gautes*

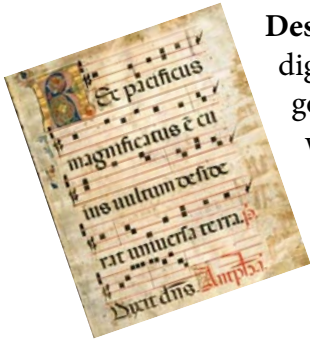
VILOK TIEFLINGS

SOME POPULAR SONGS & PLAYS



The Plight of the Two-Headed Typhon

Description: The parable of a Two-Headed Typhon that meets a Two-Tailed Dragon. This parable underlines the futility and ceaselessness of the fight between the Typhons and the Dragons.



Blood Of the Weak, Blood of the Strong

Description: A worker-song, specifically rhythmic to be sang while the Vilok dig. It recounts the tenets of 'the blood that is given' and the 'blood that is taken,' going on to remind us that 'if we wait for blood of the willing, our portals won't be shaken.' It isn't uncommon for different work crews within the Vilok Diggers to create different 'arrangements'—using the pick axes and rocks in various percussive ways to change the feel and rhythm of the song.

Spellsword, Bladeward, Threechord, Songlord

Description: Considered by many to be the toughest piece of performance art that exists in the Vilok culture. It is a perilous, intricate mixture of singing, swordplay, acting and spell casting—all while playing an instrument.



Knock Back A Few

Description: A Dark Comedy, done in three acts. The play begins with a mischievous Satyr convincing a Vilok Digger to become drunk on the job. Immediately after, the mine collapses. Over three acts, the play uses dark humor to show how incapable the Vilok Digger has become due to imbibing. The title is a double entendre—the Drunken Vilok Digger is noted throughout the play as trying to save the 'Few' of his fellow Diggers who survived, but and keeps 'knocking them back' because he is too clumsy and inept while drunk.



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This supplement has a video that accompanies it. Watch it here:

<https://www.youtube.com/watch?v=2tjS2tx4PdM>.

If for some reason that doesn't work, go to:

<https://www.youtube.com/tabletopterrors>, and search 'Your Races Are Boring'.

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Tabletop Terrors: Tabletop RPGs-- Beyond the Rules.

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