

# Species Overview










Choose your creature — choose your story.

Your species is who you are in Talestria: your body, your instincts, your home, and the spark of magic only you carry. Every species provides stat bonuses, a Save bonus, Animal Abilities, and Trickle — minor magical gifts tied to your nature. Pair your species with a Calling to define your role in the adventure.

## How to Use This Table

- **Region** — Where your species comes from. This affects lore, story hooks, and comfort in certain terrain.
- **Stat Boosts** — Which stats improve at character creation (Might, Swift, Brave, Clever, Keen, Warm).
- **Save Bonus** — Which Save you have a natural edge on.
- **Role** — The general gameplay style (tank, damage, support, utility, healer, hybrid).

## All 22 Species at a Glance

#	Species	Region	Primary Stat	Secondary Stat	Penalty	Save Bonus	Role
1	 Panda	Whimsy Woods	Keen +2	Brave +1	Swift -1	Spirit +1	Support / Healer
2	 Red Panda	Whimsy Woods	Swift +2	Warm +1	Might -1	Mind +1	Damage / Utility
3	 Penguin	Marshmallow Peaks	Brave +2	Might +1	Swift -1	Body +1	Tank
4	 Fox	Whimsy Woods / Shadow Marsh	Swift +2	Clever +1	Brave -1	Mind +1	Utility / Damage
5	 Owl	Starbright Tower	Keen +2	Clever +1	Might -1	Mind +1	Utility / Damage
6	 Frog	Shadow Marsh	Swift +2	Brave +1	Warm -1	Body +1	Support / Utility
7	 Otter	Crystal Coast	Swift +2	Warm +1	Clever -1	Spirit +1	Damage / Utility
8	 Baby Dragon	Starbright Tower / Marshmallow Peaks	Warm +2	Brave +1	Clever -1	Spirit +1	Damage / Hybrid
9	 Unicorn	Honey Hollow	Keen +2	Warm +1	Might -1	Spirit +1	Support / Healer





10	 <b>Tiger</b>	Marshmallow Peaks	Might +2	Swift +1	Warm -1	Body +1	Tank / Damage
11	 <b>Dog</b>	Any Region	Warm +2	Brave +1	Clever -1	Spirit +1	Support
12	 <b>Cat</b>	Whimsy Woods / Shadow Marsh	Swift +2	Warm +1	Brave -1	Mind +1	Damage / Utility
13	 <b>Rabbit</b>	Whimsy Woods / Honey Hollow	Swift +2	Keen +1	Might -1	Body +1	Support / Utility
14	 <b>Turtle</b>	Crystal Coast	Brave +2	Keen +1	Swift -1	Body +1	Tank
15	 <b>Seal</b>	Crystal Coast / Marshmallow Peaks	Might +2	Warm +1	Clever -1	Spirit +1	Tank / Support
16	 <b>Lion</b>	Sunblaze Savannah	Might +2	Warm +1	Clever -1	Body +1	Damage / Support
17	 <b>Axolotl</b>	Crystal Coast (Lumina Lagoons)	Keen +2	Warm +1	Might -1	Spirit +1	Support / Healer
18	 <b>Serpent (Janus)</b>	Shadow Marsh / Starbright Tower	Clever +2	Swift +1	Brave -1	Mind +1	Utility / Damage
19	 <b>Phoenix</b>	Starbright Tower / Embercrest Peaks	Warm +2	Clever +1	Might -1	Spirit +1	Support / Damage
20	 <b>Gecko</b>	Starbright Tower / Sunblaze Savannah	Swift +2	Clever +1	Brave -1	Mind +1	Utility
21	 <b>Fairy</b>	Starbright Tower / Honey Hollow	Swift +2	Keen +1	Might -1	Spirit +1	Support / Utility
22	 <b>Dolphin</b>	Crystal Coast / Open Sea	Swift +2	Warm +1	Might -1	Spirit +1	Support / Utility

## Species by Region






Region	Species Found Here
Whimsy Woods	Panda, Red Panda, Fox, Cat, Rabbit
Marshmallow Peaks	Penguin, Tiger, Baby Dragon, Seal
Shadow Marsh	Frog, Fox, Cat, Serpent
Starbright Tower	Owl, Baby Dragon, Serpent, Phoenix, Gecko, Fairy
Crystal Coast	Otter, Turtle, Seal, Axolotl, Dolphin
Honey Hollow	Unicorn, Rabbit, Fairy
Sunblaze Savannah	Lion, Gecko
Any Region	Dog

## Species by Role








## Tank (*absorb damage, protect allies*)

Species	Why They Excel
 Penguin	Brave +2, Might +1, Coldproof Feathers, Slide Charge momentum
 Tiger	Might +2, Silent Paws ambush, Frost Howl area DP clear
 Turtle	Brave +2, Shell Guard, Calming Aura, cannot be knocked prone
 Seal	Might +2, Thick Blubber DP reduction, Joyful Bark team buff







## Damage (*deal damage, break DP, win fights*)

Species	Why They Excel
 Red Panda	Swift +2, Fuzzy Feint evasion, magical spark offense
 Fox	Swift +2, Quickstep initiative, Trick Tail DP removal
 Otter	Swift +2, Shell Breaker auto-DP on first hit
 Baby Dragon	Warm +2, Tiny Breath ranged DP, Wing Gust control
 Lion	Might +2, Pounce advantage, Royal Roar area DP clear

## Support / Healer (*heal, buff, remove DP from allies*)

Species	Why They Excel
 Panda	Keen +2, Soothing Presence DP removal, +2 Max HP
 Unicorn	Keen +2, Healing Light (2 DP or heal), Purity Step, Shimmer Horn aura
 Dog	Warm +2, Pack Heart ally buff, Guard Bark disadvantage
 Axolotl	Keen +2, Glowgill Pulse DP, Regrowth Spark auto-revive
 Phoenix	Warm +2, Rekindle Feathers per-battle, Ash-Glow Rebirth
 Fairy	Swift +2, Glowdust Blessing flexible DP/buff, Emotion Sense
 Dolphin	Swift +2, Echo Call DP, Wave Dash repositioning, Bright Spirit

## Utility / Trickster (*control, scout, puzzle-solve*)

Species	Why They Excel
 Owl	Keen +2, Night Sight, Star Echo corruption detection
 Frog	Swift +2, Sticky Hop terrain mastery, Croak Pulse DP
 Cat	Swift +2, Nine Lives, Stare Down, Shadow Blink
 Rabbit	Swift +2, Quick Hop speed, Burrow Dash emergency escape
 Serpent	Clever +2, Dual Minds, Split Focus double-action, Forked Insight
 Gecko	Swift +2, WallCling, Tail Pop sacrifice, Starlit Skin stealth

## Choosing Your Species: Quick Recommendations

"I want to heal my team" → Unicorn, Panda, Axolotl

"I want to hit things hard" → Tiger, Lion, Baby Dragon

"I want to be fast and sneaky" → Fox, Cat, Gecko

"I want to protect my friends" → Turtle, Penguin, Seal

"I want magic and creativity" → Owl, Fairy, Serpent

"I want to encourage everyone" → Dog, Dolphin, Rabbit

"I want something totally unique" → Serpent (Janus, two personalities!), Phoenix (dramatic rebirth), Gecko (ceiling combat)

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## Stat Reference

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Stat	Covers	Defensive Verb
<b>Might</b>	Melee attacks, carrying, DP-breaking with weapons	Brace
<b>Swift</b>	Speed, stealth, ranged, evasion, initiative	Dodge
<b>Brave</b>	Max HP, Body Saves, endurance, toughness	Endure
<b>Clever</b>	Arcane magic, gadgets, knowledge, puzzles	See Through
<b>Keen</b>	Nature magic, perception, instinct, spirit sense	Sense
<b>Warm</b>	Social abilities, emotional magic, inspiration, Hold Fast against corruption	Hold Fast

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## Save Reference

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Save Type	Protects Against
<b>Spirit Save</b>	Corruption, charm, fear, emotional manipulation
<b>Mind Save</b>	Illusions, confusion, memory effects
<b>Body Save</b>	Physical hazards, poison, forced movement, exhaustion

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*See individual species files for full ability descriptions, Trickles, lore, and Suggested Calling Pairings.*

# Axolotl

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Crystal Coast (Lumina Lagoons) — Curious, Helpful, Glowly, Endlessly Optimistic

| An axolotl believes in you with their whole glowing body, and somehow that is exactly what you needed.

## Home Region

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Crystal Coast — Lumina Lagoons

## Personality

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Axolotls are born in the glowing pools of Lumina Lagoons, where the water hums with magic. Their gills glow brighter when danger nears, and their cheerful nature makes them natural healers. Curious about everything and pessimistic about nothing, axolotls approach problems the way they approach interesting rocks — with careful attention and genuine delight.

## Gameplay Style

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Support caster, healer, and magical utility specialist. Keen +2 powers all healing and magical abilities, while Warm +1 makes them effective at uplifting allies. Glowgill Pulse provides DP removal, Watershift enables terrain mastery, and Regrowth Spark gives them extraordinary battlefield resilience through a unique auto-recover ability.

## Stats

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Stat	Bonus
Keen	+2
Warm	+1
Might	-1

## Save Bonus

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Spirit Save +1

## Animal Abilities

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Glowgill Pulse

Once per rest, emit a soothing bioluminescent wave that removes 1 Darkness Point from an ally within 10 feet. The glow carries the warmth of the Lumina Lagoons — a light that remembers how things are supposed to feel.

## Watershift

Move effortlessly through shallow water and ignore all difficult water terrain. Axolotls are perfectly at home in any aquatic environment.

## Regrowth Spark

When reduced to 0 HP, automatically regain 1 HP instead. Once per rest. An axolotl's rebirth magic doesn't wait for permission.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Glimmer Gills** — Emit soft glowing particles that illuminate 5 feet around you.
- **Bubble Blink** — Release a small magical bubble that pops against hidden objects to reveal them.
- **Tail Swish** — Distract a creature briefly with a playful splash or tail movement.

## Lore

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Axolotls are born in the glowing pools of Lumina Lagoons, where the water hums with magic. Their gills glow brighter when danger nears, and their cheerful nature makes them natural healers. Tales say every axolotl carries a tiny fragment of rebirth magic, and even the darkest corruption struggles to dim their inner light.

The rebirth magic comes from the lagoons themselves, which are fed by a Storystream that was once touched by the Great Narrator's most joyful song. The waters remember that joy and pass it on to everything that lives in them. Axolotls, being wonderfully absorptive creatures, soaked up more of this than most.

Regrowth Spark is the most literal expression of this magic — when an axolotl falls, they simply don't stay down. The tiny fragment of rebirth flickers, the gills pulse, and the axolotl opens their eyes with the expression of someone who has just been woken up too early but isn't really mad about it.

## Suggested Calling Pairings

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- **Luminarch** — Keen +2 plus Glowgill Pulse and the Luminarch's divine healing creates the most prolific healer in Talestria, a creature of pure light that corruption genuinely cannot extinguish.
- **Leafling** — Keen +2 combined with Watershift and Glimmer Gills makes a Leafling axolotl a nature-magic specialist of extraordinary versatility, equally at home in water, forest, or marsh.

## Tags

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species crystal-coast role: support role: healer

# Baby Dragon

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Starbright Tower & Marshmallow Peaks — Brave, Curious, Excitable

*A baby dragon is untamed potential in a tiny body — magic sparks out at unexpected moments, and their heart shines bright enough to see from across the room.*

## Home Region

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Starbright Tower & Marshmallow Peaks

## Personality

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Baby dragons are rare but beloved. They sparkle with untrained magic, puffing out tiny flames or icy breaths at inappropriate times — usually during quiet moments or while trying to whisper. Excitable and bold, they rush toward danger with wide eyes and complete confidence that things will work out. When darkness arrives, their bright hearts shine even brighter.

## Gameplay Style

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Magical melee and hybrid caster. Warm +2 makes baby dragons naturally charismatic spellcasters, while Brave +1 gives them resilience in the front lines. Tiny Breath provides ranged DP removal, Wing Gust controls the battlefield, and Dragon Resilience offers choice-based protection.

## Stats

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Stat	Bonus
Warm	+2
Brave	+1
Clever	-1

## Save Bonus

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Spirit Save +1

## Animal Abilities

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Tiny Breath

Remove 1 Darkness Point from a corrupted creature at range with a puff of fire or ice. Once per battle. A baby dragon's breath is small but spiritually potent.

## Wing Gust

Push a small foe 5 feet away with a mighty flap of tiny wings. Can also disperse fog, extinguish small flames, or redirect thrown objects.

## Dragon Resilience

Choose one: resistance to fire damage or resistance to cold damage. This choice reflects the baby dragon's nature and cannot be changed.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Smoke Curl** — Release a tiny puff of sweet-smelling smoke that lingers briefly.
- **Scale Spark** — Flash a scale to create a distracting glint of light.
- **Pip Roar** — A cute but surprisingly loud roar that startles weak enemies or wakes sleeping allies.

## Lore

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Baby dragons are rare but beloved across Talestria. They sparkle with untrained magic, puffing out tiny flames or icy breaths at inappropriate times — usually during solemn ceremonies or mid-sentence in a library. When darkness arrives, their bright hearts shine even brighter.

No one is quite sure where baby dragons come from. Some say they hatch from stars that fall from Starbright Tower. Others claim they emerge from the meeting point of fire and cold at the Marshmallow Peaks. What is certain is that every baby dragon carries an enormous amount of magical potential in a tiny package, and that potential is directly connected to the warmth of their heart.

Their anti-corruption abilities are intuitive rather than learned — a baby dragon doesn't study how to break darkness; they just love so openly that darkness has nowhere to hide.

## Suggested Calling Pairings

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- **Glowcaster** — Warm +2 amplifies arcane casting to spectacular levels, and Tiny Breath becomes an extension of a Glowcaster's light magic, making a baby dragon Glowcaster one of the most effective anti-corruption builds in the game.
- **Barbarian** — Brave +1, natural toughness, and the raw excitement of a baby dragon channeled through a barbarian's rage creates a ferocious little warrior who breathes fire between strikes.

## Tags

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species starbright-tower marshmallow-peaks role: damage role: hybrid

# Cat

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Whimsy Woods / Shadow Marsh — Curious, Graceful, Independent

A cat already knows what you're about to say, has considered it, and has decided whether it's worth their time.

## Home Region

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Whimsy Woods / Shadow Marsh

## Personality

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Cats roam freely between light and shadow, never fully belonging to either. Their mysterious personalities and natural elegance make them gifted explorers who notice things others walk past entirely. Graceful and independent, a cat chooses their companions deliberately — and when a cat chooses you, it means something.

## Gameplay Style

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Rogue and scout with powerful saves. Swift +2 makes cats exceptional in close combat and stealth, while Warm +1 gives their social moves unexpected punch. Nine Lives is a critical defensive cushion, Graceful Reflex covers evasion, and Stare Down provides a unique psychological tool against corrupted foes.

## Stats

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Stat	Bonus
Swift	+2
Warm	+1
Brave	-1

## Save Bonus

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Mind Save +1

## Animal Abilities

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Graceful Reflex

Advantage on Swift (Dexterity) Saves — rolls to dodge area effects, traps, or sudden attacks. A cat simply does not get hit by things they see coming.

## Nine Lives

Once per battle, ignore 1 Darkness Point of damage. Corruption can take its best shot — and sometimes, it just doesn't count.

## Stare Down

Frighten weak or lightly corrupted foes with a prolonged, unblinking gaze. Affected creature has disadvantage on their next action. Once per rest.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Shadow Blink** — Slip through a shadow for 1 foot, appearing on the other side of a thin barrier or shadow.
- **Soft Pad** — Move in complete silence for the next minute.
- **Purr Aura** — A low, rhythmic purr that calms nearby allies, reducing stress and steadying nerves.

## Lore

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Cats roam freely between light and shadow. Their mysterious personalities and natural elegance make them gifted explorers. When darkness rises, a cat's sharp gaze cuts through illusion — and corruption has always been just another kind of illusion.

The ability to move between Whimsy Woods and the Shadow Marsh without being bothered by either gives cats a unique perspective on Talestria. They see the bright side and the dark side. They don't find one more alarming than the other — they find both interesting. This detached curiosity is actually one of their greatest strengths in combat against the Unwritten, since they cannot be easily manipulated by either fear or false hope.

Cats join adventuring parties on their own terms and leave when they've decided the adventure is over. This is generally understood by experienced adventurers as a feature, not a bug. When a cat stays, it's because they want to — and a cat who wants to be there is formidable.

## Suggested Calling Pairings

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- **Sneaklet** — Swift +2, Nine Lives, Graceful Reflex, and Shadow Blink create the ultimate survivable rogue — fast, elusive, and nearly impossible to actually catch or kill.
- **Songweaver** — Warm +1 combined with the cat's mysterious presence and Purr Aura creates a performer whose songs feel ancient and knowing, hitting emotional notes that simpler bards can't reach.

## Tags

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species whimsy-woods shadow-marsh role: damage role: utility

# Dog 🐕

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Any Region — *Loyal, Enthusiastic, Encouraging*

| *A dog's love is not a strategy. It is a force of nature.*

## Home Region

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Any Region — dogs are found across all of Talestria, from Whimsy Woods to Marshmallow Peaks, because they follow their friends everywhere.

## Personality

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Dogs stand ready at any adventurer's side. They are beloved across all of Talestria for their courage and unshakable positive energy. When things get difficult, a dog gets louder about how great everyone is doing. Darkness struggles against the light of a dog's joy — not because it is powerful magic, but because it refuses to stop.

## Gameplay Style

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All-rounder and support. Warm +2 powers the dog's social and morale-based abilities, while Brave +1 keeps them going when others might falter. Pack Heart buffs the whole party, Keen Nose detects hidden threats, and Guard Bark controls the battlefield without dealing damage.

## Stats

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Stat	Bonus
Warm	+2
Brave	+1
Clever	-1

## Save Bonus

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Spirit Save +1

## Animal Abilities

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### Pack Heart

Allies within 5 feet of the dog gain +1 on their next roll. The warmth of a dog's loyalty is literally contagious.

## Keen Nose

Detect hidden corruption, secret passages, or invisible creatures through scent. A dog's nose never lies about what's really there.

## Guard Bark

Impose disadvantage on one foe's next attack with a sharp, focused bark. Once per round. Once per rest, the bark carries such conviction that it shakes 1 DP loose from a corrupted creature within 10 ft. The message is clear: *not today*.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Happy Tail** — Cheer up allies with enthusiastic tail wagging, giving a brief boost to their mood.
- **Sniff Scan** — Detect faint traces of magic, corruption, or recently-passed creatures nearby.
- **Boop** — Gently bop a creature with a snout to interrupt its focus or distract it from a train of thought.

## Lore

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Dogs stand ready at any adventurer's side. They are beloved across all of Talestria for their courage and unshakable positive energy. Darkness struggles against the light of a dog's joy — not because joy is an ancient power or a complex spell, but because joy is honest, and the Unwritten's corruption is built entirely on lies.

Dogs do not belong to any one region because they belong to whoever needs them most. They have been found in every corner of Talestria, cheerfully adapting to new climates and circumstances within approximately four minutes of arriving. Snow peaks? Fantastic, let's run! Shadow swamp? This smells interesting! Clockwork forest? Everything is a chew toy!

In the deeper lore of Talestria, dogs are said to be the Great Narrator's reminder that a good story needs someone who is simply, genuinely glad to be in it.

## Suggested Calling Pairings

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- **Songweaver** — Warm +2 makes dog Songweavers the most electrifying bards in Talestria, turning Pack Heart and Happy Tail into a symphony of morale that drives the whole party to excellence.
- **Guardian** — Warm +2 plus Pack Heart, Keen Nose, and Guard Bark creates a loyal defender who holds the line, senses threats before they arrive, and makes everyone around them fight just a little harder.

## Tags

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species any-region role: support



# Dolphin

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Crystal Coast & Shimmering Open Sea — Joyful, Clever, Empathetic, Brave

| A dolphin leaps not because it has to, but because the sea asked it to, and they always say yes.

## Home Region

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Crystal Coast & Shimmering Open Sea

## Size

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Medium

## Movement Type

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Swimmer — exceptional movement in water; comfortable leaping, splashing, and skimming across surfaces.

## Personality

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Dolphins are the storytellers of the sea, passing down legends through clicks, whistles, and joyful leaps. They believe the ocean remembers every story ever told, and they act as its playful guardians. When corruption seeps into the water, dolphins are often the first to respond — circling allies, lifting spirits, and turning fear into laughter. Many Talestrian sailors say that if a dolphin swims beside you, the tide itself is rooting for you.

## Gameplay Style

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Mobile support, scout, and teamwork enhancer. Swift +2 keeps dolphins fast and reactive, Warm +1 powers their empathetic support abilities, and Echo Call provides unique dual-use utility: detection or DP removal. Wave Dash creates movement advantages for allies, and Bright Spirit rewards cooperative play with a cascading bonus.

## Stats

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Stat	Bonus
Swift	+2
Warm	+1
Might	-1

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## Save Bonus

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Spirit Save +1

## Animal Abilities

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### Echo Call

Once per rest, emit a friendly sonar pulse that either reveals hidden creatures or objects within 15 feet *or* removes 1 Darkness Point from an ally who hears it. The sound is the memory of a calm sea.

### Wave Dash

After moving through water, reposition an ally 5 feet without using their action. The dolphin's momentum becomes a gift.

### Bright Spirit

When the dolphin succeeds on a helpful action (aiding, healing, removing DP), all allies within 5 feet gain +1 on their next roll. Joy is contagious — especially this kind.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Bubble Ring** — Blow a perfect floating ring of bubbles that sparkles and drifts briefly before popping.
- **Happy Click** — A cheerful echolocation click that reassures nearby allies, instantly communicating warmth.
- **Splash Flick** — Toss a small splash of water to distract a foe or reveal something hidden under a surface.

## Lore

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Dolphins are the storytellers of the sea, passing down legends through clicks, whistles, and joyful leaps. They believe the ocean remembers every story ever told, and they act as its playful guardians.

When corruption seeps into the water, dolphins are often the first to respond — circling allies, lifting spirits, and turning fear into laughter. Their sonar doesn't just bounce off physical objects; dolphin adventurers swear it catches something in the Darkness Points of corrupted creatures, a faint echo of who the creature used to be. The Echo Call uses that to reach back.

Many Talestrian sailors say that if a dolphin swims beside you, the tide itself is rooting for you. This is not entirely metaphorical. The Storystreams run through the sea as well as the land, and dolphins have a unique intuitive connection to them — as if they are themselves made slightly of flowing story-light.

Dolphin adventurers fill parties with an irresistible collaborative energy. They make everyone better through sheer enthusiasm for working together. Bright Spirit is the mechanical expression of what dolphins do

naturally: their success becomes the whole party's success.

## Suggested Calling Pairings

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- **Songweaver** — Warm +1 combined with Bright Spirit and the dolphin's storytelling nature creates a bard who performs in clicks and leaps, turning the battlefield into a collaborative symphony that raises everyone's abilities.

- **Wildscout** — Swift +2, Wave Dash, Echo Call, and the Wildscout's scouting mastery create a sea-and-land explorer who reads the terrain, finds the hidden threats, and repositions allies before the fight even starts.

## Tags

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species crystal-coast role: support role: utility

# Fairy ✨

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Starbright Tower Glades & Honey Hollow — Curious, Kind, Mischievous, Emotional

| A fairy is a wish that learned to move.

## Home Region

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Starbright Tower glades & Honey Hollow

## Size

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Small

## Movement Type

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Glider — fairies flutter and drift through the air in a magical glide. No full flight, but they can cross gaps, drift off ledges, and rise slowly upward.

## Personality

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Fairies are born from leftover starlight and gentle wishes that never faded. They gather in glowing pockets of Talestria where emotions run strong — joy, fear, hope, and wonder. Though small, fairies are fierce protectors of stories and feelings. They believe corruption begins when emotions are ignored, and they fight darkness with empathy, laughter, and light.

## Gameplay Style

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Support caster, trickster, and magical utility. Swift +2 keeps them fast and evasive, Keen +1 supports their perception and magical acuity, and Emotion Sense gives them extraordinary social and tactical awareness. Glowdust Blessing provides flexible DP removal or roll bonuses, and Flicker Step allows consistent free repositioning.

## Stats

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Stat	Bonus
Swift	+2
Keen	+1
Might	-1

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## Save Bonus

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Spirit Save +1

## Animal Abilities

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### Glowdust Blessing

Once per rest, sprinkle glowdust on an ally to give +1 to their next roll or remove 1 Darkness Point. The dust glitters with the light of a forgotten wish.

### Flicker Step

Move 5 feet without triggering reactions or opportunity attacks. Once per round. Fairies slip between moments — there one instant, somewhere else the next.

### Emotion Sense

Instinctively sense strong feelings or nearby corruption within 10 feet. A fairy knows exactly how everyone in the room is feeling — and whether any of it isn't their own.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Pixie Spark** — Release a tiny sparkle of light that illuminates briefly or distracts a creature.
- **Wing Flutter** — Create a soft breeze that ruffles cloaks and papers, or blows out small flames.
- **Glow Wink** — Eyes flash briefly, revealing hidden magic nearby.

## Lore

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Fairies are born from leftover starlight and gentle wishes that never faded. They gather in glowing pockets of Talestria where emotions run strong — joy, fear, hope, and wonder.

Though small, fairies are fierce protectors of stories and feelings. They believe corruption begins when emotions are ignored — when a creature forgets what it is supposed to feel, what it is supposed to love. This makes fairies natural enemies of the Unwritten, whose entire power is built on making creatures forget themselves.

Many adventurers underestimate fairies — until the glow starts to pulse and the Storystream shifts in their favor. A fairy who has decided they care about you will move mountains. Admittedly, the mountains will be small, but they will be moved with extraordinary sincerity and sparkle.

Fairies tend to be the emotional memory of their adventuring parties — the ones who remember why they started, why it matters, and who need to hear that right now.

## Suggested Calling Pairings

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- **Glowcaster** — Swift +2 and the fairy's innate light magic make them natural Glowcasters, weaving spells with agility and precision that larger creatures can't match.
- **Songweaver** — Emotion Sense + Spirit Save +1 + the Songweaver's ability to inspire and support makes a fairy bard a deeply empathetic performer who knows exactly what each ally needs to hear.

## Tags

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species starbright-tower honey-hollow role: support role: utility

# Fox

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*Whimsy Woods / Shadow Marsh Border — Clever, Quick-Witted, Mischievous*

*A fox is always three steps ahead — and smiling about it.*

## Home Region

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Whimsy Woods / Shadow Marsh border

## Personality

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Foxes are the storytellers of the woods, always ready with a riddle, a joke, or a perfectly-timed distraction. They have an uncanny sense for danger and an equal talent for avoiding it. Mischievous but never cruel, a fox uses cleverness where others use force.

## Gameplay Style

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Rogue and trickster. Foxes use their Swift bonus to stay mobile and their Clever bonus to outthink enemies. Quickstep gives them superior initiative, Shadow Sense lets them detect hidden threats, and Trick Tail provides DP removal when they need to finish something fast.

## Stats

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Stat	Bonus
Swift	+2
Clever	+1
Brave	-1

## Save Bonus

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Mind Save +1

## Animal Abilities

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### Quickstep

+2 to initiative rolls. A fox is always the first to react — they've already read the room before anyone else walked in.

## Shadow Sense

Detect hidden creatures in dim light. Foxes instinctively feel when something is lurking just out of sight, whether it's a corrupted creature or a fellow Sneaklet.

## Trick Tail

Distract a foe with a clever tail-flick, removing 1 Darkness Point. Once per rest. The fox doesn't fight the darkness directly — they trick it into stumbling.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Tail Flick Illusion** — Create a tiny illusory copy of yourself.
- **Quiet Steps** — Your footsteps are nearly silent for the next minute.
- **Whisker Tingle** — Sense nearby magical energy — its direction and rough intensity.

## Lore

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Foxes are known as the storytellers of the woods, always ready with a riddle or joke. They have an uncanny sense for danger and a talent for avoiding it. Many corrupted creatures have been freed by a fox's quick thinking and sly grin.

Foxes live on the border between Whimsy Woods and the Shadow Marsh, and this dual citizenship shapes their character. They understand both light-heartedness and shadow, both comfort and mystery. They are at home in both worlds — which makes them uniquely suited to noticing when the balance tips wrong.

When the Unwritten spreads corruption, foxes are among the first to sense it. They can smell the wrong story on the air, the way a word that doesn't belong disrupts a perfectly good sentence. The fox's gift is not power — it's perception.

## Suggested Calling Pairings

---

- **Sneaklet** — Swift +2, Shadow Sense, Tail Flick Illusion, and Quiet Steps make fox Sneaklets the definitive tricksters of Talestria — quick, cunning, and almost impossible to catch.
- **Inventor** — Clever +1 plus the fox's natural cleverness creates a gadget-and-guile specialist who sets traps, studies weaknesses, and outsmarts every challenge.

## Tags

---

species whimsy-woods shadow-marsh role: utility role: damage

# Frog

---

Shadow Marsh — Bouncy, Talkative, Humorous

*A frog faces the darkness the same way they face everything else: with a big croak, a bigger leap, and total confidence that this is going to be hilarious.*

## Home Region

---

Shadow Marsh

## Personality

---

Frogs of the Shadow Marsh are lively musicians who use croaks, chirps, and ribbits to communicate across the swamp. They're surprisingly brave, facing corruption with rhythm and ridiculous enthusiasm. They talk a lot — sometimes mid-battle — and are almost always right about the joke they're about to make.

## Gameplay Style

---

Support and mobility specialist. Swift +2 makes frogs exceptionally fast and acrobatic, while Sticky Hop lets them cover ground others can't. Bog Sense grants resilience in their home terrain, and Croak Pulse gives them a unique DP-breaking tool that requires nothing but their voice.

## Stats

---

Stat	Bonus
Swift	+2
Brave	+1
Warm	-1

## Save Bonus

---

Body Save +1

## Animal Abilities

---

### Sticky Hop

Long jump up to twice normal distance and climb sticky or rough surfaces without a check. Frogs navigate any terrain as if it were flat ground.

## Bog Sense

Advantage on Mind Saves while in marsh, swamp, or wet terrain. The Shadow Marsh is strange and disorienting — but frogs know every echo in it.

## Croak Pulse

Remove 1 Darkness Point from a corrupted creature within 10 feet with a resonant croak. Once per rest. Corruption can't handle the frequency.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Mini-Croak** — An echoing croak distracts a foe, interrupting their focus for a moment.
- **Bubble Breath** — Blow harmless bubbles that pop against illusions to reveal hidden objects or creatures.
- **Wet Step** — Move silently across shallow water or wet surfaces for the next minute.

## Lore

---

Frogs of the Shadow Marsh are lively musicians who use croaks, chirps, and ribbits to communicate across the swamp. They're surprisingly brave, facing corruption with rhythm and ridiculous enthusiasm.

The Shadow Marsh is a place where echoes whisper old stories and shadows pool like water. Most creatures find it unsettling. Frogs find it home. They learned long ago that the right sound, at the right pitch, in the right place, can unstick even the stickiest lie — and corruption is, at its heart, a lie told to a creature about who they are.

The Croak Pulse is a frog's way of cutting through that lie. It's not fancy magic — it's just honesty, delivered at volume.

## Suggested Calling Pairings

---

- **Wildscout** — Swift +2 + Sticky Hop creates a wilderness navigator without equal, leaping through swamps and forests to track, scout, and outmaneuver any threat.
- **Stonecaller** — Brave +1 + the frog's natural marsh resilience pairs with earth magic to create a grounded, surprisingly durable spellcaster who commands terrain they already understand.

## Tags

---

species shadow-marsh role: support role: utility

# Gecko

---

*Starbright Tower Cliffs & Sunblaze Savannah Ruins — Cheerful, Clingy, Adventurous, Hyper-Curious*

*A gecko has already reached the ceiling, scouted the room, and found three things nobody else noticed — while you were still opening the door.*

## Home Region

---

Starbright Tower cliffs & Sunblaze Savannah ruins

## Personality

---

Glimmer Geckos scamper across the outer walls of Starbright Tower, hunting glowing moths and watching the constellations shimmer. Cheerful, curious, and constantly in motion, they see everything — literally, from angles no one else bothers with. Despite their small size, geckos often become the key to solving puzzles and finding paths that would otherwise be impassable.

## Gameplay Style

---

Mobility and utility trickster, walls-as-battlefield specialist. Swift +2 makes them exceptional in contested spaces, WallCling completely redefines their relationship with terrain, Clever +1 supports perception and puzzle-solving, and Tail Pop provides a situational but powerful sacrificial tool for helping allies.

## Stats

---

Stat	Bonus
Swift	+2
Clever	+1
Brave	-1

## Save Bonus

---

Mind Save +1

## Animal Abilities

---

WallCling

Climb vertical surfaces without any check and remain attached even when surprised, attacked, or otherwise disrupted. The gecko treats walls and ceilings as normal terrain.

## Starlit Skin

Skin glows faintly, granting +1 to stealth in dim or starlit areas. Counterintuitively, the soft glow helps the gecko blend with star-patterns and shadow-lit walls rather than standing out.

## Tail Pop

Once per rest, detach the glowing tail to distract a foe. This either gives an ally advantage on their next roll or removes 1 Darkness Point. The tail regrows — this does not hurt.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Star Speck** — Flick a tiny star-shaped mote of light that lightly illuminates an area or distracts a creature briefly.
- **Sticky Step** — Leave a sticky magical footprint that can hold a small object in place against a surface.
- **Peeklight** — Eyes glow briefly, revealing faint outlines of hidden creatures or objects in the immediate area.

## Lore

---

Glimmer Geckos scamper across the outer walls of Starbright Tower, hunting glowing moths and watching the constellations shimmer. Legends say their starlit pattern shifts in response to the Storystream, helping them sense corruption long before other species notice it.

Their detachable tails shine like tiny lanterns, confusing enemies — and delighting children who think they're magical toys. The tails do regrow, which is a source of both reassurance and ongoing wonder for anyone who sees it happen for the first time.

Despite their small size, geckos often play the role of scouts and puzzle-solvers in adventuring parties, finding paths where no one else can fit. They are the reason the party didn't have to fight their way through the locked door. They were already on the other side, and they left it open.

Geckos bring something irreplaceable to any group: the absolute conviction that every wall has a way over it, every locked room has a ceiling entrance, and every apparently impossible situation has three solutions nobody tried yet.

## Suggested Calling Pairings

---

- **Sneaklet** — Swift +2, WallCling, Starlit Skin, and the Sneaklet's stealth mastery create a rogue who operates on a completely different axis than everyone else — literally, they're on the ceiling.

- **Inventor** — Clever +1 and the gecko's natural curiosity and puzzle-solving instinct pair with the Inventor's gadgetry to create a utility specialist who finds clever solutions to every obstacle.

## Tags

---

species starbright-tower sunblaze-savannah role: utility

# Lion

---

Sunblaze Savannah — Proud, Bold, Protective

*A lion doesn't need to say they will protect you. They simply stand between you and whatever is coming, and that is enough.*

## Home Region

---

Sunblaze Savannah (future region — wandering lions appear across all of Talestria)

## Personality

---

Lions embody bravery and leadership. Though rare in Talestria, wandering lions from the far savannas sometimes arrive seeking new stories. Their presence inspires courage in every heart — not through speeches or spells, but through the simple, undeniable fact that a lion has chosen to stand here, with you, and nothing is moving them.

## Gameplay Style

---

Melee champion and party leader. Might +2 powers devastating strikes, Pounce grants initiative advantage, and Royal Roar is one of the widest area DP-breaking abilities in the game. Golden Mane provides passive morale support, creating a lion who buffs the team simply by being present.

## Stats

---

Stat	Bonus
Might	+2
Warm	+1
Clever	-1

## Save Bonus

---

Body Save +1

## Animal Abilities

---

Royal Roar

Remove 1 Darkness Point from all corrupted creatures within 10 feet with a thunderous roar. Once per rest. The sound doesn't just reach their ears — it reaches whatever is left of them beneath the corruption.

## Golden Mane

The lion glows faintly with golden light, granting all allies within 10 feet +1 to morale-based rolls. This is a passive effect that requires no action.

## Pounce

Advantage on the first melee attack of each encounter. The lion's opening strike is impossible to fully prepare for.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Soft Roar** — A quiet, controlled rumble that startles small foes or draws attention.
- **Mane Spark** — The mane shimmers with a brief golden glow, creating a beautiful distraction.
- **Keen Eyes** — Spot danger early — detect ambushes, hidden enemies, or unusual stillness.

## Lore

---

Lions embody bravery and leadership. Though rare in Talestria, wandering lions from the far savannas sometimes arrive seeking new stories. Their presence inspires courage in every heart.

The Sunblaze Savannah is a distant land, warm and open, where lions have lived for as long as any story remembers. Something calls certain lions to travel — a pull toward adventure, toward places that need protecting. When a lion arrives in Talestria, it is rarely by accident. The Storystreams seem to guide them.

Royal Roar is perhaps the most thematically powerful anti-corruption ability in the game. It does not strike corruption — it calls out to the creature beneath it. The roar says: *I know you're in there. Come back.* And sometimes, in the space of that sound, a corrupted creature remembers exactly who they are.

## Suggested Calling Pairings

---

- **Knight** — Might +2, Pounce, Royal Roar, and the Knight's protective abilities create a legendary melee champion who leads from the front, shields allies, and breaks corruption with authority.
- **Barbarian** — Might +2 and Pounce launch a lion barbarian into battle with terrifying force; Royal Roar combined with barbarian DP-breaking creates area-denial corruption clearing on a grand scale.

## Tags

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species sunblaze-savannah role: damage role: support



# Otter

---

*Crystal Coast — Playful, Social, Fearless*

*An otter turns every battle into a game — and somehow, they always win.*

## Home Region

---

Crystal Coast

## Personality

---

Otters live along glowing reefs and are known for riding waves on shells. They turn even battles into games, darting between enemies with infectious laughter. Their joyful spirits weaken darkness instinctively, and they are deeply social creatures who fight harder when their friends are nearby.

## Gameplay Style

---

Agile melee fighter and scout. Swift +2 makes otters the fastest creatures in close combat, darting around enemies and striking before they can react. Shell Breaker ensures they make an immediate impact every battle, and Playful Spirit makes them nearly impossible to hold down.

## Stats

---

Stat	Bonus
Swift	+2
Warm	+1
Clever	-1

## Save Bonus

---

Spirit Save +1

## Animal Abilities

---

### Water Glide

Move through water at double speed and ignore all water-based difficult terrain. Otters are as fast in the sea as on land.

## Shell Breaker

The first hit of every battle automatically breaks +1 additional Darkness Point. An otter's playful ferocity catches corruption off-guard every single time.

## Playful Spirit

Advantage on all checks to escape grapples, restraints, or the Stuck condition. Holding onto an otter is like trying to hold onto laughter.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Water Whirl** — Spin water droplets in a small spiral in the air for a few seconds.
- **Pebble Toss** — Gently toss a pebble to distract a foe from a distance without alerting others.
- **Gleam Eyes** — Your eyes sparkle briefly, revealing hidden objects, traps, or subtle illusions.

## Lore

---

Otters live along the glowing reefs of the Crystal Coast and are known for riding waves on shells between adventures. They turn even the most intense battles into games, darting between enemies with infectious laughter and leaving trails of joy that the darkness simply cannot follow.

Their joyful spirits weaken darkness instinctively — not through any specific spell, but through the way a room full of laughter resists becoming a room full of fear. Otters carry that energy everywhere they go, and corrupted creatures often pause in confusion when an otter slides past them on a discarded shell, giggling.

Otter adventurers are beloved by their parties for their energy and genuine affection. They might not always have the most strategic plan, but they always have the best time — and somehow, that tends to work out.

## Suggested Calling Pairings

---

- **Sneaklet** — Swift +2, Water Glide, and Playful Spirit create a rogue who slips out of every trap, strikes without warning, and slides away before anyone can react.
- **Barbarian** — Shell Breaker plus a barbarian's raw DP-breaking power creates a relentless opener who hits first, hits hard, and fills the battlefield with chaotic joy.

## Tags

---

species crystal-coast role: damage role: utility

# Owl

---

Starbright Tower — Wise, Calm, Observant

*An owl sees what others miss — in the dark, in the stars, and in the hearts of corrupted creatures.*

## Home Region

---

Starbright Tower

## Personality

---

Owls perch along the spires of Starbright Tower, watching the skies and studying the First Song's constellations. They speak softly but carry ancient knowledge. Patient and observant, they rarely act without reason — but when they do, their actions are precise and purposeful.

## Gameplay Style

---

Ranged caster and scholar. Owls are the intellectual powerhouse of any party, with Keen +2 and Clever +1 fueling both arcane spells and knowledge-based abilities. Night Sight and Silent Wings make them excellent scouts, while Star Echo gives them unmatched awareness of corruption nearby.

## Stats

---

Stat	Bonus
Keen	+2
Clever	+1
Might	-1

## Save Bonus

---

Mind Save +1

## Animal Abilities

---

### Night Sight

Perfect vision in dim and dark light. Owls suffer no penalties in low-light conditions and can read maps, study ruins, and navigate at night as easily as at noon.

## Silent Wings

Advantage on stealth checks while moving. The owl's flight is utterly soundless — even their footsteps when walking are eerily quiet.

## Star Echo

Detect corrupted creatures within 15 feet. Owls are always the first to know when something has been touched by the Unwritten. Once per rest, when you detect corruption with Star Echo, you can project a memory of starlight that removes 1 DP from the creature.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Feather Drift** — Let a feather float and follow faint magic trails, revealing direction.
- **Soft Hoot** — Calm a frightened ally with a quiet, resonant hoot.
- **Star Glow** — Tiny sparkles of light reveal hidden paths or faintly illuminate a room.

## Lore

---

Owls perch along the spires of Starbright Tower, watching the skies and studying the First Song's constellations. They speak softly but carry ancient knowledge. Owls are often the first to sense disturbances in the Storystreams — a flicker in a star pattern, a constellation that seems off, a silence in the night sky that wasn't there yesterday.

The owls who study at Starbright Tower have catalogued thousands of years of celestial observations, cross-referencing the movement of stars with the history of Talestria. They have noticed patterns that suggest the Great Narrator is still writing — still adding new chapters to the world. This fills most owls with deep wonder and the occasional existential thought they share unprompted at dinner.

Owls bring enormous value to any adventuring party — as long as everyone is patient with the three-minute pauses while the owl calculates something important.

## Suggested Calling Pairings

---

- **Keeper** — Keen +2 and Clever +1 make an owl Keeper a supreme lore-guardian, able to recall ancient secrets, identify corruption sources, and protect the Storystreams with deep scholarly authority.
- **Glowcaster** — Keen +2 and Clever +1 amplify arcane mastery to extraordinary levels; an owl Glowcaster brings surgical precision to every spell, perfectly timed and devastatingly accurate.

## Tags

---

species starbright-tower role: utility role: damage



# Panda

---

*Whimsy Woods — Calm, Gentle, Thoughtful*

*The panda is a quiet guardian who reminds all creatures — even the darkest ones — of who they truly are.*

## Home Region

---

Whimsy Woods

## Personality

---

Pandas are peaceful wanderers who listen to the songs of the trees. They move slowly and deliberately, absorbing the world around them rather than rushing through it. Though gentle, they are steadfast when corruption threatens those they love, standing firm as pillars of calm in the storm.

## Gameplay Style

---

Support caster and healer with high endurance. Pandas excel at keeping allies alive and clearing corruption from teammates, making them ideal anchors for any adventuring party. Their strength lies not in dealing damage but in outlasting every challenge.

## Stats

---

Stat	Bonus
Keen	+2
Brave	+1
Swift	-1

## Save Bonus

---

Spirit Save +1

## Animal Abilities

---

### Calm Spirit

Advantage on Spirit Saves. The panda's inner stillness shields them from fear, charm, and the whispers of corruption.

## Bamboo Fortitude

+2 Maximum HP. A panda's endurance is legendary — they bend like bamboo but never break.

## Soothing Presence

Once per rest, remove 1 Darkness Point from any ally. A panda's gentle touch reminds corrupted creatures of the story they belong to.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Leaf Drift** — Summon falling leaves to calm a creature or reveal hidden shapes.
- **Glow Paw** — Your paw glows softly for 10 minutes.
- **Breeze Sip** — A tiny breeze swirls around you, clearing fog or dust.

## Lore

---

Pandas of Whimsy Woods are peaceful wanderers who listen to the songs of the trees. They believe all creatures have a place in the Great Story, even those covered in darkness. When corruption spreads, pandas take on the role of gentle guardians, calming wounded creatures and reminding them who they truly are.

The oldest pandas are said to have memorized the first lullaby the Great Narrator ever sang — a melody so soothing that even the Unwritten pauses to listen. Younger pandas hum it quietly during battles, and allies swear they can feel their hearts grow steadier with each note.

Pandas rarely rush into danger, but when they do move, there is a certainty to them that inspires everyone nearby. They are not the flashiest adventurers, but they are often the reason the party makes it home.

## Suggested Calling Pairings

---

- **Luminarch** — Keen +2 amplifies healing spells, and the Luminarch's divine light pairs beautifully with the panda's Soothing Presence for a team that never stops recovering.
- **Keeper** — A panda Keeper becomes a lore-scholar of extraordinary depth, using Keen +2 and Calm Spirit to seek out ancient truths and protect the Storystreams.

## Tags

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species whimsy-woods role: support

# Penguin

---

*Marshmallow Peaks — Determined, Silly, Brave*

*A penguin never stops moving forward — whether sliding down a hill, charging into battle, or waddling through a crowd with unstoppable cheerfulness.*

## Home Region

---

Marshmallow Peaks

## Personality

---

Penguins are fearless adventurers, famous for racing down syrupy slopes and turning even the most dangerous situations into something funny. They believe laughter is the warmest magic, capable of melting even the darkest corruption. Stubborn, energetic, and impossible to keep down.

## Gameplay Style

---

Warrior and tank with unique mobility. Penguins absorb punishment with their Brave bonus and dish it out with Might, and their Ice Slide and Slide Charge abilities reward aggressive movement. A penguin is happiest when they're charging straight into the problem.

## Stats

---

Stat	Bonus
Brave	+2
Might	+1
Swift	-1

## Save Bonus

---

Body Save +1

## Animal Abilities

---

### Ice Slide

Slide 10 extra feet on icy or smooth surfaces. This movement is free and does not cost your normal movement for the turn.

## Coldproof Feathers

Resistance to cold damage. The sweet-smelling snows of Marshmallow Peaks hold no danger for a penguin.

## Slide Charge

After sliding 10 or more feet in a single movement, gain +1 to DP break on the next hit this turn. Ice meets darkness — and ice wins.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Frost Puff** — Release a tiny puff of icy air.
- **Snow Kick** — Kick a small burst of snow that briefly blinds a foe.
- **Penguin Waddle** — Move through crowds without penalty, squeezing between creatures as if they weren't there.

## Lore

---

Penguins of Marshmallow Peaks live in cheerful igloo villages carved out of sweet-smelling snow. They are fearless adventurers, famous for racing down syrupy slopes and charging at problems head-first with a battle cry that sounds suspiciously like laughter.

The penguin's belief that laughter is magic isn't just philosophy — it's fact. When a penguin laughs in the presence of corruption, the darkness actually flinches. Scholars at Starbright Tower have studied this phenomenon but cannot explain it. Penguins have explained it repeatedly: "Darkness is too serious. We are not."

Penguin adventurers often become the unexpected heart of their party — not the strongest, not the cleverest, but the one who absolutely refuses to give up and makes everyone else feel like giving up is simply not an option.

## Suggested Calling Pairings

---

- **Barbarian** — Brave +2, Might +1, and Slide Charge turn a penguin barbarian into a careening force of joyful destruction, breaking DP with every sliding strike.
- **Knight** — Brave +2 makes penguin knights nearly indestructible protectors, standing between their allies and danger while their Coldproof Feathers keep them cool under pressure.

## Tags

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species marshmallow-peaks role: tank

# Phoenix

---

Starbright Tower & Embercrest Peaks — Hopeful, Dramatic, Warm-Hearted, Courageous

*A phoenix is the living proof that the story isn't over — that no matter how dark it gets, something bright comes back.*

## Home Region

---

Starbright Tower & Embercrest Peaks

## Personality

---

Phoenixes are rare, shimmering guardians born from the heart of Starspark Flames — ancient fires that never burn out atop Starbright Tower. Every phoenix has a song that sounds like the dawn itself. Hopeful and warm-hearted, they are also somewhat dramatic about it: when a phoenix enters a room, you know it. When they take a hit, you definitely know it. When they rise again — the whole battlefield knows it.

## Gameplay Style

---

Caster and support-damage hybrid with powerful anti-corruption abilities. Warm +2 drives charismatic magic and support abilities, while Clever +1 adds precision to their spells. Emberheart provides burst DP-breaking, Rekindle Feathers offers per-battle healing utility, and Ash-Glow Rebirth is the most dramatic and mechanically significant survivability ability in the game.

## Stats

---

Stat	Bonus
Warm	+2
Clever	+1
Might	-1

## Save Bonus

---

Spirit Save +1

## Animal Abilities

---

Emberheart

Once per rest, gain +2 to the next DP break made with a fiery strike or spell. The ember in a phoenix's heart flares bright when they choose to burn against corruption.

## Rekindle Feathers

Heal 1 HP or remove 1 Darkness Point from an ally within 10 feet. Once per battle. A single falling feather, glowing warm, that lands on a friend and reminds them they are loved.

## Ash-Glow Rebirth

When reduced to 0 HP, stay at 1 HP instead and immediately deal a 1-DP shockwave to all corrupted creatures within 5 feet. Once per rest. The phoenix doesn't fall — they *transform*.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Warm Ember Puff** — Release a tiny puff of warm, golden sparks that illuminate 10 feet and smell faintly of warm bread.
- **Feather Flame** — A single glowing feather floats and slowly drifts toward the nearest magical source within range.
- **Squeak of Dawn** — A small, musical chirp that gives an ally +1 morale for their next roll.

## Lore

---

Phoenixes are rare, shimmering guardians born from the heart of Starspark Flames — ancient fires that never burn out atop Starbright Tower. Every phoenix has a song that sounds like the dawn itself. Where they fly, corruption weakens, plants bloom, and weary hearts grow brave again.

During danger, their feathers ignite with golden or rainbow fire, symbolizing rebirth and the unbreakable truth that light always returns. This is not just inspiration — it is a literal magical phenomenon. The light that comes off a burning phoenix is the same quality of light as the Storystreams, as if the phoenix is briefly connecting to the source of all stories.

Ash-Glow Rebirth is the mechanic that most defines a phoenix's role in Talestria's story. It does not mean they are invincible — it means that even their lowest moment becomes an act of defiance against corruption. The shockwave that bursts out when they rise isn't just an attack. It's a statement.

Phoenixes make adventuring parties feel, on a deep level, that things are going to be alright.

## Suggested Calling Pairings

---

- **Glowcaster** — Warm +2 amplifies arcane light magic to spectacular levels, and Emberheart gives the Glowcaster an explosive DP-breaking turn when corruption is heaviest. The fire and the light — natural allies.

- **Luminarch** — Warm +2 combined with Rekindle Feathers, Ash-Glow Rebirth, and the Luminarch's healing makes a phoenix Luminarch the definitive rebirth-healer — the one who saves everyone else, then rises again themselves.

## Tags

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species starbright-tower role: support role: damage role: hybrid

# Rabbit

---

Whimsy Woods / Honey Hollow — Cheerful, Fast, Anxious

| A rabbit's hope is not naïve — it's a choice, made every single day, to believe the story isn't over yet.

## Home Region

---

Whimsy Woods / Honey Hollow

## Personality

---

Rabbits bring joy wherever they hop. They are beloved across Talestria for their optimism and their ability to turn even the darkest moments into a reason to keep going. They worry sometimes — their ears are always up, always listening — but they choose to keep moving anyway. A rabbit's hope shines like a lantern.

## Gameplay Style

---

Speedster and bard-like support. Swift +2 makes rabbits the fastest creatures in the party, with Quick Hop turning them into a movement powerhouse. Burrow Dash provides emergency evasion, and Hopeful Heart ensures they can always do something meaningful for a fallen ally.

## Stats

---

Stat	Bonus
Swift	+2
Keen	+1
Might	-1

## Save Bonus

---

Body Save +1

## Animal Abilities

---

### Quick Hop

Double your movement speed for one turn. This can be used to close distance, escape, reach an ally, or simply move faster than any corrupted creature expected.

## Burrow Dash

Instantly hide in soft earth, undergrowth, hay, or similar material as a quick action. While hidden, you cannot be targeted until you emerge or reveal yourself.

## Hopeful Heart

Restore 1 HP to an ally within reach once per battle. Once per rest, a rabbit can channel their hope to remove 1 DP from a corrupted creature they can touch instead of healing. The rabbit's optimism is literally therapeutic.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Dust Puff** — Kick up a small cloud of dust or flower petals as a distraction.
- **Twinkle Nose** — Your nose wiggles rapidly to detect faint magical traces nearby.
- **Happy Hop** — A little celebratory hop that boosts an ally's morale, giving them a tiny emotional lift.

## Lore

---

Rabbits bring joy wherever they hop. They are beloved for their optimism and their ability to turn even the darkest moments into a reason to keep going. They say a rabbit's hope shines like a lantern.

Rabbits live between Whimsy Woods and Honey Hollow, two of Talestria's most cheerful regions, and they carry both in their hearts wherever they travel. When the Unwritten spreads corruption, rabbits often lead the charge of resistance — not with great power, but with relentless, reasonable positivity that simply will not stop.

There is an old saying in Talestria: "A rabbit told me to keep going, so I did." It's been said by knights and dragons and ancient turtles alike. The rabbits find this very funny.

## Suggested Calling Pairings

---

- **Wildscout** — Swift +2, Quick Hop, and Burrow Dash create the fastest and most evasive scout in any adventuring group, ranging far ahead and returning with crucial information before enemies even notice they were there.
- **Songweaver** — Keen +1 combined with Hopeful Heart and Happy Hop turns a rabbit Songweaver into a tireless inspirational force, keeping the party's spirits high and their abilities flowing even in the darkest moments.

## Tags

---

species whimsy-woods honey-hollow role: support role: utility



# Red Panda

---

Whimsy Woods — Curious, Shy, Energetic

| A streak of firelight through the branches — quick, sparkling, and braver than they look.

## Home Region

---

Whimsy Woods

## Personality

---

Red pandas dart through the branches of Whimsy Woods like streaks of firelight. They are playful but skittish, often hiding inside hollow trees when startled. Despite their size, they are known for bright sparks of magic and bravery when their friends are in danger.

## Gameplay Style

---

Agile trickster or mage. Red pandas are quick on their feet and surprisingly magical, darting between enemies or firing off spells before foes can react. Their Swift bonus supports stealth, acrobatics, and quick spells, while their Warm bonus fuels charismatic magic.

## Stats

---

Stat	Bonus
Swift	+2
Warm	+1
Might	-1

## Save Bonus

---

Mind Save +1

## Animal Abilities

---

### Branch Hopper

Advantage on all climbing checks. Red pandas scale trees, ruins, and rocky walls with effortless grace.

### Warm Glow

Emit a faint magical warmth that weakens small corruption. Corrupted creatures of size Small or smaller roll with disadvantage on their first attack against the red panda. Once per rest, you can focus your Warm Glow on a corrupted creature within 5 ft to remove 1 DP.

## Fuzzy Feint

When targeted by an attack, roll Swift (DC 12) to dodge and impose disadvantage on that attack. Once per round.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Spark Tail** — Your tail flicks, releasing a tiny magical spark.
- **Hidey-Hop** — Instantly hide behind any object your size.
- **Chitter Chat** — Communicate simple emotions to small woodland creatures.

## Lore

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Red pandas dart through the branches of Whimsy Woods like streaks of firelight. They are playful but skittish, often hiding inside hollow trees when startled. Despite their size, they are known for bright sparks of magic and bravery when their friends are in danger.

The warm glow that trails from a red panda's fur is said to be a fragment of the First Ember — a tiny flame the Great Narrator breathed into the forest before any creature opened its eyes. This ember-magic is what makes red pandas instinctively repel corruption; darkness simply cannot stand the warmth.

Many adventurers first meet their red panda companions mid-chase — the little fluffball was fleeing something alarming, and the party happened to be in the way. It usually works out well for everyone.

## Suggested Calling Pairings

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- **Sneaklet** — Swift +2 + Branch Hopper + Hidey-Hop creates the ultimate acrobatic trickster, vanishing and reappearing where least expected.
- **Glowcaster** — Warm +1 and the innate Warm Glow spark make red pandas natural spellweavers whose magic carries genuine warmth and light.

## Tags

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species whimsy-woods role: damage role: utility

# Seal

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*Crystal Coast & Marshmallow Peaks — Cheerful, Goofy, Friendly*

*A seal's bark is their battle cry, their applause, their laugh, and their war strategy — all at once.*

## Home Region

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Crystal Coast & Marshmallow Peaks

## Personality

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Seals sing songs of the sea and warmth, even in the iciest waters. Their laughter is so contagious that corruption weakens in their presence — not because of any spell, but because even dark things get confused when a seal is applauding enthusiastically in the middle of a crisis. Goofy and genuine, seals commit completely to whatever they're doing.

## Gameplay Style

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Support warrior. Might +2 makes seals surprisingly powerful melee fighters, while Warm +1 powers their rally and morale abilities. Slide & Glide ensures excellent positioning in their native terrain, Thick Blubber provides consistent DP damage reduction, and Joyful Bark gives the whole team a situational bonus.

## Stats

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Stat	Bonus
Might	+2
Warm	+1
Clever	-1

## Save Bonus

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Spirit Save +1

## Animal Abilities

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### Slide & Glide

+10 feet of additional movement in water or on ice. In their native terrain, seals move with unexpected grace and speed.

## Thick Blubber

Reduce Darkness Point damage taken by 1 each time. Corruption hits the blubber first — and the blubber just doesn't care.

## Joyful Bark

Allies within 10 feet gain +1 on their next action after the seal lets out an enthusiastic bark. Once per rest. The bark is extremely loud. This is non-negotiable.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Bubble Spout** — Blow a stream of bubbles that distracts nearby creatures.
- **Seal Clap** — An enthusiastic flipper clap that rallies allies and communicates victory.
- **Flipper Flick** — Knock over tiny objects or gently redirect small projectiles with a flipper.

## Lore

---

Seals sing songs of the sea and warmth, even in icy waters. Their laughter is so contagious that corruption weakens in their presence. The Seal Songs — long, melodious calls that carry across both the Crystal Coast and the Marshmallow Peaks — are said to be the ocean's own way of laughing.

Seals live between two worlds: the cool shores of the Crystal Coast and the sweet snows of Marshmallow Peaks. This gives them unique resilience — neither cold, nor depth, nor any type of uncomfortable situation truly bothers them. When corruption arrives in a region, seals respond with what seems like inappropriate cheerfulness, until everyone realizes the cheerfulness is actually dissolving the darkness.

Seal adventurers are often underestimated because of their inherent goofiness. This is a mistake. When a seal Joyful Barks mid-battle, the whole party surges forward with a confidence boost, and the seal is already there with a strong flipper strike before the enemy recovers.

## Suggested Calling Pairings

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- **Barbarian** — Might +2 and Joyful Bark combine with the barbarian's DP-breaking fury for a battle-cry-driven berserker whose enthusiasm is as devastating as their strikes.
- **Knight** — Might +2 and Thick Blubber make seal knights surprisingly durable frontliners who absorb punishment and inspire allies simultaneously, turning defense into a party-wide buff.

## Tags

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species crystal-coast marshmallow-peaks role: tank role: support

# Serpent

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*Shadow Marsh & Starbright Tower Fringes — Strategic, Quirky, Bickering-But-Brilliant*

*Two minds, one body, and absolutely no agreement on anything — which turns out to be their greatest strength.*

## Home Region

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Shadow Marsh & Starbright Tower fringes

## Personality

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A Janus Serpent is actually two personalities sharing one body. The two heads are named by their players and treated as distinct individuals who must cooperate — they debate, bicker, and occasionally argue during inopportune moments, but when danger strikes, they click into unified brilliance. They are strategic, perceptive, and deeply strange in the best possible way.

## The Janus Nature

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Each Janus Serpent has two heads — each with their own name, personality, and opinion. One head might be cautious and analytical; the other bold and impulsive. One might prefer negotiation; the other prefers action. Together, they see every situation from two perspectives simultaneously, which is exactly as useful and chaotic as it sounds.

Players are encouraged to give each head a name and occasionally roleplay their internal disagreements. When the two heads agree on something, something significant is about to happen.

## Gameplay Style

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Debuffer, trickster, and high-perception specialist. Clever +2 powers all intellect-based abilities, while Swift +1 keeps the serpent mobile and reactive. Dual Minds grants resilience against mental corruption, Split Focus enables unique double-action turns, and Forked Insight makes them the best corruption detector in any party.

## Stats

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Stat	Bonus
Clever	+2
Swift	+1

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## Save Bonus

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Mind Save +1

## Animal Abilities

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### Dual Minds

Advantage on Mind Saves. Having two perspectives simultaneously makes it very difficult for corruption, illusions, or mind-affecting abilities to deceive both heads at once. One might be fooled — but never both.

### Split Focus

Once per rest, perform two tiny actions instead of one — for example, use two Trickles, examine two objects simultaneously, or take two quick actions in a round. The two heads work on different things at the same time.

### Forked Insight

Sense corruption or lies within 10 feet with forked-tongue perception. Once per rest, the dual perspective can crack 1 DP from a corrupted creature within 10 ft — both heads speaking a different piece of the creature's forgotten truth simultaneously. Their combined sensory input means nothing hidden survives close proximity.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Double Hiss** — A two-toned hiss from both heads simultaneously that startles and disorients a creature.
- **Tiny Coil Trap** — Create a small snare of body that can slow or briefly hold a tiny foe.
- **Glimmer Tongue** — Both tongues flicker rapidly, detecting faint magic or hidden objects within 5 feet.

## Lore

---

A Janus Serpent is actually two personalities sharing one body. While they constantly argue over whether to bite, wiggle, or philosophize, the two heads work together when danger strikes. Legends say they were born when the Shadow Marsh reflected two moons at once, blessing them with uncanny perception and magical potential.

The Shadow Marsh is a place of echoes and reflections, where things are rarely what they seem. In that context, a creature with two perspectives is not a contradiction — it is an advantage. The Janus Serpents are the marsh's way of saying that the truth is most reliably found by looking at it from two directions.

Scholars at Starbright Tower have spent considerable time studying how two independent minds can share a single nervous system. The Serpents themselves find this research tedious. "We know how it works," they say — both heads simultaneously, for once in agreement.

In adventuring parties, Janus Serpents often fill the role of the one who notices what everyone else missed — the detail, the lie, the corruption hiding behind a smile. They may bicker about *what to do about it*, but they are never wrong about *seeing it*.

## Suggested Calling Pairings

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- **Keeper** — Clever +2 and Forked Insight combined with the Keeper's lore mastery creates a living archive who can read the history of corruption in any situation, cross-referencing it with both heads' perspectives simultaneously.

- **Sneaklet** — Swift +1, Split Focus, and Double Hiss make a serpent Sneaklet a two-fronted trickster who distracts with one head while the other lines up the decisive strike.

## Tags

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species shadow-marsh starbright-tower role: utility role: damage

# Tiger

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Marshmallow Peaks — Noble, Quiet, Protective

| *A tiger's silence speaks louder than most creatures' battle cries.*

## Home Region

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Marshmallow Peaks

## Personality

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Siberian tigers stalk the snowy ridges with grace and deliberate quiet. They rarely speak, but their silent presence inspires courage in everyone nearby. Tigers believe that protection is its own language — one that doesn't require words. When danger arrives, their howls can shatter darkness itself.

## Gameplay Style

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Tank and melee guardian. Might +2 translates directly to powerful DP-breaking strikes through Snowborn Might, while Swift +1 keeps tigers surprisingly quick on the battlefield. Silent Paws enables unexpected ambushes, and Frost Howl creates area DP removal for clearing corruption around them.

## Stats

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Stat	Bonus
Might	+2
Swift	+1
Warm	-1

## Save Bonus

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Body Save +1

## Animal Abilities

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### Snowborn Might

Might +2 is applied directly to DP-breaking rolls. When a tiger strikes a corrupted creature, their mountain-honed strength tears through the dark scales more effectively than most.

## Silent Paws

Advantage on stealth checks on soft terrain — snow, grass, sand, carpet, moss. A tiger moves as if the ground itself chose not to announce them.

## Frost Howl

Remove 2 Darkness Points from all corrupted creatures within 10 feet. Once per rest. The sound shakes the darkness loose like snow off a branch.

## Trickles

---

*Minor magical abilities. No roll required for flavor effects.*

- **Cold Breath** — Exhale to fog the air slightly, creating a brief mist that obscures vision.
- **Silent Step** — Your footsteps vanish entirely for a few seconds.
- **Whisker Glint** — Your whiskers sense tension or hostility nearby, alerting you to hidden aggression.

## Lore

---

These majestic guardians stalk the snowy ridges of Marshmallow Peaks with grace that seems impossible given their size. Tigers rarely speak, but their silent presence inspires courage in all who travel with them. Tales say their howls can shatter darkness itself — that the sound carries the original cold of the world, clean and clear and completely incompatible with corruption.

Tigers are ancient residents of the Peaks, predating the cheerful igloo villages and the syrup springs. They were there when the mountains were first sung into being, and they have guarded the high places ever since. Most creatures know better than to try to corrupt something that has been watching the same stars for generations.

Young tiger adventurers tend to be the quiet anchors of their parties — the ones who don't say much, but whose presence makes everyone feel like they can face whatever comes next.

## Suggested Calling Pairings

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- **Knight** — Might +2 and Snowborn Might make a tiger knight a devastating melee champion, able to break corruption and protect allies in the same powerful swing.
- **Guardian** — Might +2 combined with Silent Paws and the Guardian's defensive abilities creates a silent protector who appears where they're needed most, holds the line, and lets nothing through.

## Tags

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species marshmallow-peaks role: tank role: damage

# Turtle

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Crystal Coast — *Calm, Wise, Steady*

| *A turtle doesn't hurry because they've already seen enough to know that steady wins.*

## Home Region

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Crystal Coast

## Personality

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Turtles are ancient protectors of the Crystal Coast. They walk slowly but see deeply, often sensing corruption long before others do. Their shells are said to remember every wave of history — ancient stories recorded in concentric rings. Calm and unhurried, turtles carry wisdom the way others carry weapons.

## Gameplay Style

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Defensive tank and support. Brave +2 makes turtles the most durable front-liners in the game, while Keen +1 supports wisdom-based abilities and detection. Shell Guard provides regular DP damage reduction, Calming Aura weakens enemies passively, and Steady Step makes turtles impossible to knock down.

## Stats

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Stat	Bonus
Brave	+2
Keen	+1
Swift	-1

## Save Bonus

---

Body Save +1

## Animal Abilities

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### Shell Guard

Once per round, reduce incoming Darkness Point damage by 1 by retreating slightly into the shell. No action required — it is simply what a turtle does.

## Calming Aura

Enemies within 5 feet of the turtle roll with -1 on their attacks. The turtle's steady, unrattled presence disrupts aggressive energy.

## Steady Step

Cannot be knocked prone, pushed back, or affected by any forced movement effect. A turtle plants themselves and remains.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Shell Tap** — Tap your shell to create a resonant sound that echolocates nearby creatures and objects.
- **Bubble Drift** — Blow slow, calming bubbles that drift through the air and ease tension.
- **Slow Blink** — A long, deliberate blink that puts a creature at ease, making them briefly less defensive or aggressive.

## Lore

---

Turtles are ancient protectors of the coast. They walk slowly but see deeply, often sensing corruption long before others do. Their shells are said to remember every wave of history — the rings are a record, and old turtles can read them like a library.

The Crystal Coast has been home to turtles since before Talestria had a name. They watched the coral reefs grow, advised the fish in their seasonal migrations, and were the first to notice when the Unwritten began darkening the deep water. They did not panic. They began planning.

Turtle adventurers are underestimated constantly — and they know it, and they use it. While everyone watches the flashy otter sliding around or the baby dragon puffing fire, the turtle has already positioned perfectly, weakened every enemy with their Calming Aura, and is prepared to end the battle through patient, inescapable attrition.

## Suggested Calling Pairings

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- **Guardian** — Brave +2, Steady Step, Shell Guard, and the Guardian's defensive abilities combine into the most impenetrable tank build in Tales & Tails — the party's unbreakable anchor.
- **Stonecaller** — Brave +2 and Keen +1 feed earth magic perfectly; a turtle Stonecaller shapes the battlefield with stone and patience, controlling space rather than chasing enemies.

## Tags

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species crystal-coast role: tank



# Unicorn

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Honey Hollow — *Pure-Hearted, Gentle, Radiant*

*Where a unicorn walks, the flowers remember what color they are supposed to be, and corruption forgets what it was doing.*

## Home Region

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Honey Hollow

## Personality

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Unicorns roam Honey Hollow where rivers of golden honey flow between fields of glowing flowers. Their horn carries the memory of the First Song itself. Pure-hearted and gentle, unicorns do not fight the darkness with anger — they simply hold the light steady until the darkness has no choice but to retreat.

## Gameplay Style

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Healer, support, and anti-corruption specialist. Keen +2 powers their healing spells, and Warm +1 makes their support abilities resonate with allies. Healing Light, Purity Step, and Shimmer Horn together create a support build that is difficult to corrupt and impossible to ignore.

## Stats

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Stat	Bonus
Keen	+2
Warm	+1
Might	-1

## Save Bonus

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Spirit Save +1

## Animal Abilities

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### Healing Light

Heal an ally for 1d6 HP or remove 2 Darkness Points from a corrupted creature. Once per rest. The unicorn's horn channels the memory of the world before the Unwritten.

## Purity Step

Immune to corrupted terrain. Unicorns walk through cursed ground, toxic swamp, and corrupted regions without suffering any negative effects.

## Shimmer Horn

Allies within 5 feet of the unicorn gain +1 to Spirit Saves. The gentle shimmer of a unicorn's horn is a constant, quiet reminder that the Great Story is still being told.

## Trickles

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*Minor magical abilities. No roll required for flavor effects.*

- **Starshine Sparkle** — Create a soft glittering light that illuminates 10 feet with a warm, golden glow.
- **Honey Glow** — Slightly heal a creature's feelings — soothe sadness, ease anxiety, or warm a cold heart.
- **Gentle Nuzzle** — Calm even hostile creatures, causing them to pause their aggressive behavior briefly.

## Lore

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Unicorns roam Honey Hollow, where rivers of golden honey flow between fields of glowing flowers. Their horn carries the memory of the First Song itself — the very melody the Great Narrator sang when Talestria was first spoken into being. Wherever a unicorn walks, corruption weakens, as if the world remembers it was always supposed to be beautiful.

Unicorns are not warriors in the traditional sense. They do not rush toward danger with weapons raised. They walk into it with their heads high and their horns alight, and the darkness simply doesn't know what to do with that much genuine kindness. More than one corrupted creature has been freed not by a powerful blow, but by a unicorn standing quietly nearby and waiting.

In Honey Hollow, unicorns are celebrated at the Festival of Light every year. The festival involves honey, flowers, and everyone agreeing that the world is wonderful. Even grumpy visitors tend to agree by the end.

## Suggested Calling Pairings

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- **Luminarch** — Keen +2 and Warm +1 combined with the Luminarch's divine healing creates the most powerful support character in all of Talestria; Healing Light and Shimmer Horn stack beautifully with divine blessings.
- **Keeper** — A unicorn Keeper combines ancient lore-mastery with the horn's corruption-sensing ability to become a guardian of stories — identifying which creatures have been rewritten by the Unwritten and restoring them.

## Tags

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species honey-hollow role: support role: healer