

THE TAUNINAGA

Also known as the Dream Serpents, the tauninaga are a race of mystical water-dwelling serpent people, and can be found in any area with water, whether it's a swamp, oasis, or mountain forest, barring any arctic climates. Tauninaga have a unique ability to manipulate the world around them through their dreams, twisting and shaping reality to their will as they slumber. Where a tauninaga lives influences how they can use their dreams to shape their environment. If a biome can hold more than one type of tauninaga, it is common for them to form combined communities, like the city of Savin Actai nestled high in the Azrak Mountains, home to both mountain and jungle tauninaga.

MOUNTAIN TAUNINAGA

Mountain tauninaga live in gorgeous gardened cities surrounding pristine alpine lakes. Their dream magic usually focuses on healing and purifying body, nature, and soul. Mountain tauninaga are considered the best healers in the world, and have adapted long claws to help them climb their rocky habitat

FOREST TAUNINAGA

Forest tauninaga are reclusive, dwelling in deep forest glades with small waterfalls and crisscrossing brooks. Their dream magic focuses on divination, and they have adapted poisonous spit

SWAMP TAUNINAGA

The tauninaga of the swamps and marshes focus their dream magic on illusion and trickery. They have naturally adapted to camouflage themselves.

OASIS TAUNINAGA

The oasis tauninaga have small settlements around the largest oases, and have learned to survive in the harsh deserts and off what their oasis provides. Their dream magic focuses on protection and sanctuary, and they have adapted thick scales to protect themselves better and preserve water in their skin.

JUNGLE TAUNINAGA

The tauninaga of the jungles are the only variant that do not need to live near water because of the usual humidity of the jungles. Their dream magic focuses on communing with nature, and they have adapted gliding capabilities to navigate their treetop homes.

CAVE TAUNINAGA

Cave tauninaga live in the underground lakes and rivers of the Verdant cave systems. Many people believe the cave tauninaga to be inherently evil, but this is just a common misconception, also their dream magic does focus on stealth and causing fear.

TAUNINAGA TRAITS

- **Ability Score Increase.** Increase your Wisdom or Charisma by 1
- **Speed.** Your speed is 30ft, and you have a swim speed of 30ft
- **Size.** A tauninaga usually stand around 6-7 feet tall, with the full length of their body around 10-12 feet. Your size is Medium.
- **Languages.** You can speak Ralveran and Tauninagan.
- **Sfa-Zruenen.** Each tauninaga can weave their dreams into powerful magic that bleeds into reality. To do so, they must spend their entire short rest or long rest unconscious. The magic takes effect at the end of the rest, unless specified otherwise. If the ritual is interrupted, the magic is lost and must be performed again from the beginning.



SWAMP TAUNINAGA ON THE HUNT
CONCEPT ART BY FINN DAVIDSON

TAUNINAGA SUBRACES

Tauninaga can be found anywhere there is fresh water, from deep forest creeks to a harsh desert oasis. Each tauninaga subrace have different adaption suited to their environment, and have different specializations in their dream magic.

MOUNTAIN TAUNINAGA

- **Ability Score Increase.** Increase your Wisdom by 2. You may replace your earlier +1 increase in Charisma or Wisdom with a +1 in Stength.
- **Born Climbers** The mountain tauninaga are adapted to rocky cliffs and dangerous slopes of their homelands. They have long claws on their hands perfect for scaling the sheerest cliffs. Your unarmed attacks deal 1d4 slashing damage instead of the usual damage, and you gain a climbing speed of 15ft.
- **Dream Healers** You may spend your rests weaving dreams into healing power. Each short rest, you and your allies gain one extra hit dice that they may spend this short rest only. This effect increases to two extra hit dice at level 5 and four at level 14. Each long rest, you may cure one poison or diseases affecting yourself or an ally, or you can grant temporary hitpoints to yourself or an ally equal to 10 + your level.

SWAMP TAUNINAGA

- **Ability Score Increase.** Increase your Dexterity or your Intelligence by 2
- **Adaptive Camouflage** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Illusionary Dreams.** Once per day, you may spend a short rest weaving your dreams into reality. You can cast *Invisibility* or *Disguise Self* on yourself or an ally at the end of each short rest. Furthermore, while resting, you emit a 15 foot radius sphere around your camp. Nothing appears different inside the sphere, but onlookers outside the sphere cannot see your camp unless they enter the area of effect. Powerful illusions make the campsite look like it is empty and untouched. You do not have to be unconscious for this passive effect to take place, but you must be actively resting and using concentration.

OASIS TAUNINAGA

- **Ability Score Increase.** Increase your Constitution by 2.
- **Natural Armor.** While unarmored, your AC is equal to 14 + your Dexterity
- **Shield of Dreams.** Once per day, after a short rest you may grant yourself or an ally +2 AC for 1 hour after the short rest. After a long rest, you may cast *sanctuary* on one person in your party, which lasts until they are targeted with an attack, or until the next long rest.

FOREST TAUNINAGA

- **Ability Score Increase.** If you chose Charisma as your base tauninaga ability score improvement, increase your Wisdom by 2. If you initially chose Wisdom, increase your Charisma by 2.
- **Poisonous Spit.** You can spray or spit poison from your fangs at range. You know the cantrip *poison spray*, except this does not count as a spell or deal magical damage. Once per long rest, you can also spit a glob of poison at increased range. Make a ranged spell attack, on hit the target takes 4d4 poison damage. Once you use this ability, you can no longer cast *poison spray* until you finish a long rest.
- **Foretelling Dreams.** If you spend your short rest focusing on your dream magic, you can cast *augury* at the end of your short rest. Additionally, while asleep you are able to project your conscious around the camp, creating an astral form of your body that can keep watch while your body rests. Your projection must remain with a 15ft radius of your physical body. You cannot be surprised while short or long resting, and you know the location of every creature within a 20ft radius of your sleeping body.

CAVE TAUNINAGA

- **Ability Score Increase.** Increase your Charisma by 2. This is in addition to the +1 bonus you may have chosen in the general Tauninaga traits.
- **Echolocation.** You gain a blindsight up to 30ft as long as you can speak and hear. Taking thunder damage disables this ability for 1 hour.
- **Sunlight Sensitivity.** You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to percieve is in direct sunlight. Your echolocation is unaffected by this ability.
- **Nightmare Weaver.** Once per day, after finishing a short rest you may grant everyone in your party +3 to their first Stealth check made up to one hour after the short rest. After finishing a long rest, you can imbue yourself or an ally with nightmarish energy. The first Intimidation check made after the long rest has advantage and a +3 bonus, and if it succeeds, the target becomes frightened of the character.

JUNGLE TAUNINAGA

- **Ability Score Increase.** Your Dexterity increases by 2. You may replace your earlier +1 increase in Charisma or Wisdom with a +1 in Strength.
- **Treetop Habitat.** You have gliding wings that unfurl from beneath your arms that you can use as wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.
- **Dreams of Nature.** If you spend your short rest casting dream magic, you gain the ability to talk to any surrounding plants and animals that are near your camp while resting. While short or long resting, you may have the surrounding plants or animals defend the camp. In doing so, your character remains asleep, and you control the flora and fauna during combat (up to your DM's discretion.)



OASIS TAUNINAGA CONCEPT ART
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