

# ALFALLEN RACES

Not all heroes go on to die terrible deaths, cast aside before their time. Some go on to have families and children, setting aside their life of conflict and adventure to celebrate their victories, or to prepare the next generation to continue the fight against the forces of destruction. The offspring of warlocks, however, are often influenced by the decisions of their parents. Regardless of the consequences and origins, the manifestation of an Alrisen's influence within a child often leads to conflict and courage, trials and determined resolve. Some flee from this responsibility, while others embrace it.

## WEAVER OF LIES:

### THE ARACHI

When the Weaver first began to plot against the gods, mere moments after its creation, it realized the need for servants and slaves, actors that could go where it was not welcome and speakers that could repeat the lies it spun. Thus, the Weaver looked into the universe and discovered something curious: mortals, living and dying and writhing in their own personal miseries and misfortunes, regrets and horrors. Having little respect for the creations of the gods, the Weaver sought to twist them to its ends, both body and soul. Thus, the arachi were created.

### BORN FROM DECEPTION

Individuals who have made pacts with the Weaver of Lies come in many shapes and many forms, but there is a certain group among them that the Weaver finds most suitable for its dark work: those who seek to forget and to hide themselves from the truth.

The Weaver takes these individuals and twists their bodies, tearing them asunder and stitching its vile magic into their souls before repairing them anew in a form more pleasing to this terrible horror. What was once a living person is now something both far less and yet far more; a sentient construction of living flesh, enchanted spidersilk, and eldritch magic.

The true reason the Weaver seeks these individuals is because it becomes easy to fulfill the agreement, as the process takes the names and unwanted histories from these tormented souls, saving them from the memories of their past misdeeds, suffering, and regrets.

However, not all arachi are created in the webs of an inescapable pact. Others are born rarely to parents who have lied about their identities to their partners; cheats and tricksters, spies and assassins. These are often mistaken entirely for natural children, until they come of age and the horrifying truth begins to make itself known, for not all lies can remain forever hidden in the dark.

### TWISTED BY THE SPIDER

The arachi are deceivers by nature, lying to themselves even as they lie to others. The most blatant example of this is in their appearances, as they have two that they change between. The first is their false form, which appears as an almost-ordinary person of their original race. The few differences are entirely cosmetic and usually benign enough to go unnoticed, such as eyes of a golden or greenish color, black or pale hair that tends towards a purplish cast in the right light, and symmetrical,

attractive faces.

Their true forms, however, are much more monstrous. Hair becomes chitinous blades that form together into a helm, an additional pair of eyes opens in the forehead, and small fangs dripping with green ichor spring forth, giving the arachi a predatory appearance. Their body shape and apparent sex may also change between the two forms, though this is rare and may merely be rumors that further cloud the truth of this deceptive race.

The form is not the only thing that changes to the arachi; the mind is equally malleable. Whenever an arachi enters their false form, their magic forces them to forget their true nature, casting it back into their subconscious. This, coupled with the innate influence of the Weaver, causes the to be excellent liars, for their innocent pleading is genuine to their own ears.

Dragonborn arachi are very rare, tending to have either dark black scales or nearly-translucent white ones. In their true form, their faces extend and the additional eyes open directly behind the first set, underneath their chitinous and wicked horns.

Dwarven arachi are most common among dwarven communities that dwell far below the surface of the earth, never seeing sunlight in their natural lives. They tend to have extremely pale skin and eyes like golden coins, and in their true forms, their beards become like chitinous spikes.

Elves born as arachi are often mistaken for dark elves, typically possessing pale hair and dark skin, though it is not unheard of for them to appear as those who dwell in the moonlit forests. In their true form, the spidery appearances of their faces are emphasized, with mandibles forming from their hair that sit around their cheekbones.

Gnomish arachi are typically thin for their race, and their large eyes may have unusually-shaped pupils. In their true form, their eyes split into two smaller sets, giving them a cruel and vicious visage.

Halfling arachi are more common than one might expect among a race of cheerful tricksters, appearing as the least-changed of the many varieties. In their true form, halfling arachi possess deep and soulful eyes, often appearing as strange and otherworldly children.

Humans typically have the easiest time concealing their unnatural lineage, as their skin will often simply trend towards a more extreme cast of what their ordinary tone would have been. Darker individuals become nearly obsidian, while paler ones could be mistaken for those with albinism. Despite these defining traits, the true forms of human arachi are varied and mixed. Some may not even possess the four eyes common to their race, while others may have as many as eight.

Tiefling arachi obtain an unusual blessing thanks to their deceptive natures: they appear entirely human or elvish in their false forms, without horns, tail, or colorful skin. However, their true forms are especially nightmarish. Horns of spider legs that twitch and writhe of their own volition, tongues that have teeth, four eyes of pure green, gold, or purple, and skin of onyx black or deep purple are among the least concerning of their features.

### TRICKSTERS AND KILLERS

The arachi try to keep themselves hidden as best they can, often deliberately staying in their false forms for as long as possible in order to prevent being suspected of every crime ever committed. Few accept them in their true forms, and fewer still once they know of their association with the Weaver.

Arachi have an almost universal disdain for the gods, brought upon them by the influence of the deity-hating Weaver, and thus only become clerics or priests in unusual circumstances. Their habitual lying keeps them from becoming paladins in many cases, for few are able to muster the strength of will to take an oath without trying to writhing out of the less-attractive portions of it. In other professions, however, they flourish. Arachi turning to criminal pursuits are very successful, as their ability to forget their own deeds makes them paragons of innocence outside the shrouded hours where they do their dark work.

Soldiers among this race are not uncommon, acting as scouts and spies, infiltrators and bodyguards. When their true nature is revealed in battle, they fight without mercy in order to preserve their secrets.

Sorcerers whose power manifests from their dark heritage often gain powers over shadow and shade, while wizards and more traditional scholars of the arcane lean towards the arts of illusion, enchantment, and transmutation. Arachi bards are fairly common, though many hone their arts in secret in order to maintain appearances. Those who are born arachi have little to lose by making pacts with their cruel creator, as the Weaver's perilous power is well-suited to tricksters such as these.

## ARACHI NAMES AND FEATURES

Arachi who are created directly through the Weaver's influence are stripped of their former names, and will thus either adopt new ones or pseudonyms to cover for their loss. Those born as arachi take names from their original race and culture, though they tend towards common and disinteresting ones when given the choice.

**Arachi Names:** Formerly, Nobody, Somebody, Loss, Elsewhere, Never, Unknown, Impossible, Undecided, Denial

**Age:** Arachi typically live somewhat longer than their original race, concealing their aging as the signs begin to show.

**Alignment:** Arachi are greatly influenced by their deceptive nature, but this can play out in many ways. Some are lawful, and work within the confines of a system to their advantage, while others are chaotic and sow disharmony wherever they go. Few are good, as honesty does not come easily to them, but most trend towards neutrality despite their wicked streak.

**Languages:** Arachi are fluent in Common and in the language of their racial origin. Those who are born into communities of arachi learn thieves cant, and use it frequently.

**Ability Score Increase:** Arachi are as quick with their hands as they are with their tongues. Choose either Dexterity or Charisma. That score increased by two, while the other score increases by one.

**Blood of the Spider:** Arachi possess a remarkable resistance to poison, and it flows through their fangs with equal ease. You gain resistance to poison damage. If you gain resistance to poison damage from a class feature, you gain the ability to cast *falling spider's spite\** at 1st level once per long rest without expending a spell slot.

**Darkvision:** You have superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you gain Darkvision from your racial origin, add both values together.

**False Form:** As an arachi, you possess two forms, a true form and a false form. Your false form appears as a member of your origin race, and can look however you wish. Once you choose this appearance, it can never be changed. You can change between your false form and true form as an action. Nothing aside from your physical appearance changes. However, while in your false form, you gain advantage on Deception checks related to concealing your true nature as an arachi or to actions you performed while you were in your true form.

**Remarkably Forgetful:** You learn the *forget\** cantrip, and you can cast it on yourself multiple times, forgetting a total number of different things equal to your character level.



## RACIAL ORIGINS

While a person may be a direct descendant of an Alrisen, or of one who had made a pact with one of the Alrisen, they are not so unique as to totally be deprived of their physical and cultural heritage. When you choose one of the Alfallen races, choose one of the following racial origins, to indicate what race you would be if not for the magical influence within your blood. You gain additional racial traits and features depending on your chosen racial origin. Your appearance and lifespan are primarily determined by your chosen racial origin. Any effect, feature, or feat that would reference your race will apply to you based upon your racial origin, rather than your Alfallen racial category.

### DRAGONBORN

While the dragon blood that flows through your veins remains potent and powerful, it has been greatly changed by the influence of the Alrisen upon your bloodline. Your appearance will shift due to your altered bloodline, often leading to strange scale patterns, partial absence of scales, or even a nigh-human appearance rather than a draconic visage, depending on the origin.

You gain the **Draconic Ancestry** and **Breath Weapon** racial features, but do not gain the **Damage Resistance** feature or any other racial features. Your speed is 30 feet, and your size is Medium.

### DWARF

Dwarvish bloodlines are uncommon to see in the ranks of the Alfallen, though not quite as rare as one might expect. Most dwarvish Alfallen retain their dwarvish stature, though many find themselves without the natural resistances, cultural instruction, and visual acuity that their heritage might grant.

You gain the **Dwarven Toughness** racial feature, and your speed becomes 25 feet, though your speed is not reduced by armor. Your size is Medium.

### ELF

Elven bloodlines are surprisingly open to the influence of the Alrisen, though they retain much of the strange physiological changes brought upon them by the magic of the fey.

You gain the **Darkvision**, **Fey Ancestry**, and **Trance** features of an elf, and your speed is 30 feet. Your size is Medium.

### GNOME

Alfallen of Gnomish heritage are surprisingly stable in the quirks of their bloodline, retaining their unusual curiosity and cheerful demeanor, as well as that special resistance to magical influence; however, exposure to eldritch forces has had unusual effects of their physiology nevertheless, oftentimes reducing their visual acuity.

You gain the **Gnome Cunning** racial feature. Your walking speed is 25 feet, and your size is Small.

### HALFLING

A humble yet boisterous folk who often get over their heads, Alfallen halflings typically make up about one-fourth of the Alfallen population in a given world. Nevertheless, they retain their small stature and surprising luck, granting them remarkable success in all of their pursuits.

You gain the **Lucky** and **Halfling Nimbleness** racial features. Your speed is 25 feet, and your size is Small.

### HALF-ORC

While half-orcs are already a rare breed, Alfallen half-orcs are especially uncommon, and often viewed as curiosities rather than a genuine racial category. Most are deprived of their original culture, growing up as either slaves or outcasts even among orcish societies, though some will rise to power and greatness thanks to their Alfallen bloodline. Still, they all seem to retain the burning determination of an orc combined with the passionate nature of humanity.

You gain the **Relentless Endurance** and **Darkvision** racial features. Your speed is 30 feet, and your size is Medium.

### HUMAN & HALF-ELF

Humans are the most common Alfallen races, comprising the vast majority of pact-makers and their descendants. Most attempt to conceal their mixed heritage, preferring to not face persecution or estrangement due to the decisions of their ancestors. Others are less fearful, choosing to embrace their strange bloodline. Half-elves whose lineage is touched by the Alrisen manifest traits very similar to those of humans, losing their fey heritage, though their appearance is slightly different and they retain the extended lifespans of their elven kin. Many who have strong ties to the Alrisen often find themselves drawn once again to the same powers as those their ancestors once sought, seeking to right the wrongs done against them, discover their past, or write a new chapter in their lives.

You gain proficiency in two skills of your choosing and one language of your choosing. Your walking speed is 30 feet, and your size is Medium.

### TIEFLING

Tieflings are among the most unusual of the Alfallen races, for their fiendish bloodlines provide them a substantial amount of magical power already. While many retain the horns, tails, and scarlet skin of a fiend, others find themselves more easily warped by the influence of the Alrisen, seeing their fiendish traits overridden by the equally exotic appearances of the Alfallen. This vulnerability to the influence of the Alrisen, combined with their exotic appearances, makes them outcasts in all but the most welcoming communities. Individuals who would be born tieflings but have their fiendish heritage entirely purged by the influence of the Alrisen would often be classified under the human, elvish, or dwarvish racial origins instead.

You gain the **Infernal Legacy** racial feature. Your walking speed is 30 feet, and your size is Medium.

## HEY FOLKS!

I hope you enjoy this sneak preview of the *Compendium of Forgotten Secrets: Awakening!*

I've had a great time writing and preparing it for you, and so I invite you to give feedback, tell stories of your adventures, discuss character ideas and suggestions, and above all: get inspired!

I've started Genuine Fantasy Press in order to officially publish the *Compendium*. All of the content you've seen before is being updated and expanded, art is being commissioned, and entire new chapters are being added. The mechanical and essential components like everything you see here will be released for free, and you'll be able to purchase the full edition with more lore, artwork, and exciting content - and get a physical copy!

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## FORGET

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

*Sometimes, one just doesn't want to think about it.*

You temporarily suppress a memory, sealing it away from your mind. You can choose either one period of time, a single person, group, or activity, or any other singular thing, such as a plan or proficiency in a single skill. Any creature other than you attempting to access this memory via magic or other means must make a Wisdom saving throw. If they succeed, this spell ends. When the spell ends, the memory returns and springs to your mind, fresh and vivid.

## FALLING SPIDER'S SPITE

*1st-level necromancy*

**Casting Time:** 1 reaction, made when an enemy falls prone within your reach

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

*Enemies that cannot stand before you are worthy of your scorn.*

You instantly leap at the creature that has fallen prone and make a single melee weapon attack or unarmed strike. If you hit, the target's movement speed is reduced by 10 feet until the end of their next turn and they must make a Constitution saving throw or be poisoned until the end of your next turn.



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