

TSU'KTI



TSU'KTI

ORIGIN

As her fellow Host began populating Agregor with their creations, Ferimus wandered the lands, beguiling and tricking the humans, q'sari, and others in turn, but never revealing herself to any. On occasion, she disguised herself and traveled with groups of mortals, amusing herself by creating confusion or inspiring the antics of pranksters and fledgling rogues. During one such trip with a group of humans far to the south on the snowy tundras, a fox snuck into camp and stole some of Ferimus' food. Surprised, Ferimus stored her belongings more carefully before she left camp the next day. The fox returned, and stole from her cache again, sniffing out its new hiding space. Ferimus was intrigued. She had never had a creature steal from her before, and was delighted by the simple cleverness of the fox. She waited the next day, veiled in the ethereal plane and watching. The clever creature returned, and found the treat she hid for it, then followed her scent trail to where it disappeared, circling in confusion and yipping at the spot she had shifted out of the Material Plane. Ferimus returned and captured the fox, and made her own creature from the beast that was closest to her heart, and the only creature ever able to steal from her. This is why the symbol of Ferimus is the fox, and why her chosen creation springs from them.

Ferimus left many of the features of the fox intact in her tsu'kti. They have full, soft tails, lithe canine bodies, large alert ears, and soft fur that covers their bodies. Their fox-like faces are largely unchanged from their progenitor, with expressive, intelligent eyes and an elongated snout. The tsu'kti are bipedal though, and have delicate hands and feet formed for agility and cunning. Graceful and clever, tsu'kti are humanoid foxes born of wild cunning and divine whimsy. Their creator gave them charm, cunning, and the curiosity of a dozen cats.

Some dwell with other tsu'kti in deep ancient forests, such as Elfwood, and others walk along in cities disguised by glamour or charm, ever driven by stories and secrets. A few linger in secretive societies in the most extreme places in the Realms, coming out to the wider world in search of new stories to slake their curiosity.

THE SNOW-TOUCHED

The snow-touched tsu'kti were the first of the tsu'kti and rarely leave the colder places in the realms. They are secretive and difficult to find—these tsu'kti are more likely to find a wanderer or go adventuring deliberately than any outsider is to find their homes.

PHYSICAL DESCRIPTION

The snow-touched are true to their name and ancestry in appearance, with dense, soft white fur that sometimes has flecks of gray or silver. Their piercing eyes have black sclera and irises that range from blue to silver. Their bodies are more compact than their cousins, well suited to cold climates, and their alert ears are shorter and tufted for warmth. Their thick, luxurious tails are pure white.

CULTURE AND SOCIETY

Snow-Touched tsu'kti are at home within cold climates especially where there is a great amount of snow fall. When Ferimus created them in the snowy glacial expanses of Cårf Engål, their love for their home didn't dissipate, and she helped them create their first city, Fer'Engål inside a glacier. Hidden to any untrained eye, the entrance to Fer'Engål is constantly shifting as the great glacier it lives within slowly grinds across the land. Old tunnels are cut off by the internal rivers of the glacier, shifting patches of melt, or the occasional collapse during an unusually warm summer. As a result, new entrances and tunnels are constantly being created. While false entrances were not originally designed, as they weren't needed in the bright glare of the ice fields, many who seek out this massive city find old entrances and get lost or trapped. These features make the cities of the snow-touched tsu'kti naturally hard to find, reinforcing is a deep taboo against sharing the location of the cities with outsiders. Any tsu'kti who did so out of anything other than dire necessity would expect to be ostracized for an extended time, and also not permitted to leave unattended in the future.

The cities of the snow-touched tsu'kti are living communities. Groups of friends or families live in large carved caverns encircling the main cave, grouping together to sleep and eat. These caverns are decorated by cunning carved designs in the ice, and the tsu'kti take pride in artfully crafted shafts to the top layers of ice near the surface to allow some light in the summer days. The light reflected down in hues of blue and green add an unearthly glow to the homes of the tsu'kti.

Tsu'kti are highly communal people, but they form deeply committed monogamous pair bonds. Courtship can be a lengthy affair, proving resourcefulness, cunning, and discretion to each other at length. Both tsu'kti in the pair will go to great lengths to trick the other, surprise them with insightful gifts, and ferret out secrets that are useful to their desired mate. Tsu'kti choose which clan to join when they marry based on long negotiations and consideration of personality and standing, and so the decision is not made by the gender of either tsu'kti. When a pair decides to formalize and commit after a process that is considered rushed if it takes less than two years, they begin creating a maze off one of their communal family caves that leads to a private den they will share during the early days of their marriage, and retreat to again whenever they are birthing their children. The marriage celebrations are elaborate affairs that the whole city participates in. Dancing, games, and long feasts continue for days, after which the couple will move into their new, private home.

Children, referred to as kits, are never born as singles. All tsu'kti have an identical twin, and will leverage their twin in their pranks and games for their whole lives. The twin bond is closer than any bond, even a pair bond, a fact known and acknowledged as natural throughout tsu'kti society. When kits are born, the parents retreat to their private den for several years until the kits are not in constant danger from the hazards of communal spaces—unattended tools, fire lamps, high shelves, and the like. When the kits reach a level of independence and cunning that they can find their way through the maze to the communal family area without their parents, the pair and their kits return to the communal den.

While family dens are the center of sleep and rest, most of life in tsu'kti cities takes place in the central cavern, from which all family caverns branch off. This large central space is dug deep to the ground below the glacier and has kitchens, workshops, schools, and every other cultural institution in one space. Buildings are constructed from ice bricks, stone, and mortar, and lit with carefully enclosed lamps and central fire pits that are vented subtly and only lit when a room is occupied to avoid unnecessary melt. Tsu'kti societies are typically governed by the eldest in society, too old to leave regularly but full of experience and cunning. Many of these leaders are former adventurers.

Snow-touched tsu'kti specialize in clever but practical craftsmanship and are known for their beautiful work with leathers, furs, and carved stone and bone. Metallurgy is rare in tsu'kti society, as the heat required can be dangerous to their icy homes,

so the snow-touched usually trade for metal as a prized luxury but live quite well with their own handiwork in place of metal. The snow-touched tsu'kti hold secret the craft of creating armor from remorhaz hide and furs that grant the wearer enhanced protection and special protection from fire and cold alike. Known as *charoz-ete* (car-OZ-eet),



MATT HARRIS

this armor is rarely sold to outsiders and prized by adventurers for its versatile protection.

Snow-touched tsu'kti cities like Fer'Engål can best be thought of as a wanderer's nexus. They are a place to gather, create, and play between expeditions. Some snow-touched form hunting bands that leave for weeks at a time, seeking out prized game and hides. The best often leave for months at a time, leading adventurous groups from nearby cities on luxury hunting excursions, though they rarely take them to the best hunting grounds to prevent over-hunting the animals their cities rely on most. Others specialize in mercantile activities, and are entrusted with trading in outside cities. It is also common for snow-touched tsu'kti to leave to adventure for a few years after adolescence, seeking stories, secrets, and a new audience for their mischief. All snow-touched refer to non-tsu'kti as *ket-kaa* (roughly meaning "outsiders") and take pride in their ability to haggle with or trick them. Among the *ket-kaa*, tsu'kti hold a high esteem for the gnomes and fet'sari for their cleverness and humor. Snow-touched who leave their cities to live among the *ket-kaa* will find themselves quickly rising in political appointments, cells of rogues, and merchants by virtue of their natural comfort with a lightly salted truth and endless curiosity. A snow-touched who joins an adventuring party will inevitably ruffle feathers with pranks and eavesdropping, but when their companions accept these tendencies, they will find a resourceful and eventually quite loyal party member with a knack for uncovering secrets and ferreting out secrets and new paths to a goal.

NAMES

Tsu'kti language is defined by sharp consonants and elongated vowels, broken up by clicks and stops. Names are derived from their words for the beauty of their glacial homes and their clan names and show gender with their ending vowel. Translated, they might sound like "Moons-through-ice of the Kaneeyl clan", "Sky-lights-on-an-ice-river of the Ti'kaag clan", or "Day-without-night of the Giy-Uht clan". Clan membership is indicated with a 'c' based on adoption, marriage, or birth. For example, a tsu'kti adopted or married into the Kaneeyl clan would bear the name "Kaneeyl'c", or "c'Kaneeyl" if they were born to the clan. Female names are typically indicated by an "oo" sound appended to the end, while male names are indicated with a click, sometimes difficult for non-tsu'kti to pronounce. Because such clicks are common in tsu'kti speech (indicated with an "x") it's common for tsu'kti to go by an abbreviated translation of their name when they leave home for a long period of time.

Female Names: Nura'tiu, Kyu'x'qhu, Neey'rtu, Ay'g'greeu

Male Names: Kyu'x'qhu'x, Tsi'ru'x, Nis'ta'x, Hiinay'tu'x

5/5.5E PLAYER OPTIONS

The traits below are structured differently from traits in both 5 and 5.5e. It allows for creating mixed species using special rules designed for play in the Realms of Agregor Campaign Setting.

The **primary species icon** (P) is used when creating a tsu'kti character that is not mixed with any other species. The **mixed species icon** (M) are options you can choose when creating a character mixed with tsu'kti blood. Full mixed species rules are later in the book.

Ability Score Increase* (P) Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age (P) Tsu'kti reach adulthood by age 12 and can live up to 120 years.

Size (P) Tsu'kti average around 3-4 feet tall and weigh 50-75 lbs. Your size is small.

Speed (P) Your base walking speed is 25 ft.

Darkvision (P) You have darkvision out to a range of 60 feet.

Languages (P) You can speak, read, and write Realmspeak, tsu'kti and Sylvan.

Fox's Guile (P)(M) You gain proficiency in the Deception skill.

Trickster Magic (P)(M) You know the *minor illusion* cantrip. At 3rd level, you can cast *disguise self* once per long rest. At 5th level, you can cast *mirror image* once per long rest. Charisma is your spellcasting ability for these spells.

Fleet of Foot (P)(M) Your movement is nimble and silent. You can take the Dash action as a bonus action a number of times per day equal to your proficiency bonus.

Keen Senses (P)(M) You have proficiency in the Perception skill.

SNOW-TOUCHED SUBSPECIES TRAITS

The options above are the main traits for all tsu'kti. Snow-touch is a subspecies that is included in this publication. A moon-touched subspecies will be included in a future publication.

Ability Score Increase* 🐾 You can choose to increase your Constitution score by 1 instead of Charisma.

Cold Affinity 🐾 You have resistance to cold damage.

Pounce 🐾 If you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or be knocked prone. You can use this feature a number of times equal to your proficiency bonus, regaining all uses after a long rest.

** If using 5.5e, remove the ability score increase.*

DAGGERHEART OPTIONS

Snow-touched tsu'kti are highly varied and are unique enough to support two ancestry cards. The full sized cards are at the end of this book.

DESCRIPTION

The snow-touched tsu'kti are secretive, clever fox-folk adapted to life in the frigid cold, renowned for their craftsmanship, curiosity, and mischievous nature.

TOP FEATURES

Fox's Guile: Whenever you would need to deceive, feint or otherwise trick a creature, you **add a bonus** to your roll equal to your proficiency bonus.

High Stamina: You gain an **extra Stress slot** at character creation.

BOTTOM FEATURES

Cold Resistance: You are immune to damage from magical and mundane cold.

Fleet of Foot: Whenever you need to make an Agility roll to move more than two range increments, you can **mark a Stress** to gain advantage on the roll.