

RACE

VÎTOREM

We have a predator that came from the depths of the cosmos and took over the rule of our lives. . . They gave us their mind! Do you hear me? The predators give us their mind, which becomes our mind.

– Don Juan Matus, The Active Side of Infinity

The vîtorem are a race of sentient beings from a mysterious demiplane—divorced from the planar multi-verse and referred to only as “The Shroud.” Little is known of this plane, vîtorem society, or even how they look in their natural form; rather, they are known only by their dealings and interactions through other creatures in the known multiverse.

MIND THIEVES

Irrevocably severed from the magic that suffuses the multiverse, there is no known path of travel to or from The Shroud, even for the vîtorem. Instead, whispers have surfaced of their ability—whether it be technological or through some magic of their own—to capture the minds of creatures as they cross between planes. This typically occurs upon death or while a creature is engaging in planar travel, willingly or unwillingly.

While the creature’s mind, body, or soul are in transit, a vîtorem may strike, supplanting its consciousness in the creature’s mind as it takes over the creature’s body. This process makes the original creature’s soul unable to be reached by magic, likely due to in turn transferring back to the vîtorem’s original body in The Shroud, though there are claims that the original creature’s soul is wholly obliterated in the process.

SECLUDED STALKERS

Vîtorem typically will not recklessly embark on this irreversible journey beyond their home plane. Most prefer to study one or even several potential hosts as they wait for an opportune moment to pounce and perform the transfer. This careful and diligent practice grants them a thorough knowledge of their target’s past and allows for a more seamless transition to their new life, often being enough to prevent any suspicion of foul play, even from the creature’s most trusted confidants.

VÎTOREM NAMES

Vîtorem are exceptionally secretive about their former life in The Shroud, even possessing a supernatural ability to resist the magics of this realm that may compel them to speak about it against their will. Their true name is nearly impossible to discern as they fully adopt the name and persona of the creature they have chosen to inhabit.

VÎTOREM TRAITS

As a vîtorem, your traits are fundamentally similar to that of your host’s race. Choose another PC race option as the basis for your traits.

Inheritance. You are beholden to your host body’s lifespan and other physical characteristics. You inherit the traits of your host’s race with the following changes:

Ability Score Increase. If your host’s race has an Ability Score Increase trait that increases a mental ability score (Intelligence, Wisdom, or Charisma), you can change it to any other mental ability score of your choice (to a maximum of +2).

Alignment. Despite their rather aggressive and domineering method of entry into the known multiverse, most vîtorem are not inherently evil, though they are even less likely to be of a good alignment. The majority find themselves in the neutral spectrum, with a tendency toward law.

Antecedent Training. If your host’s race has a trait that grants proficiency in a skill or tool, you can choose to replace it with any other skill or tool proficiency of your choice, respectively.

If your host’s race has a trait that grants proficiency with a weapon, you can choose to replace it with another weapon; the chosen weapon must have the same damage die or lower, can have no properties that the original weapon doesn’t have, and you can’t replace a melee weapon with a ranged weapon or vice versa.

Impostor. You have disadvantage on Charisma checks when interacting with members of your host’s race.

Languages. You can speak, read, and write Common and one other language of your choice—most typically, one of your host’s languages if it speaks a language other than Common.