

Tirapheg

Tiraphegs are enigmatic and unsettling beings from a relatively unexplored planet about 4 months travel by Spelljammer. They are 7 feet tall with a humanoid form that deviates significantly from the norm. These hairless creatures possess three heads, three arms, and three legs, each with unique features that contribute to their eerie appearance and combat prowess. Known for their unpredictable behavior, Tiraphegs are scavengers that prefer to consume decayed flesh and have a mysterious society that remains largely unknown.

Physical Description

Tiraphegs are hairless and typically do not wear clothes. Their humanoid form is marked by three heads, with the outer two being featureless and the central head having three large, deeply-set eyes (one in the back of the head). The central head also has ear-like organs but lacks a mouth. Their torso features three arms: two prehensile limbs at the shoulders with 6-inch long spikes instead of hands, and a third arm emerging from the chest with three strong fingers. Tiraphegs are tripedal, with the outer two legs ending in stumps for stability and the central leg having a foot with three long, strong toes. Their mouth is located in their belly, used exclusively for consuming flesh, and is accompanied by three continuously writhing tentacles of unknown purpose.

Society

Tiraphegs are a hermaphroditic race of scavengers who prefer to eat carrion. Their society is cloaked in secrecy, as they have had little impact on the wider world beyond their home. They tend to shy away from other creatures, often avoiding contact and remaining elusive. Their behavior is unpredictable, but they are generally more curious than aggressive. Tiraphegs are known to have intricate rituals and customs that are not well understood by outsiders, adding to their enigmatic nature. Their settlements are hidden and rarely seen, and those who have encountered them speak of strange, otherworldly practices that defy explanation.

Relations

Due to their unsettling appearance and unpredictable behavior, Tiraphegs are often met with fear and suspicion by other races. Their preference for consuming decayed flesh further alienates them from more civilized societies. However, those who take the time to understand Tiraphegs may find them to be fascinating and complex beings.

Alignment and Religion

Tiraphegs have a wide range of alignments, reflecting their unpredictable nature. They do not follow any particular religion, but some may revere deities associated with decay, scavenging, or illusion. Their beliefs are as varied as their behaviors, making it difficult to generalize about their spiritual practices.

Adventurers

Tiraphegs may become adventurers for various reasons, such as seeking new sources of carrion, exploring the unknown, or simply out of curiosity. Their unique abilities make them well-suited for classes that benefit from their physical prowess and illusionary talents, such as Rogues, Illusionists, or even Fighters.

Tirapheg Racial Abilities

Ability Score Modifiers: +2 Strength, +2 Intelligence, -2 Charisma: Tiraphegs are physically and mentally strong but have an unsettling presence.

Size: Tiraphegs are Medium creatures and have no bonuses or penalties due to their size.

Type: Aberration

Base Speed: 20 ft. Despite the extra leg, they method of movement seems awkward and slow compared to bipeds.

All-around Vision: The Tirapheg cannot be flanked.

Darkvision: Tiraphegs can see in the dark up to 60 feet.

Multi-Armed: Tiraphegs possess three arms. They can wield multiple weapons, but only the hand with fingers is its primary hand, and all others are off hands. It can also use its arms for other purposes that require free hands.

Natural Illusionists: Tiraphegs add +1 to the caster level of any illusion spells they cast. Members of this race also gain the following spell-like abilities (the caster level is equal to the user's character level):

3/day—*dancing lights, flare, silent image*;

1/day—*flare burst, mirror image*

Spiked Limbs: The two prehensile limbs at the shoulders end in 6-inch long spikes, which can be used as natural weapons dealing 1d6 points of piercing damage.

Unsettling Presence: Tiraphegs take a -2 penalty on Diplomacy and Bluff checks due to their unsettling appearance and behavior.

Languages: Tiraphegs begin play speaking Common and Tirapheg. Tiraphegs with high Intelligence scores can choose from the following: Abyssal, Aklo, Draconic, and Dralasite.