



## Saturday Morning Shorts: The Milori

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The Milori are a new race for Saturday Morning Tabletop. Included inside are player rules for that race, new feats, new bonds, some lore and some new blessings for the knight class!

All content within this book is subject to change and should only be allowed in game with the Game Masters consent.

# THE MILORI'S PLACE IN THE WORLD

## ***BLENDING INTO HUMAN SOCIETY***

Milori often hide their short tipped ears and avoid situations where their bioluminescence could be seen by others.

## ***RIDICULE AND FEAR***

Most people don't bother to notice the short points of a Milori's ears, but some do . . . and from then on, they're often called half elves. When the Milori's usually well hidden Bioluminescence is discovered by the same discriminatory types, well, it leads to bad things.

## ***ARE THEY A HALF BREED?***

The Milori are a race that breeds true. Milori parents, have Milori Children. However, an elven child fathered by a Star Blood may be born a Milori. . . **AWKWARD!**

## ***ORDER OF THE MOURNING STAR***

A select few of the Milori are not content in just being, let alone trying to pass off as humans. They want the world to know that they are Milori and

that being a Milori is beautiful! The scholars of the Order have also traced the Milori's inception to the coupling of a variety of Native fey and Seraph's, giving the heads of the order a sense of being divine.

While the order isn't inherently good or evil, they are terribly singular of task. The goal is to gather enough of their kin to give rise to a nation.

## ***ROLE PLAY***

Yeah, you can always play the tortured loner. The kind of character who either wishes they really were human, or one that's succumbed to the degradation and discrimination of the mental midgets that would put you down. Why though? When you have a couple of pretty unique role play opportunities with the Milori!?!

Milori have a bioluminescent pattern covering their body! Now while you can cover up and hide that glow, you can't get rid of it without the proper feat. However, letting it flash a little brighter for role play purpose could be really awesome. Just think of a it, you're a Milori wizard and every time you cast a spell, the pattern of light just under your skin brightens for a few seconds.. or a Milori barbarian whose bioluminescence brightens up slightly during a rage!



One of the biggest things however, is that while most haven't realized, the Milori are descended from a cosmic power. Pretty directly in fact. So the same factions and entities that would normally hunt and destroy the spawn of the Godseed (a fallen star), may in fact be hunting and "destroying" Milori. Which can result in some seriously interesting role play. Imagine if you will, a reaper cult dedicated to the destruction of both the Star Bloods and the Milori.

Oh man, Imagine if your Milori **IS** a Reaper (has the reaper bond)! Maybe you're shunning the remnants of the Godseed's power within you, or

whatever awesome and creative role play you can envision.

Maybe in your/your GM's worlds (worlds touched by Gemini and the conflict of the Godseed & Nyx) it was a Milori that founded the first knightly order? Showing others how to access blessings of power that reached beyond the limits of known magic?

What I'm getting at is while the Milori may look like little more than a Half Elf, you can play them as so much more. so, GO FOR IT!

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# MILORI CHARACTERS

## **RESISTANT TO CHANGE**

Milori are highly resistant to having their forms altered, so they won't make very good Druids and can't rely on using spells/abilities that utilize and transform the Milori, without gaining insanity. However when using a background like Dark taint for instance, it not only becomes feasible but, in some ways, beneficial to become something like a Druid.

Pairing the restriction of gaining insanity to alter your form (from unleashing your inner beast, beast claws

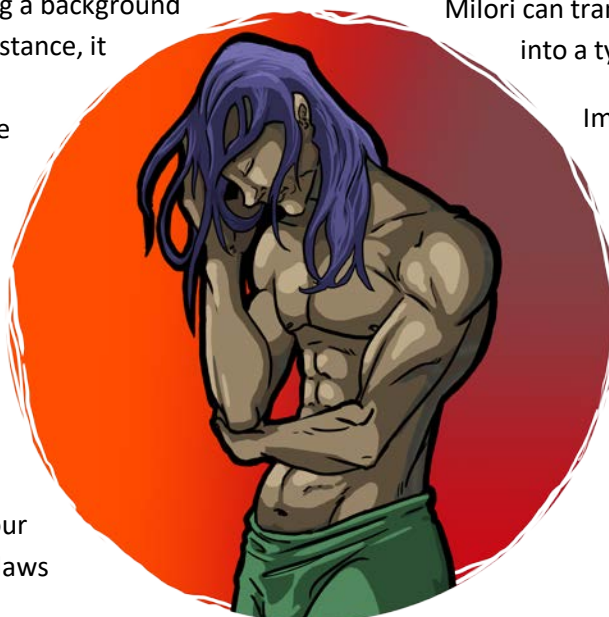
features, etc.) with an ability to regain lost Hit Points whenever you gain a level of insanity.

## **BLESS ME FATHER**

Milori have the ability to gain one of a knights Blessings as a character option, which can make them very powerful knights! Not only that, but a Milori can transform almost any other class into a type of knight because of this.

Imagine a melee oriented Sorcerer paired with blessings such as Smite and Mark Of The Martyr. You'd essentially have a dark knight or "black guard".

If you're really sneaky, you can give a Milori Priest the "Aura of the hospitaller" blessing, just saying...



# MILORI

Not all fae followed in the footsteps of the Nightmother or in her utter hatred of the Godseed and his progeny. Some fae, like the Nightmother in the times where she was still innocent, were lost to the fierce beauty of a Seraph's power and majesty... and got it on! Thus the Milori!

The Milori are the descendants of a paring of native fae and the celestial power of a Seraph. They are distant cousins to Elves, Star Blood and even the Tityroi. Though, like most of the races, the truth of their origins are known only to a few doddering old men surrounded by books and smelling of elderberries.

## MILORI FEATURES

Milori in almost every respect, appear little more than human, even the short point to a Milori's ears tends not to be enough for most to notice. Only when a Milori's bioluminescence is revealed do people start to question . . . "Hey, are you human?"

### SIZE

Medium

### RACIAL HIT POINTS

8 per heroic tier

### SPEED

30ft.

### ABILITY SCORE IMPROVEMENT

+2 Charisma

### BRIGHT EYES

You have **Low light** vision. Unlike Darkvision, Low light vision is always active. Meaning that at all times you may treat the areas of bright and dim light as being twice as much. Meaning that while holding an item with the light spell cast upon it you can see an area of bright light out to a 40ft. radius from you and dim light out to 40ft. beyond that instead of the normal ranges. Light sources don't actually shed more light, your eyes are just better at using whatever light that's available.

### SON/DAUGHTER OF A FALLEN STAR

Whenever you are able to gain a character option, you may instead gain one of the knight's blessings.

You also gain a Spell Casting level ZERO (*though you gain no knowledge of spells to cast*). Unless otherwise stated by your class, your Spellcasting ability score is treated as being ten and your spell casting components are **Somatic, Verbal & Visual**.

You're also bioluminescent, meaning that just under your skin are glowing lights of varying design and color. Your lights are visible in dim light and darkness, but are not bright enough to illuminate anything other than the surface of your skin.

### PURITY OF FORM

Your form can't be forcibly changed by anything less than a tier 5 effect (or 5<sup>th</sup> level spell). This includes anything that would transform you into a different creature, change your size, age (you still age normally) or alter your form in part, such as with the dread talons spell. However, by gaining **X** levels of Insanity (as a free action) you may choose to do one of the following things;

1. If your form was changed, change back to your normal form, ending whatever effect changed you.
2. Willingly allow your form to be changed (by your own magic, ability, features and/or the magic, ability or features of another).

**X = 6-heroic tier.**



# NEW CHARACTER OPTIONS

## FEATS

### HEAVENLY RESONANCE

**Prerequisite:** Milori **OR** Star Blood

With intense focus you call upon your forefather's glory to carry you aloft on wings of pure light.

As a Standard Action you glow brightly for all to see (even while in a brightly lit area). Until the end of your turn, you shed light as if under the effects of a light spell and gain a

fly speed equal to your land speed.

These effects last until the end of your turn, meaning that you must end your turn on solid ground or fall.

Your bioluminescence is brighter than most your kin and forevermore sheds a 5ft. radius of bright light & 5ft. dim light beyond that. Your bioluminescence can be seen even in daylight.

You now have damage resistance to Radiant and Fire damage.

### LIGHT OF THE FATHER

**Prerequisite:** Divine Lumination (feat) –OR- Star Blood –OR- Tityroi

No light is as bright or fire as hot as that of the stars in the sky . . . and that is from which you are descended.

Whenever you are dealt Radiant or Fire damage from any source other than yourself, you can remove your choice;

- one level of Haggard
- one level of Exhaustion
- one level of Insanity

### DIVINE LUMINATION

**Prerequisite:** Milori

The blessing of your angelic blood begins to awaken. There is now no denying that you're no mere human, of simple half-elf.

### DEAD LIGHTS

**Prerequisite:** Milori –OR- Star Blood

With great force of will and determination, you've discovered how to better hide what you are.

As a Full round action, you gain a level of Haggard and may turn on/off your inner light.



For a Milori, this is your Bioluminescence. While your Bioluminescence is off, you lose several of your racial features and abilities listed below.

- You ignore your Purity of form racial feature.
- Unless you are a knight, you may not use any known Blessings.
- You may not benefit from any other feat that has “Milori” as a prerequisite.

For a Star Blood, This is the unyielding radiance that is you. While your ability to shed light is off, you appear as a “normal” human being and you lose several of your racial features and abilities listed below.

- You lose your Radiant Body racial feature.
- You lose your Radiant Soul racial feature.
- You lose your Radiant Power racial feature.

### ***FOCUSED BRILLIANCE***

**Prerequisite:** Dead Lights –OR- ability to Channel Divinity

You can, for a moment focus all that is divine within you into a flash of brilliant blinding light. All evildoers within the Area Of Effect are Blinded until the beginning of the next round.

The action required and the range of the AOE depend on how your accessing this power.

- Milori & Star Blood
  - While your inner light is turned off (due to the dead lights feat) you may flash your inner light briefly as a full round action, and effect all evildoers in a 30ft radius.

- Chanel Divinity
  - You may use your channel divinities (a Standard action) to effect all evildoers within a 60ft. radius

### ***DARKEST LIGHT***

**Prerequisite:** Dead Lights & (at least one familiar Geist –OR- the animal friend spell)

While your inner light is turned off (due to the dead lights feat) you may impart your inner light to any one summoned Animal Friend, Familiar, Monstrous Familiar or Darkest Creation.

#### **Milori**

- The Chosen “creature” gains a brightly lit bioluminescent pattern similar to yours and sheds bright light out to a range of 5ft. and dim light 5ft. beyond that.
- Additionally you may use any known channel divinity or Knights blessings with the chosen “creature” as the source/point of origin (you’re still the one using the ability, so any requisite actions or costs are yours to perform/pay).

#### **Star Blood**

- The Chosen creature gains immunity to necrotic and radiant damage, sheds bright light out to a range of 20ft and dim light 20 ft. beyond that.
- Additionally you may use any known channel divinity or Knights blessings with the chosen “creature” as the source/point of origin (you’re still the one using the ability, so any requisite actions or costs are yours to perform/pay).

## BONDS

The 2 new bonds are designed to expand on the lore and offer a point of interaction with, The Godseed. An entity of near imaginable power that is not native to the world of Gemini.

### ORDER OF THE MOURNING STAR

**Prerequisite:** Milori –OR– Star Blood –OR– Tityroi

Those that know that they were much more than how the world saw them. Those that hungered to discover what being who they were really meant... Those are the ones that come to the Order. The Order of the Mourning Star is predominantly Milori, but as they have discovered kinship with the Tityroi and Star Blood... The numbers, diversity and power of the order are growing ever faster. The Order shares with its kin the intricacies of being of angelic descent & are ever-curious as to their own limits. The order shows its members not only what they are and how powerful they are but to take pride in themselves. To show all the glory and great potential that being a child of a star brings. Even if it catches the ire of the Nightmother herself.

Starting at the point you take this bond, if you ever deny to yourself, or anyone else that you are a product of a Seraph/Angel &/or the Godseed, you immediately gain a level of insanity. The Godseed's Power (or that of another star blood) is in your Blood, be PROUD OF IT!

- 6<sup>th</sup> level; **Latent Power.**
  - You gain damage resistance: radiant. If you already have radiant damage resistance, you instead gain radiant damage immunity.
- 11<sup>th</sup> level; **Awakening Reality.**
  - As a standard action and the cost of X recoveries, you may bring back to life the recently deceased. You can touch

a creature that has been dead for no longer than 7 minutes and bring them back to life at half their HP (or wounds). X= target creatures tier.

- 16<sup>th</sup> level; **Overwhelming Ancestry.**
  - Gain damage reduction to Awesome Damage equal to your Constitution modifier.
  - Gain Damage resistance; Laser.

### ACOLYTE OF ILLUMINATION

Through delving into forbidden knowledge, an obsession with becoming more powerful or just by accident, you've somehow learned to tap into the power of the father of gods, lord of light, the Godseed himself. Even the remnant light of the Godseed is a massive and untamed power that can drive the minds of those that dare use it insane . . . good luck!

- Lvl-6: **A Light That Flickers.**
  - As an action gain 1D4 levels of insanity and roll a D20 on the chaos table. Effects created by the chaos table are not magic and can't be countered. In fact, counter spelling, dispelling, magical resistance, magical detection, etcetera . . . none of that can stop a chaos effect from taking place.
- Lvl-11: **Illuminated Heart.**
  - You blood becomes golden and will shed a faint light. The light of your heart however can be seen glowing through your chest.
  - As an action, you can detect the power of the Godseed in the same

way as mages can detect magic. The insanity gain from using “A light that flickers” become 1 instead of 1D4.

- Lvl-16: **No Turning Back.**

- Your eyes are now a glow, any small plants &/or animals caught in your

gaze start to mutate and warp themselves into unimaginable mockery’s of what they were.

- You gain Lowlight Vision & when using “A Light That Flickers” you may roll 2D20 and choose one.

Chaos table

D20 roll	Chaos Effect
1	Create a null magic zone with a 100ft. radius around you. The cost of spells and spell like abilities are still paid but have zero effect. The zone lasts until the beginning of your next turn.
2	The next spell cast (by any ally, including yourself) is accompanied by magical doves and has its entire cost refunded.
3	Roll 1 D20. A target creature you can see (including yourself) has all of their ability scores changed to the rolled value for 1 minute.
4	You immediately cast any one second level spell that has a duration of instantaneous. The spell will automatically hit without the need for a roll. If the spell has a save to reduce its effect, it no longer allows for a save and instead has its full affect. If the spell has any dice (rolled for damage, healing etc.) all dice are treated as rolling the maximum total possible.
5	You fill a 100ft radius area (centered on you) with a non-magical liquid of your choosing. (sorry, no potions buddy)
6	You gain darkvision that cannot be disabled for the next hour.
7	From here on out, your skin, your hair and anything you wear becomes pink (or color of your GM’s choosing). This effect lasts until the next time you roll on the chaos table.
8	You immediately cast any one first level spell that has a duration of instantaneous. The spell will automatically hit without the need for a roll. If the spell has a save to reduce its effect, it no longer allows for a save and instead has its full affect. If the spell has any dice (rolled for damage, healing etc.) all dice are treated as rolling the maximum total possible.
9	You gain a golden coin of inspiration.
10	All weapons and armor within 100ft radius of you (including yours) are transformed into wooden toys until you use “A light That Flickers” again.
11	Your size category is permanently reduced by 1 step to a minimum of Infinitesimal (adjusting your Awesome Power accordingly).
12	Target creature that you can see will be critically hit, every time it’s hit until the beginning of your next turn.
13	For the next 5 minutes everything you do is accompanied by the musical styling’s of a mariachi band. . . or some such musical accompaniment.
14	You become a crystal statue, gain the petrified condition & immunity to damage until the beginning of your next turn.
15	Every strand of hair &/or fur within a 100ft. radius of you mysteriously vanishes never to be seen again.
16	Any 1 creature that you can see (including yourself) regains all lost HP.
17	Your size category is permanently increased by 1 step to a maximum of Gargantuan (adjusting your Awesome Power accordingly).



18	All liquid (including potions but excluding . . BLOOD!) within 100ft. radius of you mysteriously vanish, never to be seen again!
19	You blow up . . <b>BOOM!</b> Deal damage as a heroic tier lvl fireball centered on what your position previously was. You reform at the beginning of your next turn with 0 HP.
20	Some poor unfortunate no less than 14 miles away is hit in the head with a sack of no less 1,000 gold coins.

## NEW KNIGHT'S BLESSINGS

### REJUVENATING PRAYER

You can lock yourself into a deep prayer instead of taking a long rest. This prayer reduces the time required for you to benefit from a long rest by your Heroic Tier. You still need to eat/drink before this prayer to gain the benefits of the long rest (unless you also have the blessing: Divine sustenance & have prayed your that hour first).

**EXAMPLE;** a Tier 5 (legendary) knight with this blessing would only need to pray in this fashion for 3 hours. 8

hours normally, minus 5 for heroic tier, results only in 3 hours of prayer to replace sleep.



### SACRAMENT

You can channel your divine blessings into any liquid, transforming it into holy sacrament and drink that sacrament to rejuvenate yourself.

As a full round action, you drink an available liquid (one potion, waterskin, vial of poison, etc.) and regain Hit Points Equal to 5 times your Awesome Power.

### FIRMAMENT

As a full round action you gain 1 level of Haggard (or *Exhaustion* if you have max Haggard levels) and create a storm cloud in the shape of a cylinder that is 10 ft. tall with a 60 ft. radius, centered on a point you can see within 100 ft. directly above you. If you can't see a point in the air where the storm cloud could appear (such as being in a small room or deep underground in a dungeon) you can't summon the Firmament. During the Firmament, Thunder roars within the clouds every time you hit with a melee attack. The Firmament Lasts for 10 minutes but may be unmade with a Full round action.

While the beneath the Firmament, the follow effects are gained;

- If you have the **Smite** or **Improved Smite** blessings. You gain a special weapon attack, LIGHTNING BOLTS! Whenever you can attack with a weapon, you can instead spend a recovery to attack an enemy in line of sight with a lightning bolt from the Firmament. The lightning bolts deals the same amount of damage as your Smite, but is lightning damage instead of radiant.
- You can use the rain from the Firmament as the available liquid source to gain the use/benefit of **Sacrament** (increase the amount healed to; 10 times your Awesome Power).
- When you heal an ally with your lay on hands feature , you and all other allies beneath the Firmament heal for half as much (or for an equal amount if you have the emerald oath).
- Any time an ally (including yourself) deals lightning or thunder damage, they regain X Hit Points. **X=Your Charisma Bonus.**

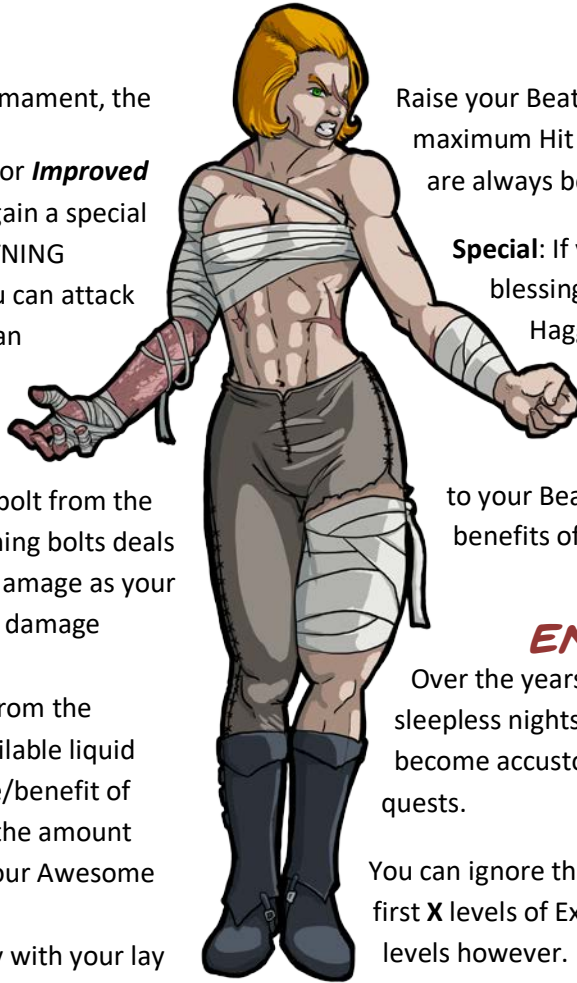
### **WELL OF FAITH**

You gain additional Recoveries. Gain 1 + your Heroic tier in additional recoveries.

**EXAMPLE:** a Famous knight (heroic tier 3) would have a total of 10 recoveries, 6 from level + 4 from well of faith.

### **MARTYR'S CARESS**

You have suffered much in your knightly duties, but you suffer so others won't have too.



Raise your Beat Up Threshold to equal your maximum Hit Points. This means that you are always beat up.

**Special:** If you have the “**Armor of Faith**” blessing, you must now gain a level of Haggard (Gaining a level of Exhaustion if you already have max Haggard levels) instead of lowering your HP to your Beat Up threshold to gain the benefits of that blessing.

### **DIVINE ENDURANCE**

Over the years having to push through sleepless nights and endless evils, you've become accustomed to long and grueling quests.

You can ignore the detrimental effects of the first X levels of Exhaustion. You still gain the levels however.

**X= Charisma Bonus**

**EXAMPLE:** Charisma score 20 grants a bonus of +5, so you can ignore the bad effects from the first five exhaustion levels but you still drop dead when you gain the sixth exhaustion level (unless you somehow have a 22 charisma score). If for any reason you can survive gaining six levels of Exhaustion, if you are forced to gain any exhaustion beyond the sixth level, you collapse & die.

### **VENERATED CRUSADER**

You ignore the penalty being an Old Fart imposes on your max Haggard levels. Meaning that you have 1 Haggard Level per Heroic tier in the same way as if you were “Not A Child”.