

# PORTAL PORTFOLIO



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**SUPERS &  
SORCERY**

**A NEW LINEAGE  
FOR SUPERS & SORCERY**

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# XOPHT

## PROTECTIVE CLUTCHES

High in the mountains of Gotmah, where the air is clean and the soil is free of eldritch corruption, dwells an ancient matriarchal people: the Xopht. Sometimes called “half-wings” for the aesthetic appendages that grow on their backs, these creatures bear little resemblance to the other inhabitants of their world. Though they appear reptilian in nature due to their scaled limbs and small features, they stand on two legs and—if you can earn their trust—are welcoming, warm, and caring folk.

The 7 cities of the Xophtian Empire share the same fundamental characteristics. The first is a strong external defense: 5 layers of looming walls—manned by the famed mages and archers of the Queen’s guard—built to keep the dangers of their world at bay. In addition to the personnel stationed there, mechanical and arcane deterrents form an impregnable barrier that has protected many generations from countless assaults. Despite having not been attacked in nearly two centuries, the Xopht have a long memory and have not become lax in the protection of their cities.

The second characteristic is the city center—the justification for their expansive defenses and the pride of the Xophtian people: the Husterium. This ornate structure is the keystone of their civilization. It contains colleges, research facilities, libraries, governmental halls, and most importantly, the hatchery. Lined wall to wall with hundreds of thousands of sparkling crystalline eggs, the hatchery is the single most precious aspect of the Husterium. Kept at scorching temperatures, Xopht eggs do not hatch on any particular timeline; instead, each chooses when it is ready to enter the world.

From the day that they are born, young Xopht are immersed in the martial and academic traditions of their people. Upon reaching 15 years of age, each adolescent is sent out alone on a 7-day pilgrimage into the heart of the mountain, wherein they are tested both physically and mentally by the spirits that dwell there. When—or if—they return, they are honored in a ceremony known as the Gharim'Tar, during which magical crystals are fused to their scales, giving them protection from the dangers they may encounter in adulthood.

## **ANCESTRAL TRAITS**

**Age.** Most xopht are laid in large clutches of up to twenty eggs, and can live upwards of 120 years.

**Size.** Discounting their tail and wings, xopht can stand from between seven to nine feet tall. Your size is medium.

**Speed.** Your base walking speed is thirty feet, and you gain a glide speed of forty feet.

**Natural Resilience.** You are resistant to cold damage and may choose 1 more damage resistance from the following: acid, lightning, fire, poison, thunder, necrotic, or radiant. The type of damage chosen correlates to the gemstones that adorn your scales. Acid = yellow, lightning = white, fire = red, poison = green, thunder = silver, necrotic = black, radiant = chrome.

**Born Historian.** You have expertise on history checks.

**Skilled Combatant.** Whenever you roll damage with an attack using Dexterity, Intelligence, or Wisdom, you can reroll one die if the result was 1 or 2, but you must keep the new roll.

# CULTURAL TRAITS

**Ability Score Increase.** Your Dexterity increases by one 1 and you may chose to increase either Intelligence or Wisdom by 2.

**Languages.** You can read, write, and understand Common, Xophish, and 2 additional languages of your choosing.

**Know Thy Enemy.**  
When you successfully hit an enemy with a melee or ranged attack, you can use your bonus action to find out more information about the target (damage resistances/immunities/vulnerabilities and condition immunities).

**Keen Eyes.** You start out with either the Sharpshooter or Spell Sniper feat.



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