

# THE SOLLUX

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A Fiery New Player Race

# THE SOLLUX



here may be a great fire in our soul, yet no one ever comes to warm himself at it, and the passers-by see only a wisp of smoke.

— Vincent van Gogh

Sollux (singular and plural) are a race of statuesque humanoids with fiery red skin and a regal bearing who are distantly related to the efreet.

Despite their origins, they are considered natives of the Prime and in general, they despise their distant relatives.

## ABOUT

The sollux were first introduced in 1981's **X2: Castle Amber** and later in the **Monstrous Compendium Mystara Appendix**. They have never appeared in an official product outside of the Mystara setting.

This article is designed to introduce the Sollux as a playable race and uses the newer format introduced in **Tasha's Cauldron of Everything** which was continued in **Monsters of the Multiverse**. However, fans of the original 5e race format will also find suggested statistic increases and alignment tendencies.

This article is part of the ongoing Lopango Campaign, and the sollux will also be given cultural details specific to the Forgotten Realms subsetting. It is meant to be a preview to a more detailed product that is scheduled for a future release date. References to the great volcano known as *Kuntur Rapa* (the upcoming release) will be given all necessary detail. Overall however, this product is meant to allow for the race's usage in any setting.

## NEW RACE - SOLLUX

Sollux are exceptionally tall, almost giant-like in stature and they carry themselves regally. They are fond of brightly polished armors embossed in reds and gold as well as ornately crafted weapons. They are often highly skilled in the use of such martial instruments, and tend to carry a variety of weapons.

### SOLLUX TRAITS

As a sollux, you have the following traits.

**Creature Type.** You are a Humanoid.

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**Fireborn.** You have immunity to fire damage.

**Truevision.** You have Truesight with a range equal to your normal vision.

**Efreeti Hunter.** You treat creatures of the elemental type as you would a ranger's Favored Enemy. This is in addition to any Favored Enemy you gain from the ranger or another class.

### OPTIONAL TRAITS

**Ability Score Increase.** Your Strength score increases by 2 and your Charisma score increases by 1.

**Alignment.** As a sollux you demand respect and also respect authority. Your tendency is most commonly lawful and more often than not you are unconcerned with the struggles of good versus evil. Still, you despise the selfish cruelty of the efreet and more often tend towards good than evil.

## BROTHERHOODS

When many sollux gather, they often organize themselves into organizations which they refer to as *Brotherhoods* despite the inclusion of male and female members.

Brotherhoods in general, are loyal to one another among their membership but also hold no particular ill will towards non brotherhood sollux or other brotherhoods.

A brotherhood is typically dedicated to preserving the sanctity of life on the Prime from elemental (mostly fire) incursions. The largest known one exists on the world of Mystara and is wholly dedicated to keeping the efreet in check. This is the *Brotherhood of the Sun* and their reach goes into the planes themselves. On Toril, the *Brotherhood of the Risen Condor* helps to ward off the eruption of a world threatening super volcano and there is even believed to be a spaceborn brotherhood that dedicated itself to keeping a world overrun by salamanders and their pet thoqqua quarantined.

## SOLLUX MAGIC

Sollux have a few magical items they are associated with as well as spells that their casters often know.

Sun shields and phoenix armor are frequently used by the greatest sollux warriors and sollux often ally with azer crafters in order to obtain such items.

*Hermetic seal* is a simple spell that sollux casters employ to keep out intruders in gaseous form - a well known talent of the the efreeti.

Finally, *gleam* makes a sollux's armor shine like the sun, making them very difficult to target.

## SUN SHIELD

Shield, rare

With a command word, this +1 shield alights with flames that shed bright light for 15 feet and dim light for an additional 15 feet. The flames cause 5 (2d4) fire damage if touched on the outer portion of the shield.

## PHOENIX ARMOR

Armor (half plate or full plate), very rare (requires attunement)

Phoenix armor comes in half plate or full plate and is decorated in red, gold and silver. On the chest, there is often an ornately engraved depiction of the elder elemental for which it is named.

Phoenix armor is +2 armor, and if you are brought to 0 hit points while wearing it, you explode in a conflagration that does 14 (4d6) fire damage to all creatures within 5 feet (Dexterity DC 14 saving throw for half damage). In addition, you are “reborn” with 10 hit points (up to your maximum). You also grow fiery red wings that grow from the back of the armor and give you a fly speed of 60 for ten minutes before disappearing. This ability can only be used once every seven days and requires that it be “recharged” by remaining in sunlight for at least an hour.

## HERMETIC SEAL

2nd level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 12 hours

**Classes:** Sorcerer, Warlock, Wizard

You close off all cracks and tiny entry points into a room or chamber that can have an area of no more than 8000 square feet with tiny blockages similar in composition to a *wall of force*. The room is then completely sealed from any liquids or gases. If there are any entryways that a Tiny creature or larger can normally pass through, those entrances are not hermetically sealed unless done so using some other means.

The spell also prevents entry from oozes or elementals that can slide under doors or from creatures that are in gaseous form.

## GLEAM

3rd level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Classes:** Paladin

Your armor reflects bright light in all directions even if there is no source of light, making you difficult to look at and emitting light in a 30 foot radius with an additional 30 feet of dim light beyond that radius.

Creatures attacking you within the area of bright light must make a Constitution saving throw or they attack you at disadvantage for the duration of the spell.

# BACKGROUND

Many adventuring sollux, particularly those who choose a martial class, take a background that is based on a brotherhood.

## BROTHERHOOD SOLLUX

All sollux who chooses the *brotherhood sollux* background gains the following proficiencies, language, equipment and special feature.

**Proficiencies.** Arcana, Athletics

**Languages.** Ignan, Primordial

**Equipment.** A set of fine clothes, a medallion identifying you as a member of the Brotherhood, and a pouch containing 15 gp.

### FEATURE: FORGED IN FIRE

Brotherhoods take their warriors seriously and work closely with allies from the Plane of Fire (particularly azer and some fire genasi) to forge weapons, shields and armor. Because of this, a brotherhood sollux can purchase nonmagical weapons, armor and shields at half the standard price.

## BROTHERHOOD OF THE SUN

As a member of the Brotherhood of the Sun you have dedicated your life to protecting the Prime plane from your selfish efreet ancestors. You despise the powerful genies and believe they are a powerful threat that needs to be stopped at all costs. You refer to each other as *Sun Brothers*.

Though your primary focus is keeping efreet out of the Prime, you are not against pursuing them into their home plane if an opportunity arises. You would like nothing more than to see the fabled City of Brass fall into utter ruin.

## BROTHERHOOD OF THE RISEN CONDOR

In the remote eastern portion of the virtually unknown lands of Lopango, there is a supervolcano which could threaten the whole of the world were it to erupt. A society consisting of azerborn dwarves, phoelarchs (phoenix folk), humans and sollux have come together to keep such a disaster from occurring but they have many enemies.

The Brotherhood of the Risen Condor runs the martial arm of this society and they know the stakes of their mission. While most remain within the supervolcano itself (known as Kuntur Rapa), others have set forth into the world to stop threats even before they arise.

## BROTHERHOOD OF THE FLAME SNAKE

On a distant world, an incursion of salamanders and their thoqqua allies have all but destroyed a once verdant and diverse world. The salamanders have ruled the world for centuries now and set their eyes towards the stars to bring their conflagration elsewhere. They even began to develop their own form of spelljamming ship to do so which were uniquely suited to the accommodation of fire beings.

In pursuit of efreet on the Plane of Fire, a band of Sun Brothers discovered the plot and dedicated their lives to preventing this from ever happening. They now control the unique ships created by the salamanders and patrol the skies near the planet.